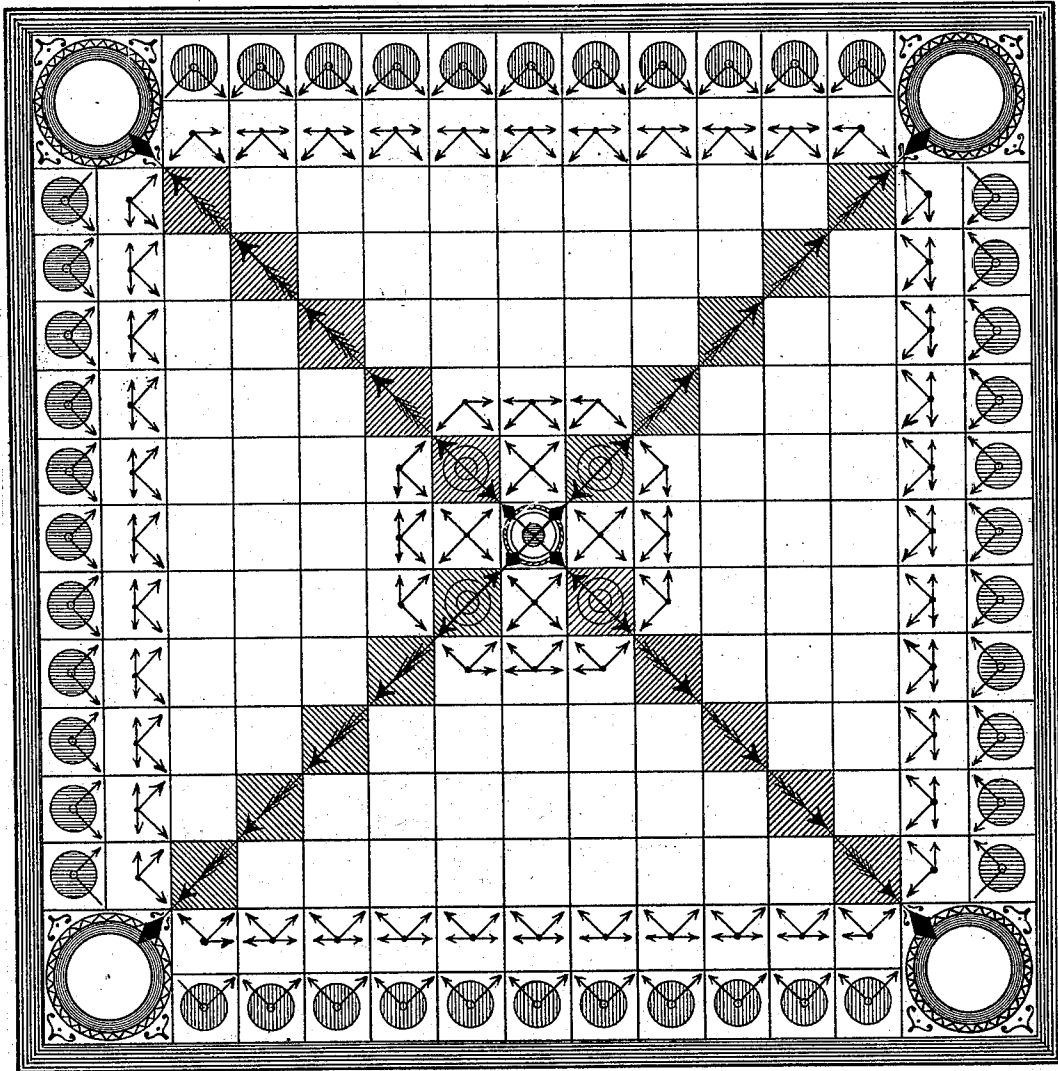


(No Model.)

J. B. DAVIDS.
GAME OR AMUSEMENT.

No. 519,326.

Patented May 8, 1894.



Witnesses
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UNITED STATES PATENT OFFICE.

JOHN B. DAVIDS, OF DARTMOUTH, MASSACHUSETTS, ASSIGNOR TO E. M. CHISHOLM DAVIDS, OF SAME PLACE.

GAME OR AMUSEMENT.

SPECIFICATION forming part of Letters Patent No. 519,326, dated May 8, 1894.

Application filed April 29, 1893. Serial No. 472,392. (No model.)

To all whom it may concern:

Be it known that I, JOHN B. DAVIDS, a citizen of the United States, residing at (North) Dartmouth, in the county of Bristol and State of Massachusetts, have invented a new and interesting Game or Amusement, of which the following is a specification.

