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H. G. HELLIER.

GAME.

(Application filed May 16, 1898.)

(No Model.)

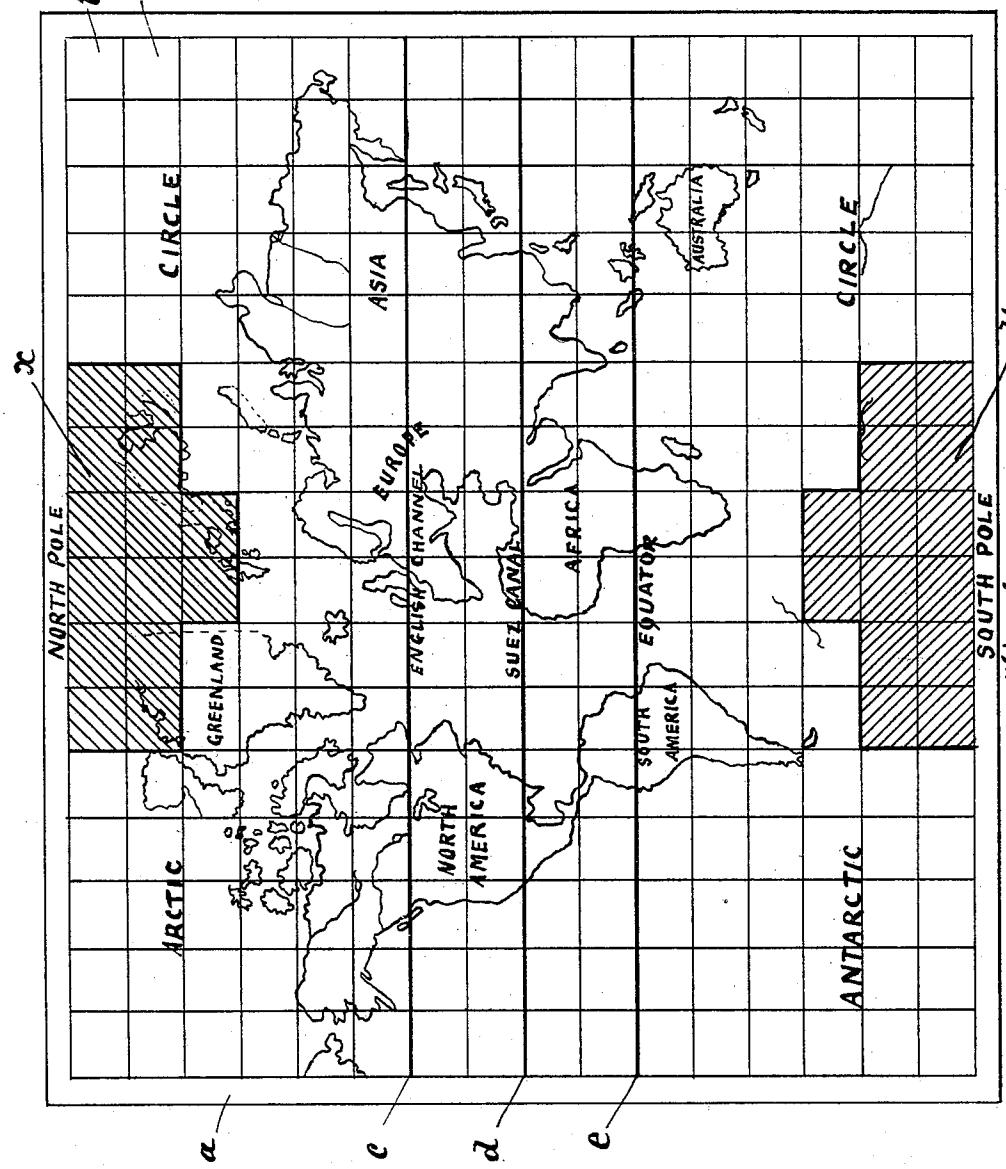


Fig. 1.



Fig. 2.

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UNITED STATES PATENT OFFICE.

HENRY GEORGE HELLIER, OF LONDON, ENGLAND.

GAME.

SPECIFICATION forming part of Letters Patent No. 610,534, dated September 13, 1898.

Application filed May 16, 1898. Serial No. 680,895. (No model.)

