K. A. BRADLEY.

GAME.

APPLICATION FILED SEPT. 18, 1916.

1,228,091. Patented May 29, 1917.

Fig. 1.

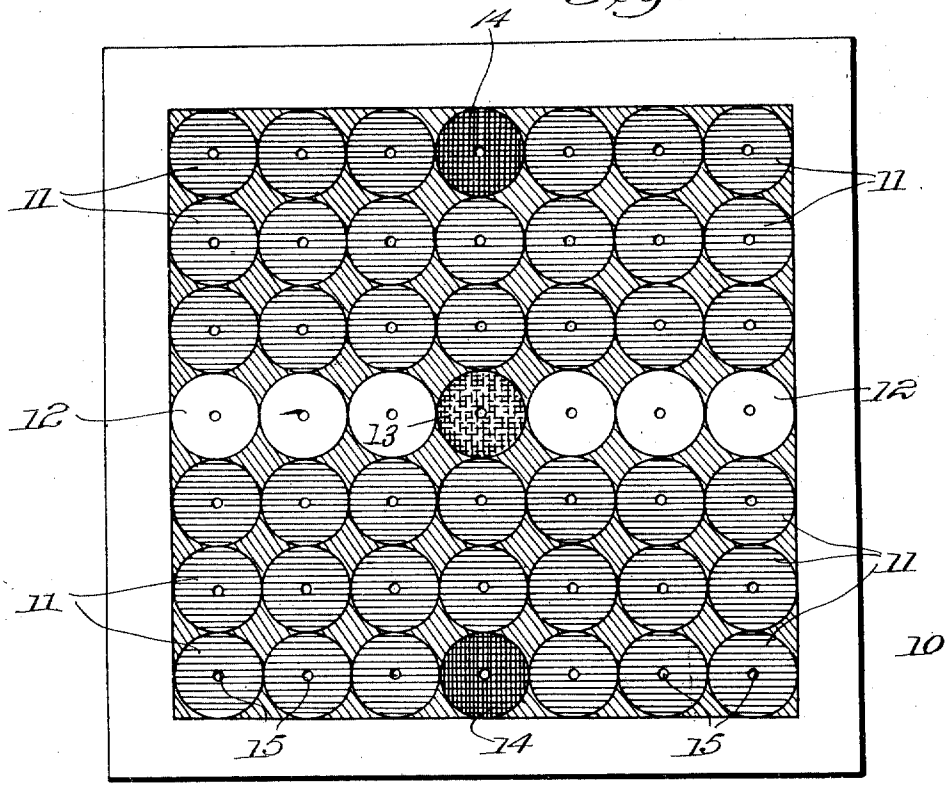


Fig. 2.

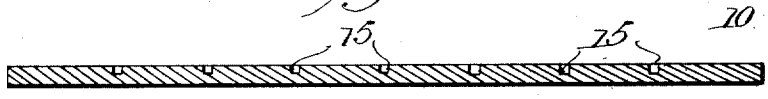
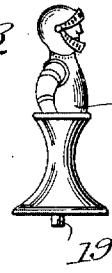


Fig. 4.

Fig. 3.



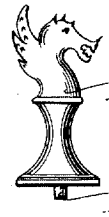


Fig. 5.



Witness

W. S. McDowell

Inventor

Kate A. Bradley

By Victor J. Evans

Attorney

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

UNITED STATES PATENT OFFICE.

KATE A. BRADLEY, OF ATLANTIC CITY, NEW JERSEY.

GAME.

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To all whom it may concern:

Be it known that I, KATE A. BRADLEY, a subject of the King of England, residing at Atlantic City, in the county of Atlantic and State of New Jersey, have invented new and useful Improvements in Games, of which the following is a specification.

The invention relates to games and has for an object to provide a game that can be most conveniently played by two persons and involves the manipulation of certain figures or playing elements over a board especially designed and adapted to the playing of the game in accordance with a prescribed set of rules and whereby the use of the mental powers of the players, rapid mental perception of a certain move and quickness of the eye in determining a move, are all brought into play to develop the game as an interesting pastime that will prove pleasing and afford amusement and also tax the mental faculties of the participants in a competition having for its object the ultimate winning of the game by one of the participants.

Among other features the invention comprehends a game in which a peculiarly designed playing board is used in conjunction with sets of men or players fancifully designed to represent characters and so denoted in the progress of the game, the players being moved across the board and arranged with one set of players opposing the other to the end that when one of the players succeeds in having a certain character brought into a previously designated position upon the opposite side of the board and in the territory of the other participant, the game will have been decided in favor of the former.

In the further disclosure of the invention, reference is to be had to the accompanying drawings, constituting a part of this specification, in which similar characters of reference denote corresponding parts in all the views, and in which,

Figure 1 is a plan view of the board.

Fig. 2 is a fragmentary sectional view showing the arrangement of the playing elements, and

Fig. 3 is an elevation showing the various playing elements.

