U. C. UPJOHN.

GAME APPARATUS.

APPLICATION FILED NOV. 21, 1914.

1,144,743.

Patented June 29, 1915.

Fig. 4.



Fig. 5.

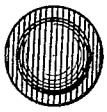


Fig. 6.

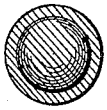


Fig. 1.

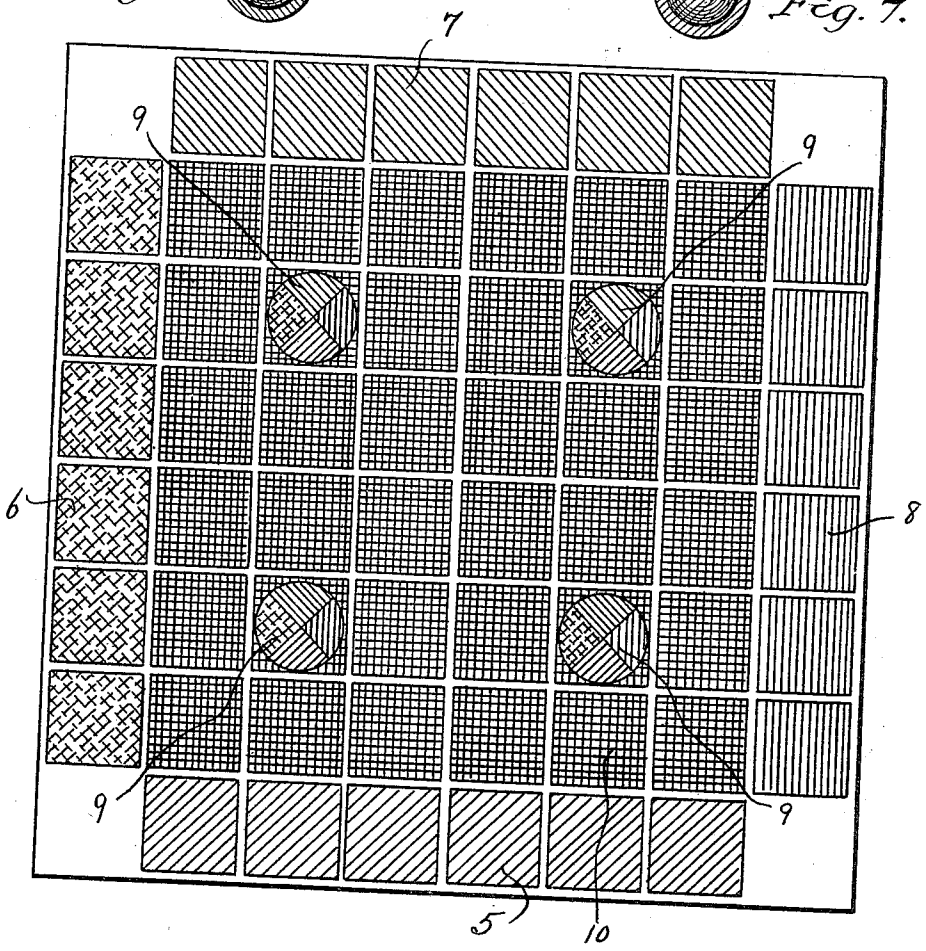


Fig. 7.

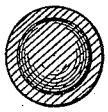


Fig. 2.

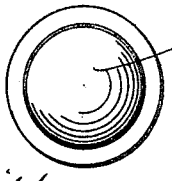
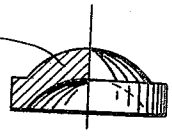


Fig. 3.



WITNESSES

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GAME APPARATUS.

1,144,743. Specification of Letters Patent. Patented June 29, 1915.

Application filed November 21, 1914. Serial No. 873,286.

To all whom it may concern:

Be it known that I, URIAH C. UPJOHN, a citizen of the United States, residing at the city of Los Angeles, in the county of Los Angeles and State of California, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to a game apparatus comprising a board on which is delineated squares of different colors upon which blocks of suitable material are moved and the object thereof is to provide a game apparatus with which to play a game wherein skill and thought are developed and amusement afforded.

