(No Model.)

J. HYDE.

GAME OF DRAUGHTS TO BE PLAYED BY THREE PERSONS AND APPARATUS THEREFOR.

No. 378,931. Patented Mar. 6, 1888.

Fig. 1.

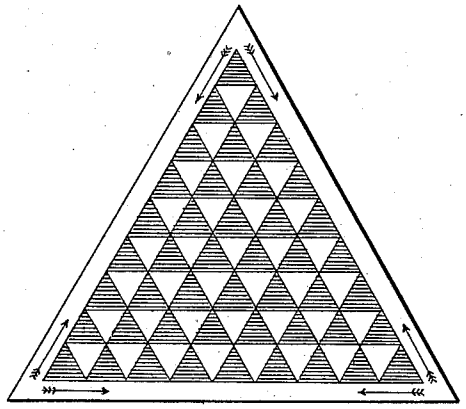


Fig. 2.

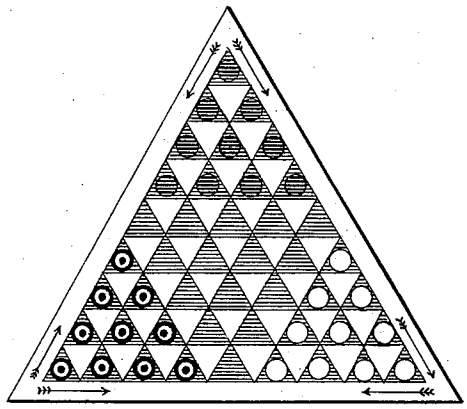


Fig. 3.

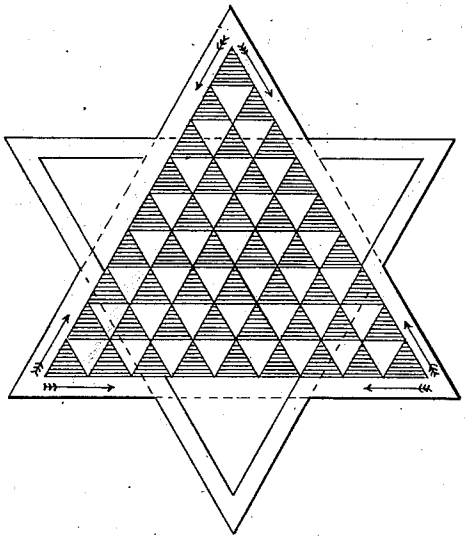
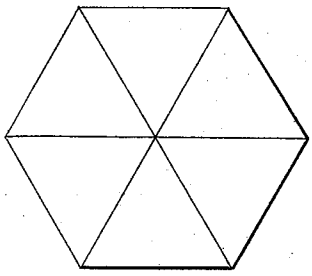


Fig. 4.



Witnesses:
Norris A. Clark.
Geo. A. Burnett.

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UNITED STATES PATENT OFFICE.

JOHN HYDE, OF ACTON, NEAR LONDON, COUNTY OF MIDDLESEX, ENGLAND, ASSIGNOR OF ONE-HALF TO GEORGE HENRY HOWARD, OF NIAGARA FALLS, CANADA.

GAME OF DRAUGHTS TO BE PLAYED BY THREE PERSONS, AND APPARATUS THEREFOR.

SPECIFICATION forming part of Letters Patent No. 378,931, dated March 6, 1888.

Application filed February 24, 1887. Serial No. 228,725. (No model.) Patented in England January 30, 1886, No. 1,346.

To all whom it may concern:

Be it known that I, JOHN HYDE, a citizen of Great Britain, residing at Acton, near London, in the county of Middlesex and Kingdom of Great Britain, have invented a certain new and useful Game of Draughts to be Played by Three Persons, and Apparatus Therefor; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

The object of this invention is to provide a new and interesting game of draughts, so that three persons can play it; and the invention will be understood by reference to the following description and claim.

In the drawings, Figure 1 is a plan of the board on which the game is played; Fig. 2, the same, having the "men," pieces, or checkers thereon in position ready to play. Fig. 3 is the board made in the shape of a star, and so as to be folded, as indicated by the dotted lines, and shown folded in Fig. 4.

This board can be made in any convenient shape subject to the triangular portion on which the game is played, and which is divided into eighty-one equilateral triangles, forty-five colored alike, and thirty-six white, as indicated in the first three figures of the drawings.

In playing the game thirty men or pieces are used (see Fig. 2) in three different colors of ten each. They are preferably circular in form, similar to ordinary checkers.

Fig. 2 shows the pieces in position on the board ready for play.

The game is played as follows: Each player has ten pieces, distinctive in color or style, which are placed in each corner on the colored triangular spaces. In the first game lots are drawn for the first move, and in subsequent games the first move is taken by each player in rotation, the second player in the first game moving first in the second game, and so on. Each player in turn advances a man one triangle or space at a time (the white spaces not being used) in the direction of either of his adversaries' corners, (the arrows at the side showing the direction;) but in no case before a piece is "crowned" is he allowed to be moved in a horizontal direction, taking as a guide the base of the triangular board farthest from the corner from which he is played. So soon as either of the players succeeds in advancing any of his men to any triangle in the last line or base of the board farthest from his own corner, excepting those triangles forming the angles of the board, the men so advanced become "kings." After a piece has been crowned it must not at any time be moved in either direction along the outer lines of the triangle, but when first moved must be played out from the line in which it was crowned, when it may be moved and may take any and every other direction. It may, however, at any time thereafter be moved back to any of the outer lines, but must be brought out again when next played. The mode of taking both pieces and kings is similar to that adopted in the ordinary game of draughts, and, if the positions allow, more than one man or king may be taken from either or both adversaries at the same time. Should the player whose turn it is to move be able to take from one of his adversaries, such adversary may compel him to do so; but should the player be in a position to take from either one or the other, he has the option of taking from whom he chooses. If one player does not compel another to take when opportunity offers, the one failing to take may be "huffed," as in the ordinary game of draughts. After one player has lost all his pieces, the player succeeding in taking the last piece of his remaining adversary wins the game. It may, however, happen that the two remaining players have each only a king, when, unless one player is in a position to force the other to the side of the board, where he cannot move without being taken, the game is considered drawn. Should each of the three play-

ers be left with one king without any apparent superiority of position, it may also be agreed that the game be drawn.

What I claim is—

The triangular board on which the within-described game is to be played, divided into eighty-one equilateral triangles, forty-five of one color, and thirty-six white, (or of another color,) and with the thirty pieces, men, or counters with which the said game is to be played, as herein specified.

In testimony whereof I affix my signature in presence of two witnesses.

JOHN HYDE.

Witnesses:

W. HOWARD,

J. GROOM,

Both of Euston Station.