The accompanying drawing represents a plan view of my game board, which is preferably rectangular in form, having its surface divided into, preferably two hundred and nine squares of equal dimension, and having in each corner, a square, equal in dimension to four of the other squares. The center square of the board is distinctively marked, and is termed the "hub," or hub square, and is to be occupied by the "hub checkers," only, which hub checkers, are of distinctive character from the other checkers or battling pieces used in the game. The four large corner squares of the board are called counting squares or spaces, and are connected with the center or "hub square" by a row of connecting squares, distinctively marked, and termed the "homeward squares," of which, those four, immediately cornering on the hub square, are distinctively marked, and are termed the "captor squares." The squares immediately surrounding the "hub square," and the "captor squares," are termed the "hub switch squares," and are marked with arrow points, to indicate the direction in which the pieces occupying them, may be moved. The squares next to the outer row of squares on the board, are termed "border switch squares" and are marked with arrow points, to indicate the direction in which the pieces occupying them may be moved. The outer rows of squares, are the starting rows, on which the pieces of the players are placed, at the commencement of the game.

The game is played by either two or four persons, and each player has pieces of a distinctive color or shape, one side of each piece being plain, and the opposite side, having some device, as a crown, to distinguish it from the plain side. Each player is provided with eleven of said pieces, which he places, plain side up, on the eleven squares forming the outer row, next to him, and moves them diagonally forward, in turn of play, to the

border switch row; when, the piece may be moved diagonally forward, or to the right or left, in the direction of the arrow points. The movement upon, and from all other squares, (excepting the switch squares,) must be in a forward diagonal direction only, or from corner to corner, to contiguous squares; the object of the switch squares being, to allow the player to so adjust his piece (in regular turn of play) that he may follow any particular row of squares he may desire. It is upon these squares, and the squares occupying the field bounded by the border switch squares, that the battle is waged and fought out. The homeward squares can only be entered by such of the player's battle pieces, as have entered one of the "captor squares" by way of some one of the "hub switch squares," and leaped over and captured a "hub checker," from the "hub square;" such piece, after leaping over and taking a "hub checker," which, until then, had its plain side uppermost, is immediately turned over, crown side up, to indicate that it has made said capture, and is entitled to enter a corner counting space. No other piece can enter a corner counting space; and in going to said space, they cannot deviate from the row of "homeward squares;" but must move directly toward the nearest corner counting space. Each such piece, if successful in running the gauntlet thereto, counts its player the largest single count in the game; but if captured on the way, by opponents leaping the same, it will count the latter a number of points. The capture of a "hub checker," makes a count of a number of points, as does also the capture of a battle piece. The object of the "hub switch squares," is to prevent or break a blockade of the "hub square," thereby providing one of the most interesting features of the game. Checkers, or battle pieces, capture in the direction in which they move, and the captured piece, must be immediately removed from the board. When a "hub checker" is jumped, it is removed from the "hub" by the player whose piece has leaped the same, and is replaced by another "hub checker." The four rows of "homeward squares," can be crossed only by way of the ordinary squares which corner between them. No re-

tracing move, to a square from which a player has last removed his piece, is permissible, but a player may make a succession of moves by way of other squares, to again come back to his former position, *ad libitum*. There are four special objects, each player endeavors to accomplish in the game, viz. to capture as many of an opponent's pieces as possible; to capture as many "hub checkers" as he can; to run the gauntlet on the "homeward squares" and get as many pieces as possible, on the corner counting spaces; and to weaken an opponent, by capturing his pieces, and preventing him, by skillful moves, from counting. The game comes to an end when a player, in regular turn of play, cannot make another move.

The winner, is that player who makes the largest score. The game calls for skill and constant watchfulness, to prevent surprises which unless timely guarded against would contribute to, or cause defeat. The game also possesses the rare quality of being adapted for either two or four players.

I claim—

1. A game board having its surface marked into an odd number of squares, so that one of said squares shall occupy the center of the series, and having the central square distinct-

ively marked; and having the four squares cornering on the said central square distinctively marked; and having the sixteen squares bordering on said central and four cornering squares, distinctively marked; and having the four rows of squares leading from said cornering squares to the corners of the board, distinctively marked; and having the four corner squares of the board distinctively marked; and having the two outer rows of squares on the edges of the board distinctively marked from each other and from the other squares; in combination with pieces of distinctive color or shape, to successively occupy said central square; and battling pieces, having their opposite sides distinctively marked.

2. A game board, having its surface marked into a series of squares or spaces having one of said spaces occupying the center of said series, and distinctively marked; in combination with pieces of distinctive color or shape from the battling pieces, to successively occupy said central space, exclusively, as described.

JOHN B. DAVIDS.

Witnesses:

JAMES C. HITCH,
HENRY W. MASON.