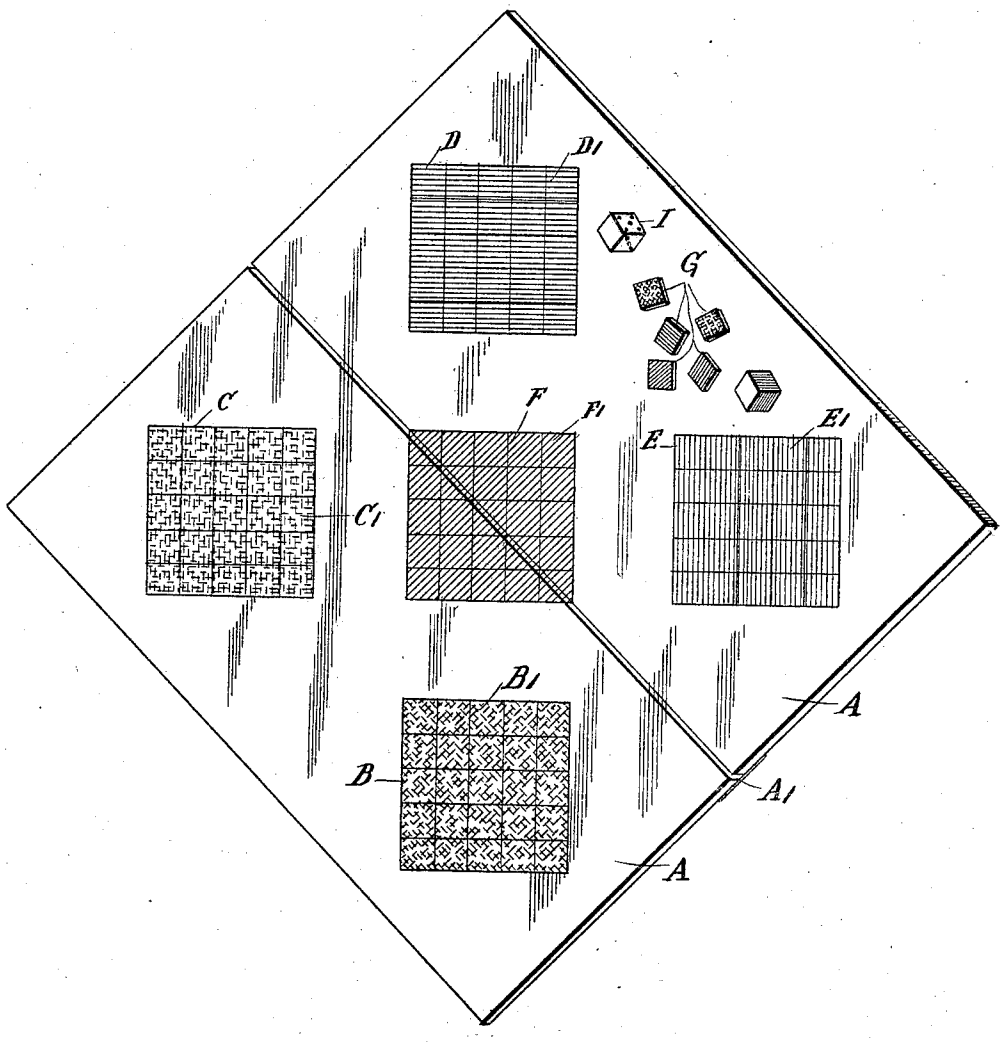
No. 682,388. Patented Sept. 10, 1901.

H. C. PIGUERON.

GAME.

(Application filed May 14, 1901.)

(No Model.)



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UNITED STATES PATENT OFFICE.

HENRY C. PIGUERON, OF NEW YORK, N. Y.

GAME.

SPECIFICATION forming part of Letters Patent No. 682,388, dated September 10, 1901.

Application filed May 14, 1901. Serial No. 60,136. (No model.)

To all whom it may concern:

Be it known that I, HENRY C. PIGUERON, a citizen of the United States, residing at New York, in the county of New York and State of New York, (and whose post-office address is 531 East One Hundred and Sixty-first street, New York city,) have invented certain new and useful Improvements in Games, of which the following is a full and complete specification, such as will enable those skilled in the art to which it appertains to make and use the same.

This invention relates particularly to that class of games which are played by several players; and it has for its object to provide a simple and easily-comprehended game which shall possess points of novelty and have amusing and entertaining qualities at least measurably different from the games hitherto played and which shall be capable of being played by any number of players below a certain number and in which there shall be considerable interest maintained from the beginning to the end, but no chance for question as to the winning of the game or the mode of operation thereof.

