

(No Model.)

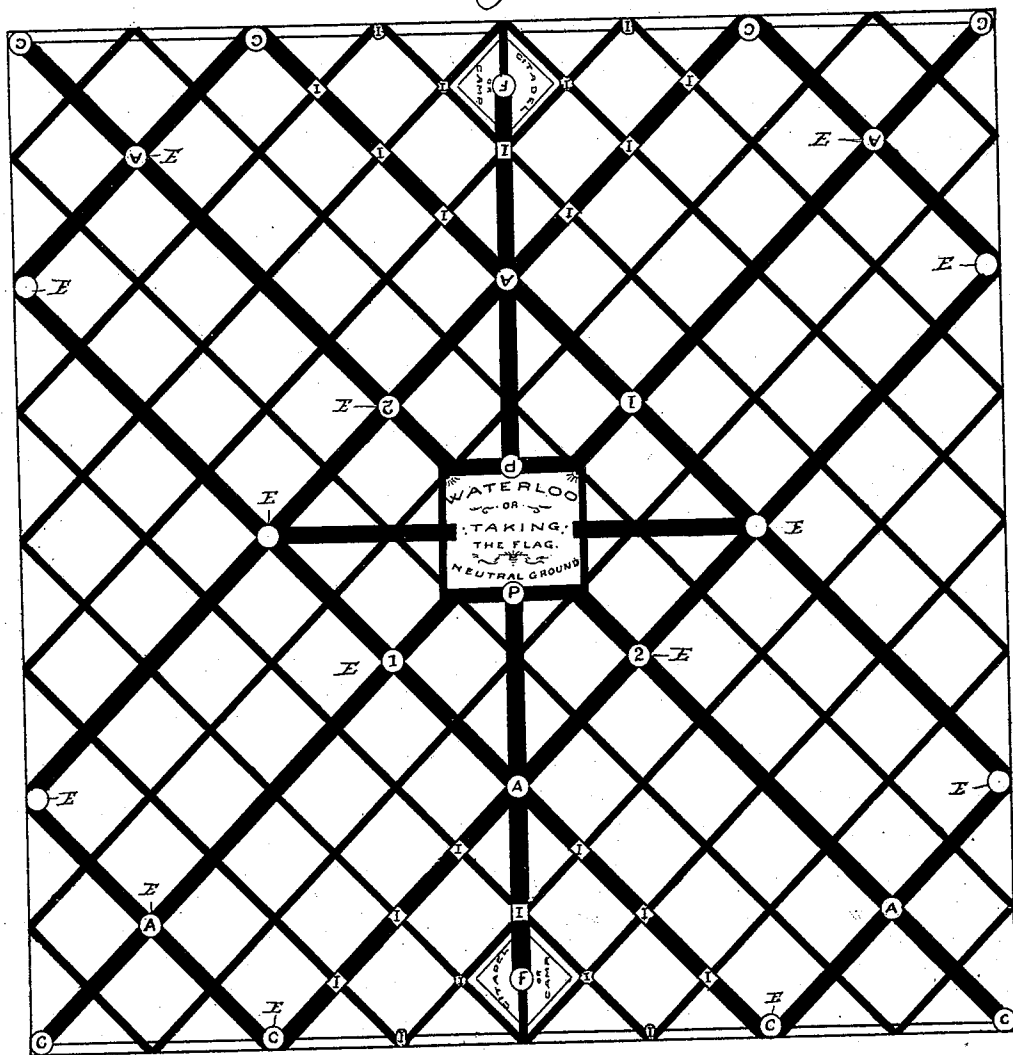
2 Sheets—Sheet 1.

F. C. HAMILTON.
GAME APPARATUS.

No. 463,602.

Patented Nov. 17, 1891.

Fig. 1



WITNESSES:

G. J. Rolland et.

Wm. M. Connell

INVENTOR

Frank C. Hamilton

BY

A. J. W. Brien

ATTORNEY.

(No Model.)

2 Sheets—Sheet 2.

F. C. HAMILTON.
GAME APPARATUS.

No. 463,602.

Patented Nov. 17, 1891.

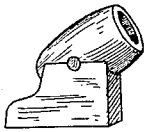


Fig. 10.

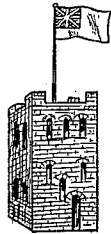


Fig. 5

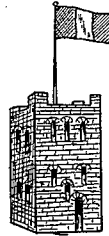


Fig. 9



Fig. 4.



Fig. 8



Fig. 6.



Fig. 7



Fig. 3.



Fig. 2.



Fig. 14

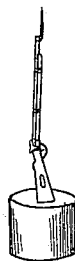


Fig. 13.

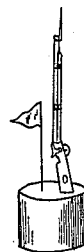


Fig. 12



Fig. 11.



Fig. 15

WITNESSES:

G. J. Rolland
Wm. M. Connell

INVENTOR

Frank C. Hamilton
BY *A. J. Wier*
ATTORNEY.

UNITED STATES PATENT OFFICE.

