

(No Model.)

A. APACHE.
GAME APPARATUS.

Patented Aug. 20, 1895.

No. 544,649.
Fig. 1.

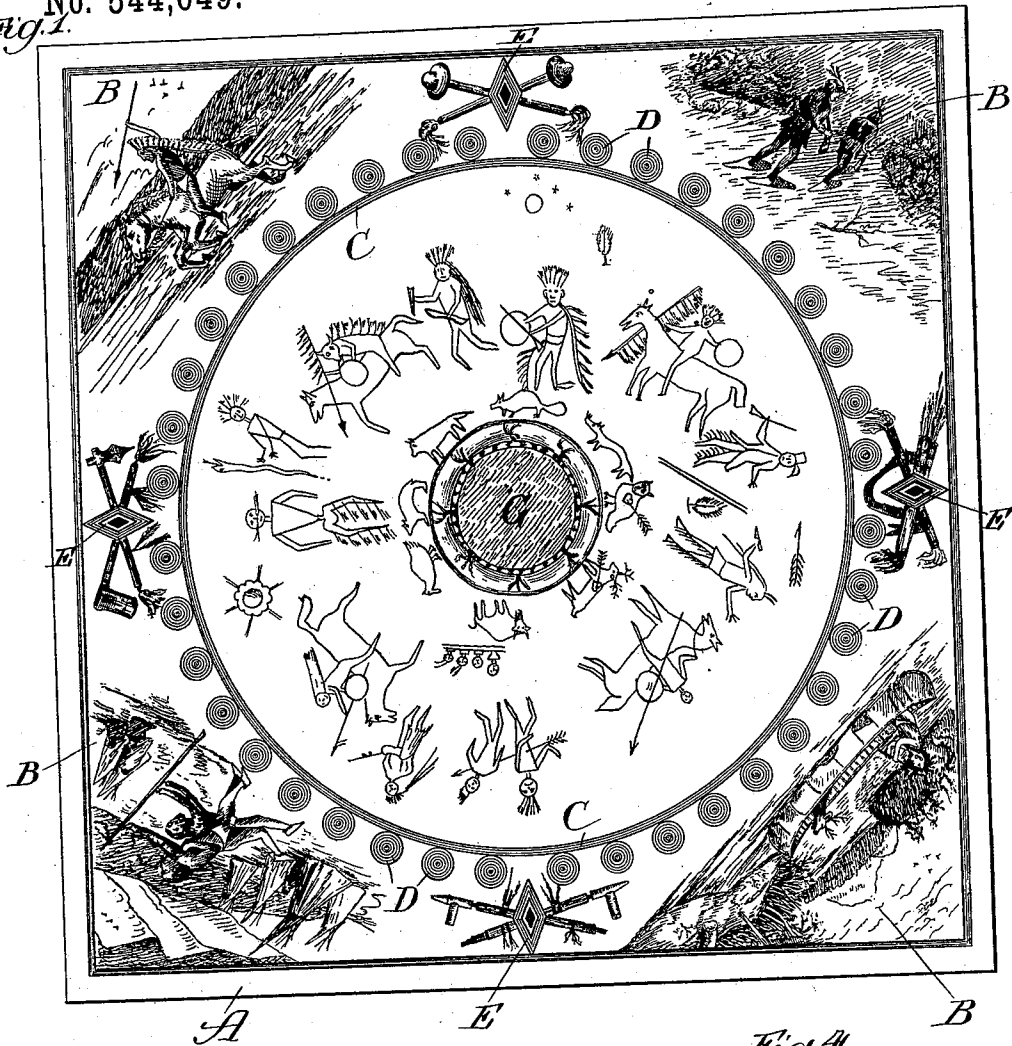


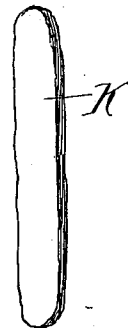
Fig. 2.



Fig. 3.



Fig. 4.



Witnesses:
Ed. C. Chyland
Samuel C. Hibben

Inventor:
Antonio Apache,
By Benjamin C. Banning & Shaidan,
Attys

UNITED STATES PATENT OFFICE.