With these and other objects in view the invention consists in the novel construction and arrangement of parts hereinafter fully described and claimed.

In the accompanying drawing, forming part of this specification, I have shown a plan view of a game-board embodying my invention, the movable pieces being represented thereon in perspective.

In the practice of my invention I construct a folding game-board comprising two rectangular leaves A, flexibly connected by a suitable hinge A′, and paste upon the said game-board five paper squares or diamonds B, C, D, E, and F, which are colored, respectively, red, blue, pink, yellow, and green, or any other equally distinctive colors. These paper squares or diamonds are secured one at each corner of the board and the fifth in the center across the hinge thereof and are each divided by four vertical and four transverse lines into twenty-five sections B′, C′, D′, E′, and F′, having the contour of squares or diamonds. For the playing of the game I provide five correspondingly-colored sets of pawns or pieces G there being twenty-five of each set of these pawns. In the drawing I have shown one of each color; but it will be understood that the others are identical therewith. I also provide two dice H and I, respectively. The die or cube H has five of its sides colored, corresponding to the colors of the five squares and the five sets of pawns, and the sixth side or face is left blank or colored white. The die I has five of its sides numbered from one to five, in orthodox manner, but its sixth side is left blank. In the drawing both of these dice are shown with their blank faces uppermost. The word "blank" or any similar mark indicative of the same meaning may be placed upon the blank sides. Each of the pawns or pieces corresponds in size to one of the sections B′, C′, D′, E′, and F′, and as my game-board, the five paper rectangles, the twenty-five sections of each of the same, the various pawns, the dice, and even the general arrangement of the paper rectangles upon the board, all simulate the form of a diamond, the game is known by the name of "The Game of Diamonds" or "The Game of Five Diamonds."

In the operation of the device or the playing of the game the two dice H and I are placed together in an ordinary dice-cup, shaken around, and thrown by one of the players or by each of the players in turn or by some outside party. They may also be thrown by the hand. Each player selects a certain color of square and set of pawns, which latter he places in a pile near him. The dice H and I must of course fall with one of their faces uppermost, and the color of the face of the die H and the number upon the face of the die I both determine the player to move and the number of moves he should make or the extent to which he should operate his pawns or pieces. For example, when the red face of the die H is uppermost and the uppermost face of the die I indicates three the player of red will put three of his pawns in any desired position upon the red-paper rectangle, which is his field or ground. Next the blue color may come up on the die H and a five on the die I, which indicates that the player of the color blue may place five of his pawns or pieces upon his blue-paper rectangle. On the next move the blank space on the die I may fall uppermost, and then whatever color the die

H shows the play is a blank and no pawns are moved by any of the parties. Considerable interest is, however, thereby added to the game. As, for example, if the pink color comes up on the die H and a blank on the die I the player having pink has the excitement of feeling that he might have won several pawns or movements of his pieces and knows that according to the law of chances his color will not come up the next time or two, at least. If the die H comes up with the blank space on top, then, regardless of the turn of the die I, none of the players score anything; but they have the added interest of feeling that the two or four which the die may show would have belonged to some one, and if the five turns up each player calculates how this would have helped his chances if his color should have turned up on the die H. This is particularly exciting for children. If both blank spaces come up on the dice H and I, of course nothing is counted for any one. The player who first succeeds in placing all of his pawns upon his square and covering it up by them wins the game, and the play has much interest as fast as the various rectangles fill up and show how near each player is to winning, and when played by young persons the children get added amusement by laying their pieces in different ways upon their rectangles, so that the sections covered by them make fancy or irregular shapes.

I believe that those who are accustomed to play games of this character or to provide them for others will at once appreciate the entertaining qualities of my newly-invented game of diamonds.

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

A game of the class described comprising a rectangular game-board, five rectangles of paper secured upon the board at the corners thereof and in the center and each colored differently and divided into a number of correspondingly-shaped rectangles or sections, the number of sections of all papers corresponding and each paper being adapted to form a field or ground for one player; five sets of pawns or pieces, each set corresponding to the number of divisions of one paper rectangle and corresponding in color to the respective rectangles of the game-board, each pawn or piece being of the same size and shape as the divisions of the rectangles and being adapted to exactly cover the said divisions and said rectangles when all placed upon the latter.

In testimony that I claim the foregoing as my invention I have signed my name, in presence of the subscribing witnesses, this 10th day of May, 1901.

HENRY C. PIGUERON.

Witnesses:
T. A. STEWART,
L. R. BOYER.