FRANK C. HAMILTON, OF ST. LOUIS, MISSOURI, ASSIGNOR OF ONE-HALF TO
GEO. W. MILLES, OF DENVER, COLORADO.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 463,602, dated November 17, 1891.

Application filed February 13, 1891. Serial No. 381,372. (No model.)

To all whom it may concern:

Be it known that I, FRANK C. HAMILTON, a citizen of the United States of America, residing at St. Louis, in the State of Missouri, have invented certain new and useful Improvements in Games; and I do 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, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

My invention relates to an improved game termed "Waterloo, or Taking the Flag," and is played by pieces representing the opposing forces of two armies. These pieces are manipulated upon a board representing the battlefield. Each opposing army consists of eleven regiments of infantry, four troops of cavalry, three batteries of artillery, one picket-post, and one stand of colors. Each regiment of infantry, each troop of cavalry, each battery, and each picket-post is represented by an appropriate piece. Hence each player or each set of players on one side has the manipulation or management of twenty pieces or "men," as they are sometimes termed in games of this class.

The game will be better understood by reference to the accompanying drawings, in which—

Figure 1 is a top or plan view of the board used in playing the game, while the remaining figures are perspective views of the pieces used upon the board in playing the game. Where there are a number of pieces all alike, one only of these pieces has been illustrated in the drawings. Hence Figs. 2, 3, 4, and 5 represent the infantry, cavalry, picket, and stand of colors, respectively, on one side, while Figs. 6, 7, 8, and 9 represent the same divisions, respectively, on the opposite side. Fig. 10 shows the piece representing the artillery on both sides.

To add interest to the game, the pieces representing the infantry, cavalry, and picket are designed to represent soldiers dressed in the costumes or uniforms worn by the English and French soldiers on the field of Waterloo, while the pieces representing the colors of

the two sides are designed with reference to the national colors in vogue in England and France at the time of said battle. Hence all the pieces employed in playing the game will be appropriately colored to represent the English and French military at Waterloo. It will be observed that the pieces representing the artillery are of the same shape on both sides. Hence these pieces will be distinguished by different colors.

Fig. 11 illustrates another style of piece which may be used in playing the game. In this case all the pieces on both sides are of the same construction, the pieces on each side being distinguished by different letters, as A for artillery, C for cavalry, &c., while the pieces on different sides are distinguished by their color, those representing the English army being red and those representing the French blue. This style of piece makes the apparatus cheaper than when those shown in Figs. 2 to 10 are used.

Figs. 12, 13, and 14 show other styles of pieces that may be used. These figures represent the cavalry, infantry, and pickets, respectively, on both sides, the two corresponding divisions on the two sides being distinguished by the color of the base, which may be red for one side and blue for the other. In this case the colors of the opposing forces may be represented by a small flag, having its staff inserted in a base which is colored to correspond with the other pieces on the same side. A separate figure is not shown to represent the colors for this set; but this piece would be the same as Fig. 12 with the gun removed. The piece representing artillery in this set is the same as shown in Fig. 10, but smaller. Fig. 15 represents a pompon or plume, which may be inserted in any piece after it has reached the picket-line of the opposing force. The use of this is illustrated in Fig. 2.

Referring now to Fig. 1 it will be observed that the board upon which the game is played is square and has its surface checkered by a series of broad and narrow lines crossing or intersecting each other. The surface of the board represents the field of battle and the lines broad and narrow roads over which the opposing forces, represented by the pieces named, move. In the center of the board is a small square representing neutral ground,

while at the center of the front of each side one of the squares, formed by the intersection of the lines, designates the citadel or camp. The pieces representing the infantry on each side are eleven in number and placed at the line intersections marked I on each side of Fig. 1 or the board. The pieces representing the cavalry are placed at the intersections or crossings marked C, while those representing the artillery are placed at intersections or crossings A and those representing the pickets at P. The pieces representing the colors are placed at F in the center of the square designated "citadel" or "camp" on each side.

The broad-line intersections marked E are termed "eminences" in the language of the game. The spaces included by the two narrow lines extending entirely across the board at the extreme rear on both sides are termed "camp" or "citadel" roads.

From the foregoing description, together with the following instructions or rules, the game will be fully understood.

All the pieces on one side will be designated an "army," and other corresponding military terms used in this description.

The game can be played by two, four, or six persons, and to start the armies are arranged upon the field as shown in the accompanying drawings. The respective standards or colors remain at the camps or citadels of the contending armies until captured by the enemy. The colors cannot be moved from the citadel except by the enemy in an attempt at capture. The object of each side is to capture the colors of the hostile force, and any piece on the board is competent to do this. In starting the game the players choose sides. The principal player on each side is the general in command. The others compose his staff. The players decide by lot or other means they may agree upon which side shall make the initial move, after which the respective sides move alternately, as in chess. The players on each side decide by consultation upon the various movements of their respective forces. In case of disagreement as to a movement of troops the commander decides. When more than two players are engaged in the game, the commander of the defeated army is superseded by that member of his staff having the greatest number of points to his credit from the last battle. When the game is played by two persons only, each player manipulates all the divisions of his army. When played by four persons, (two on each side,) the infantry and picket are commanded by one member on each side, the cavalry and artillery by the other. When six persons play, (three on each side,) the infantry are commanded by one player, the cavalry by another, the artillery by the remaining player, and the picket-post by the commander or any member of the staff.