ANTONIO APACHE, OF CHICAGO, ILLINOIS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 544,649, dated August 20, 1895.

Application filed February 20, 1894. Renewed January 26, 1895. Serial No. 536,382. (No model.)

To all whom it may concern:

Be it known that I, ANTONIO APACHE, residing at Chicago, Illinois, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

The object of my invention is to provide a useful, instructive, and interesting game, especially showing and illustrating the sports of our native Indians; and the invention consists in the features and details hereinafter described and claimed.

In the accompanying drawings, Figure 1 represents a plan view of the board upon which the game is played; and Figs. 2, 3, and 4 are details of the pieces by which the game is played.

The design of my invention is to provide an interesting game in which chance or the throw of primitive dice is used to take the progressive steps toward the completion or finishing of the game; and to that end it consists in providing a figured board having a number of stopping places, arranged in series or in a circle, and having either one or several points of entry by which the man may be started around on the game.

In constructing my improved game I use a board A of the desired form and size, say, preferably, about eighteen inches square, provided with any desired number of illustrations B, showing the habits, sports, and pastimes of the native American Indian. I provide a circle C, about fifteen inches in diameter, which marks the course around which the game is to be played, and around the outer circumference of this circle I arrange a large number of circular spots or stations D, upon which the men or animals are placed during the playing of the game. I arrange at equidistant points, preferably four, around this circle diamond-shaped spots E, which have crossed thereon representations of the different implements and articles used by the Indians. These four points, or only one, may be used to place the man upon for each of the players during the playing of the game and are used as starting-points, though but one may be used, and each of the players, which may be of any desired number, may start from one single point. I provide the blank space within this circle with a number of hieroglyphics, illustrating the different writ-

ings and historical events of the Indian, though this space need not necessarily be used for this purpose, but may be filled in with any desired pictures or hieroglyphics relating to Indian life and warfare. In the center of the circle I provide a second circle and blank space G, which may have a photograph or painting of some Indian chief, warrior, or soldier.

To play this game, I prefer to use a number of buffaloes H, one of which is placed upon each of the different stations around the outer circumference of the circle. I then provide a number of Indian warriors I, placed upon horseback, and having a circular base about the diameter of the circular spots D. These men may be placed upon each of the four diamond spots, ready for playing the game. I then provide three primitive dice K, the throw of which is to govern the moves of each man. These are now ready for play, and player No. 1 throws the three dice, which have one side blank and the other side of any desired color, preferably red. If three red sides of the dice are turned up, the player is entitled to move five spots, taking up the five buffaloes which he has jumped. Player No. 2 then throws the dice, and if he throws three also he moves his man to the same spot that player No. 1 occupied, taking his buffaloes and retiring No. 1 to the starting-point. Player No. 3 now throws the dice, and supposing he only throws two red and one white, he takes two moves, the idea being that a man moves as many spots as the dice entitles him to. On the throwing of three blanks the player takes no move, but is simply allowed to have another throw. If he should throw three blanks three times in succession, the rules may provide that he shall take three buffaloes or men from each of the players, but have no position upon the game-board. The first player completing the entire circuit is considered the winner of the game or having the greatest number of points, and the second man takes his position in the game according to the number of spots he has moved and the number of buffaloes in his possession.

I do not desire to be understood as limiting myself to any set rule in playing the game, but have merely described one method of playing it. It can readily be seen that a great

number of variations may be played, and instead of using buffaloes Indian warriors may be provided, having circular bases for placing them upon the stations, and mounted warriors
5 or soldiers used to chase them or take them up, and instead of using the primitive dice ordinary dice may be used.

I claim—

10 A game apparatus comprising a board having a series of stations arranged in a circle in a step by step relation to each other, provided

with one or more points of entry arranged outside of the series circle, lay figures for all of the stations on such series circle, lay figures for the point or points of entry for taking up
15 or jumping the figures on a series station, and a set of primitive dice for governing the moves of the game, substantially as described.

ANTONIO APACHE.

Witnesses:

THOMAS F. SHERIDEN,
SAMUEL E. HIBBEN.