To all whom it may concern:

Be it known that I, HENRY GEORGE HELLIER, a subject of the Queen of Great Britain, residing at 12 Leinster Square, Bayswater, London, England, have invented a certain new Game and Means for Playing the Same; and I do hereby 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.

This invention relates to a game played by two or more persons by moving certain "pieces" over the surface of a "board" divided into squares according to certain rules; and the object of each player is to move all his "men" or pieces from a space on one side of the board into a corresponding space on the other side of the board before his opponent can fill the vacated space with his men or to capture one of his opponent's pieces, in either of which cases the game is won.

In order that my said invention may be fully understood, I will proceed to explain the same with reference to the accompanying drawings, in which—

Figure 1 represents the surface of the board. Fig. 2 represents one form of pieces identified by the names of "commander" *f*, "lieutenant" *g*, and "man" *h*, respectively.

Now according to this invention I provide a board *a*, of papier-mâché, wood, cardboard, or other suitable material, on the surface of which is printed or otherwise impressed or marked a chart of the world on Mercator's projection. I divide the playing-surface of the board into any suitable number of squares *b*, preferably two hundred and fifty-six—that is to say, in that case I make the board sixteen squares long and sixteen squares wide. At the north and south poles, respectively, are fourteen squares colored differently from the remainder of the board and marked *x* and *y*, respectively, and across the board are three colored or extra heavy lines *c*, *d*, and *e*, marked "English channel," "Suez canal," and "Equator," respectively, the said lines passing through the said points. Each player has fourteen pieces, one of which is called "commander" *f*, another "lieutenant" *g*, and the others "men" *h*. The movements of the said pieces are as follows: A commander may be moved over one, two, or three squares at each move either along or across the board, but not diagonally, and may not "jump" over either his own or his opponent's men. A lieutenant moves in the same manner. A man may be moved one square at a time and in any direction, but if adjacent to another man with a vacant square beyond he may jump over the said man and should he then be adjacent to another man with a vacant square beyond he may continue moving so long as he can. The jumping-over moves may be made in a straight line or in a zigzag direction. The pieces at the commencement of the game are placed in the colored spaces at the north and south poles. The commander and lieutenant are placed in the two foremost squares in front of the men, the commander on the right and the lieutenant on the left. The object of the player at the one pole is to move his pieces out of the space they occupied at the beginning of the game across the board into the space at the opposite pole occupied by the opponent's pieces before the opponent can move his pieces from the colored squares at the opposite pole and occupy the other player's colored squares. For example, a player at the north pole seeks to transfer his pieces from his own colored squares and to place them in his adversary's colored squares at the south pole before the said adversary's pieces can be moved into the colored squares at the north pole. Whoever succeeds in first moving his pieces across the board into the opposite colored squares wins the game, or the game may be won by a player so moving his men as to prevent his opponent's commander from moving in any direction. The game may also be won by a player surrounding his opponent's pieces so that the commander's moves are blocked by the opponent's own men. Each player may, when his commander reaches either of the lines marked "Equator," "Suez canal," or "English channel," say to his opponent "I stop you at Equator," "Suez canal," or "English channel," as the case may be, and until the opponent has cleared all his pieces from the starting-squares he cannot move a piece beyond the said commander. A lieutenant can-

not stop his opponent on the Equator, Suez-canal, or English-channel lines; but the moves of a lieutenant may be arrested by surrounding him with his opponent's pieces. This, however, does not stop the game, and a lieutenant's movements can be resumed on his opponent's removing the pieces surrounding him, which, toward the close of the game, would be necessary in order that his opponent's pieces be got into the inclosed pole-squares.

It is obvious that the pieces may take any form, it being only necessary that the three grades of pieces be indicated. For instance, the squares may be perforated and the game played by means of pegs, colored or otherwise.

Having now described my invention, what I claim as new, and desire to secure by Letters Patent, is—

The play-board *a* having a checkered surface on which is printed or otherwise displayed a map of the world on Mercator's projection and having fourteen separately-marked squares symmetrically disposed at the north and south poles of the board respectively and separately-marked lines drawn through the Equator Suez-canal and English-channel points and lettered correspondingly all substantially as herein shown and described.

HENRY GEORGE HELLIER.

Witnesses:
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