In the drawings forming a part of this application: Figure 1 is a plan of the playing board. Fig. 2 is a plan view of one of the blocks used in playing the game. Fig. 3 is an edge elevation, partly in section, of one of the blocks used in playing the game. Figs. 4, 5, 6 and 7 represent playing crowns.

On the edges of the board are arranged four rows of squares of six squares, each row of different colors, which rows of squares are termed starting color squares. In the drawings row 5 is purple, row 6 is orange, row 7 is green and row 8 is red. These rows of starting color squares may be of any colors and are arranged to form a square within their interior lines which is divided into thirty-six squares which are all of the same color except the four squares 9 that are one square distant from each of the corners of the square formed by the rows of starting color squares. These four squares are preferably vari-colored and are termed goal squares. All the other squares 10 within the starting color rows are of the same color which is shown as black and may be termed body squares. Each square of each starting color row is provided with a playing block 11 of the same color as the row, which block is preferably cup shaped so that they will nest nicely when packed away and that one block will rest securely on another block when playing the game if required. These blocks are called crowns and may be of any other suitable shape but I prefer the cup shape.

The game is played by two, three or four persons. If there are two players each player may play one or two rows of crowns. If three persons play each plays one row of crowns preferably but one of the players may play two rows of crowns. When four play each plays one row of crowns.

The object of the game is to transfer the crowns of any row of starting color squares to the row of starting color squares directly across the board which is the goal of the opposed players. The person who first gets his crowns transferred into the starting color row on the board opposite to him wins the game. The game is played according to the following rules:

1. A crown is permitted to move one square at a time only, but may move in any direction, including diagonal.

2. A crown may not move into a goal square and stop there.

3. A crown may not move into a color row unless that color row is its goal or the one from which it started.

4. A crown is permitted to jump a crown of any color (including its own) and may jump in any direction including diagonal, and as far as is possible during a turn so long as each jump is to an unoccupied body square or to its starting row and each time over one square that is occupied by another crown.

5. A crown is not permitted to jump the same crown twice in succession. It may jump the same crown more than once during a turn but must jump some other crown before re-jumping such crown.

6. A crown that is able to jump a crown of another player which is on a square adjoining a goal square in such a manner that it lands in the goal square captures the opponent's crown. This entitles the player to place his crown on any vacant square he chooses in his goal (which is his opponent's starting row) and his opponent's crown is returned to any vacant square the player chooses in the starting row it started from, to begin over. If there are no vacant squares in his goal the crown should be stacked in the opponent's starting row on one of the crowns as it pleases the player, but there must not be more than one crown stacked upon another, and must be of different colors.

7. A crown may jump into a starting row only provided it can in the same turn jump out of the starting row, except where a crown jumps into the color row which is its goal or into the color row from which it started.

8. A crown may jump into the color row

it started from and out again in the same turn.

9. When a crown once reaches its goal it may not be moved or jumped out of the color row again. It may move or jump within the color row but such move or jump shall constitute a turn.

While I have shown a board with rows of six color squares in each row it will be understood that a greater number of color squares could be used for each row with a corresponding increase and arrangement of goal and body squares. Two oppositely disposed rows of color squares could be used. The body and color squares could be arranged in parallelogram shape with sides longer than the ends by preserving the same relative arrangements of color, body and goal squares.

Having described my invention what I claim is:

1. A game apparatus comprising a board on which is delineated four rows of color squares, each row being of a different color from the other rows, said rows being arranged to inclose a parallelogram shaped number of body squares and goal squares in combination with a plurality of blocks of the same color as the color squares.

2. A game apparatus comprising a board on which is delineated oppositely disposed parallel rows of color squares, each row being different in color from its opposite row; body squares and goal squares interposed between said outer rows of squares, said body and goal squares being so arranged that there shall be one body square between each goal square and a color square and two body squares between two goal squares.

In witness that I claim the foregoing I have hereunto subscribed my name this 7th day of November, 1914.

U. C. UPJOHN.

Witnesses:
G. E. HARPHAM,
FRANK WATERFIELD.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."