(No Model.)

C. N. HOYT.

GAME.

No. 436,310. Patented Sept. 9, 1890.

Fig: 1.

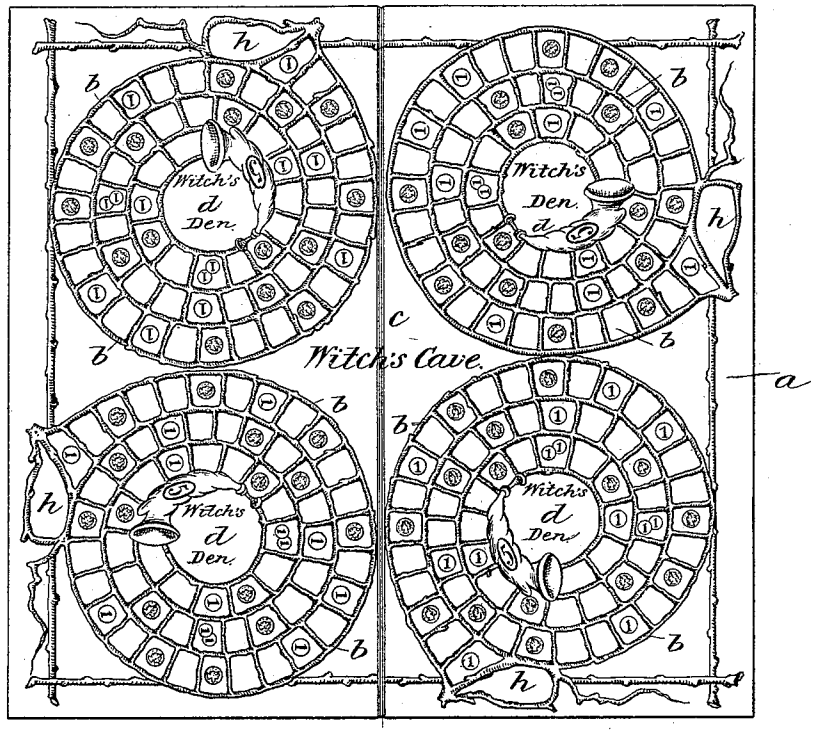


Fig: 2.

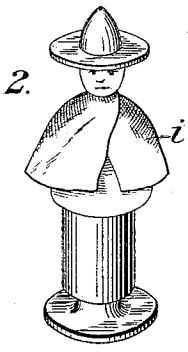


Fig: 3.

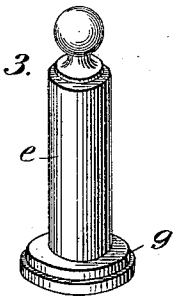


Fig: 4.



INVENTOR:

Charles N. Hoyt.

WITNESSES:

John F. Regnier.

F. L. Dapelmann

By Henry Connett

Attorney.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

CHARLES N. HOYT, OF BROOKLYN, ASSIGNOR TO McLOUGHLIN BROTHERS, OF NEW YORK, N. Y.

GAME.

SPECIFICATION forming part of Letters Patent No. 436,310, dated September 9, 1890.

Application filed August 5, 1889. Serial No. 319,769. (No model.)

To all whom it may concern:

Be it known that I, CHARLES N. HOYT, a citizen of the United States, and a resident of Brooklyn, Kings county, New York, have invented certain Improvements in Games, of which the following is a specification.

My invention relates to that class of games wherein a board and men are employed, and dice or some equivalent therefor are used to determine by chance the moves of the players. On my board there are two or more, and preferably four, divisions or compartments, one division for each player, and each division is occupied by a "labyrinth," so called, leading to a space, preferably located centrally, called the "witch's den," and adjoining this den is a horn-shaped space called the "witch's horn." At some place on the board is a division called the "witch's cave," which will at times be occupied by a piece used in common by the players and called the "witch." Along the path forming the labyrinth are coin-spaces, and the witch's cave is supposed to contain a treasure. The object of the game is to secure this treasure, and this may be accomplished by successful moves, but chiefly by blowing the witch's horn, which breaks her spell and enables the player who does it to seize all of the treasure remaining in the cave. To accomplish this, the player must first reach the space called the "witch's horn" by moves, and then throw five (5) with the dice. During the progress of the game the throwing of this number by the players causes the piece called the "witch's horn" to jump about from one den to another with benefit to the thrower, as will be explained.

The implements of the game comprise the board, a piece used in common called the "witch," a moving piece or man, usually one for each player, and a dice-cup and dice, preferably one for each player, and a number of rings used in common, which represent the treasure.

In the accompanying drawings, illustrative of my invention, Figure 1 represents the board, on a small scale, adapted for four players. Fig. 2 represents the piece *i*, called the "witch." Fig. 3 represents the player's moving piece or man *e*. Fig. 4 represents one of the rings *g*, which denote the witch's treasure.

a is the board. *b* are the so-called "labyrinths," one for each player, and *c* is the witch's cave in the center of the board, or otherwise situated conveniently to all the players. Each labyrinth *b* has at its end a witch's den *d*, and said labyrinth consists, as here shown, of a spiral path made of spaces. Some of the spaces are unmarked, some bear the figure of a coin and are called "coin-spaces," some are marked with the numeral one, (1,) and some with the double numeral one one. (1 1.)

The game is played according to the following rules:

First. Each player moves in a different labyrinth *b*, using a single piece *e*, one dice-cup, and one die.

Second. Each selects a labyrinth and places his piece on the outer space which forms its mouth or entrance *h*.

Third. Ten rings *g* must be placed in the cave *c* to represent the witch's treasure, and the remainder of them are laid aside in a place convenient for use by all the players.