Referring more particularly to the views, the playing board is indicated by the numeral 10 and has suitably depicted thereon, a series of disks 11, 12, 13 and 14, the disks 11 generally indicating the ground of each territory of the board, with the ground on one side of the board spaced from the ground on the other side of the board by the disks 12 arranged in a cross row and known as neutral ground. The disks 11 are preferably black in color and the disks 12 white, with the centermost disk of the board, namely the disk 13, colored yellow and known as the pass. The disks 14 are provided one in each back row of the ground and are preferably colored red and called the throne. These disks may be raised on the board or indicated merely by circles imprinted in colors on the board, as shown, with an opening 15 formed in the center of each disk or circle.

In conjunction with the playing board described, a series of playing characters are used, these playing characters being twenty eight in number, with fourteen for each participant in the game, six of the playing chracters on each side, denoted by the numeral 16, being called dragons, and seven of the playing characters on each side, indicated by the numeral 17, called men, the last and most important of each playing character on each side, being indicated by the numeral 18 and known as St. George. With the above mentioned terms in mind, it should be remembered that in the playing of the game, in this instance called "Snap dragon," the playing character 18, known as St. George is arranged upon the disk or throne 14, the playing characters 16 known as dragons, being arranged upon the outer cross row of the ground, on each side of the throne, whereas, the seven men 17 on each side are arranged in the middle cross row of the ground, each of the playing characters having a pin 19 projecting from the under side to fit into the openings 15 in the disks or circles of the playing board so that the playing characters will be properly supported in upright positions.

In the playing of the game, each participant moves one of his playing characters alternately, that is to say, the participant commencing the game moves one of his playing characters into a certain position in accordance with the rules and then the other participant moves one of his playing characters, this proceeding being kept up until the desired result is finally accomplished by one of the participants, thus resulting in the successful termination of that session of the

game, namely the placing of the St. George of one of the participants upon the throne of the other participant. In order that certain formalities should be adhered to to develop the game into an interesting and pleasing pastime, various rules and regulations are made, as for instance, in the movement of the playing characters across the board, the men for instance, being permitted to move forward only and to take the opponent's man or dragon in a diagonal direction only, it being further ruled that if one of the men fails to take an opponent's playing character other than the St. George, he can be forced to do so when his opponent calls attention to the move. The neutral ground is open to any of the playing characters by a diagonal and forward move on the part of the men and a forward and diagonal move on the part of the dragons. The St. George on each side may move any number of disks or circles at one time in any given direction provided the pathway is clear and may make certain other moves in accordance with certain rules and regulations adopted in the playing of the game.

From the foregoing it will be seen that as the game progresses it results in the elimination of certain of the playing characters from the board due to the ingenuity and alertness of the participants in making their moves count to the end that one of the participants can at last bring his St. George into a position to occupy the throne of the other participant and thus win the game.

The pass, designated by the disk or circle 13, is provided to prevent blocking and in the playing of the game men may get in or out of the pass by either a forward or diagonal move; the dragons also may get into or out of pass by either a diagonal or forward move. The pass therefore plays an important part in the game, for whereas in many of the known games now played, blocking is permissible and can be accomplished, thus ending the game in a tie, in this game the pass prevents one participant from blocking the game as set forth and it can therefore be played to a successful conclusion.

Having described the invention, what is claimed as new and patentable is:—

1. In a game of the character described, the combination with playing characters, of a playing board having a plurality of parallel rows of designations thereon, the intermediate transverse row of designations indicating neutral territory and being distinctive in color from the remaining rows, the remaining rows of designations at opposite sides of the intermediate row indicating the operating territory for the playing characters, the designations of said remaining rows being similar in character except one designation at each side of the intermediate row, said exception being located in the outermost row of each group of rows at the opposite sides of the intermediate row, and said exception indicating a throne for certain of said playing characters.

2. In a game of the character described, the combination with a series of playing characters, of a playing board having a plurality of parallel rows of designations thereon, the intermediate transverse row of designations indicating neutral territory and being distinctive in color from the remaining rows of designations, said remaining rows representing operating territory for the playing characters, said remaining rows of designations being similar in character except one designation at each side of the intermediate row, said exceptions being located in the outermost row of each group of rows at the opposite sides of the intermediate row, said exceptions indicating a throne for certain playing characters, each of said designations having an opening, and pins on said playing characters adapted to fit into said openings for supporting the playing characters in upright position on the board.

3. In a game of the character described, the combination with a series of playing characters, of a playing board having spaced groups of parallel rows of designations indicating operating territory for the playing characters, a row of designations separating the respective groups and indicating neutral territory, said row being distinctive in color from the groups of rows, the designations of said groups of rows being similar in character except for one designation at each side of the single row separating said groups, said exceptions being located in the outermost row of each group and indicating thrones for certain playing characters, and the intermediate designation of said row of neutral territory being distinctive in color from the designations of its respective row and known as a "pass".

In testimony whereof I affix my signature.

KATE A. BRADLEY.

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