Fourth. Each player plays in turn, throws one die, and moves according to its uppermost spots.

Fifth. In the beginning each player throws to determine the position of the witch *i*, and the player first throwing one (1) places the witch on the den *d* in the center of his labyrinth.

Sixth. While the witch is in a player's division he is supposed to be in danger, and must not move his piece, but may continue to throw his die in turn. If he throws five it alarms the witch and she flies to the cave to protect her treasure, which leaves the player free to move on his next turn.

Seventh. When any player throws one or moves to a space bearing either the single or double number one, the witch, wherever she may be, flies to the den in his labyrinth. The witch is thus continually jumping back and forth between the different dens and the cave, and by doing so restricts the moves of the players.

Eighth. When a player arrives on a space bearing the number one he always goes back one space.

Ninth. The spaces bearing the double ones

are pitfalls. If a player stops on one of these it endangers his life, and he must at once rush out of the labyrinth for safety. The witch at the same time flies to the den in his division.

Tenth. Always when a player goes out of his labyrinth he does so as one move, and starts his piece again at the entrance space *h*.

Eleventh. The coin-spaces of the labyrinth are treasure-spaces, and each time a player stops on one of these he secures one of the witch's treasures and puts one ring on his piece to represent it. The ring is taken from those which were laid aside. (In Fig. 3 a ring *g* is shown on the piece *e*.)

Twelfth. A player can carry in this way but five rings, and if he stops on a coin-space the sixth time he will have more than he can carry and must go out of the labyrinth with the five already secured and leave them in a place of safety. (See Rule 10.) Each player keeps the treasure taken out of the labyrinth by itself. So much of it is won.

Thirteenth. If a player stops on a pitfall, (double one,) he loses all treasure that may be on his piece, but not that which he has taken out of the labyrinth. Treasure lost in this manner is removed from the piece and placed in the cave at the center of the board.

Fourteenth. When a player throws one, or moves to a space bearing one or double one, he himself must move the witch to his division from the den or cave on which she may chance to be, and when he throws five, if she is in his corner, he must move her to the cave.

Fifteenth. The horn must be reached by the exact move for the throw. For a throw in excess of the number required the player moves to the horn, then back the number of spaces corresponding to the excess. Should but one space lie between the player and the horn and his throw be six, he would first move to the horn, then backward four spaces.

Sixteenth. When a player goes back, whether from the horn or from any space bearing a one or a double one, he is subject to the rules of the space to which he goes back. If he goes back to a space bearing a one, he must go back another space, as he can not occupy or remain on one or a double one. If to a space bearing a coin, he secures one treasure or ring.

Seventeenth. When a player arrives on a horn, he must throw in turn until he gets a five. If he throws one, he receives a visit from the witch, and must throw five to drive her to the cave, unless some other player throws one and takes her from him. After throwing five and driving her to the cave he must again throw five to blow the horn. The one who first blows the horn—that is, arrives on it and throws five—secures all the treasure in the cave at the center, and the one having secured the most treasure, or the greatest number of rings, wins the game. The rings upon the pieces in the labyrinth may or may not be included in the count, according to previous agreement. In case of a tie it may be decided by them.

The piece *e* (seen in Fig. 3) has a base or foot and an upright stem to receive the rings *g*.

It is not essential that dice shall be used as a means of determining the moves of the players by chance. As an equivalent of dice, a teetotum, or a revolving needle or pointer, like those commonly employed in many other games, may be used; or some form of cards may be used in lieu of either of the above.

It will be observed that the marked characteristic of my game is the movement of the piece *i* called the "witch." This piece jumps to and fro as the play progresses, from one player's labyrinth to that of another, and to her cave at the center, thus modifying the play in a very novel and interesting manner. I prefer to make this piece to simulate a female figure in order to enhance the interest in the game; but this is not essential.

By "labyrinth," as here used, is meant a path or way for the moving piece or pieces, said way being divided into spaces or progressive steps on the road to the den, which, with the witch's horn, terminate this path.

It is not essential to my game that the labyrinths shall be all alike, although I prefer to have them so, nor that the names "witch," "witch's cave," "witch's den," &c., be employed, as other names may be readily substituted for these.

Having thus described my invention, I claim—

1. A game apparatus comprising a board having several divisions, including those for the players, a moving piece or man for the individual players, a special and different piece to be moved in common by all the players, according to the exigencies of the game, from one division of the board to another, and means, substantially as described, for determining by chance the moves of the pieces.

2. A game apparatus comprising a board having two or more divisions, one for each player, and a home or cave for the piece used in common by the players, a moving piece or man for the individual players, a special piece *i*, to be used in common by all of the players, according to the exigencies of the game, from its home to either player's division, or from one player's division to that of another, and dice, or their equivalent, for determining by chance the moves of the pieces.

3. A game apparatus consisting of a board *a*, on which are marked labyrinths *b*, one for each player, each labyrinth having a space *d* at its terminus, said labyrinth being composed of sections, some marked and some unmarked, men or moving pieces *e* for the players, rings *g*, representing a treasure, and a special piece *i*, used in common by all the players, substantially as set forth.

4. A game apparatus consisting of a board *a*, on which are marked labyrinths *b*, one for each player, each labyrinth comprising a spaced path with a space *d* at its terminus, a

space *c* for the special piece *i*, the said special piece common to all the players, the moving pieces or men *e* for the individual players, rings *g*, adapted to be carried by the pieces *e*, and means, substantially as described, for determining by chance the moves of the pieces.

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

CHARLES N. HOYT.

Witnesses:
HENRY CONNETT,
J. D. CAPLINGER.