In a series of games the winning side has the first move in the next game. Should want of time or any other cause prevent the completion of a game the side having the great-

est number of points to its credit shall be declared the winner, but cannot claim a complete rout of the enemy, as in a finished game. To win the game the enemy must be completely routed, their colors seized and carried from their citadel to the citadel of the victorious force.

When any piece of one army succeeds in reaching the enemy's citadel, it takes possession of the colors and retreats toward the camp of the victor, and the efforts of the remainder of the army on the side having made the capture should be directed toward aiding the retreat and preventing the enemy from retaking their colors. When the colors of one side are captured by the other side and carried to the captor's camp, the game is won. The camp or citadel road running directly across the field from right to left, heretofore described, is accessible to infantry only, except at points indicated as eminences. For this reason it is safer to arrange for the capture of the enemy's colors by a piece of infantry and by means of this road. The movement of the piece possessing the enemy's colors should be as rapid as possible, always with due regard to safety. This piece should at all times be protected, even at the sacrifice of points, for if the colors are retaken by the enemy the opposing army loses not only that advantage, but its own piece as well. Naturally the enemy's forces will be directed toward the recapture of the colors.

The capture of the picket-post removes all obstacles to a direct march by one army into the opponent's line, for when a picket is removed, it will be observed, there is but one eminence in a direct line to the camp upon which a battery of artillery can be placed. This might easily be surrounded and forced to surrender. Once this is accomplished it would be a very easy matter, and in fact only a question of a few moves for the enemy, to gain possession of his opponent's colors and safely retreat with them.

From the above it will readily be seen how necessary it is to have enough of the force within easy moves or quick marches in order to protect the picket from any threatened danger. If a picket should be dislodged or forced to retreat, the entire force should be employed to compel the enemy to retire and to replace the picket.

The movements of the pieces are as follows: The artillery can be moved over broad roads only and must rest upon the eminences or circles, traveling at a single move in a direct line from one eminence to the next. Cavalry can move over broad roads only; but may stop at an intersection of broad and narrow roads, and can travel only from one intersection to the next at a single move. Infantry may travel over broad and narrow roads, stopping at the intersection of any two roads otherwise unoccupied, and can travel only from one intersection to the next at a single move. Infantry or cavalry cannot occupy or cross an

intersection of roads immediately next to a battery belonging to the enemy unless supported by another piece of its own army resting on the intersection of road immediately to the rear. Any piece of either army which gets between the cross-fires of two pieces of the opposition forces must move when called upon or surrender. When a piece of either army is surrendered, it must be removed from the field until the next game. When any piece or pieces of either army are completely surrounded by the enemy and unable to move when called upon, it or they must surrender.

When it is desired to move a battery from one eminence to another and a single piece of the opposing army (either infantry or cavalry) occupies a position at an intersection of roads in a direct line with the contemplated movement, the army owning the battery may demand the removal of said piece, which demand must be at once complied with unless said piece can by a single movement be reinforced or supported (in a direct line between the eminences) by another piece. When this can be done, the battery cannot be moved in that direction. When a demand for the retirement of a piece is complied with, the battery must be instantly moved.

When the road intersections on a direct line between eminences are occupied by divisions of one army only, a battery of artillery belonging to the same army occupying one of the eminences may be moved to the unoccupied eminence without delaying to clear the roadway.

When a piece of either army is forced into a position from which it can only escape by the aid of re-enforcements, it is said to be "at bay," "imprisoned," or "in a state of siege." When a piece of either army is surrounded on three sides at road intersections by pieces of the hostile force, it is said to be "flanked," and must either retreat or surrender on demand. No two or more pieces of either of the same armies can occupy or cross an intersection of roads at the same time. Any piece resting upon an eminence and surrounded on three sides is compelled to move or surrender, except in the case of the eminences located on the margins of the board, which can only be menaced from two roads.

A player shall have the right to place a piece in a cross-fire; but such move counts one for the general score of the opposition. No player, however, may place a piece in a "pocket," where it is surrounded on three sides. Any player making such a move forfeits the piece thus placed in jeopardy. Either army, when placed in a state of siege within its own lines and unable to enter the lines of the foe, shall be considered as defeated, and the opposition is entitled to claim the game.

When a player has dislodged a picket of the foe, he may advance his own picket to the enemy's post, thus taking up a new position and forming a new picket-line. When this is accomplished, all the divisions of the

enemy's army lying within his lines that have not gone to the rear of eminences No. 1 or No. 2 must retreat as rapidly as possible to a new position within its new contracted lines and beyond his advanced picket-posts, and until his picket is driven from this advanced position the foe cannot utilize the privilege of "neutral ground," except by approaching it from the rear of the eminences No. 1 or No. 2 within his lines.

If from carelessness, oversight, or error a player deliberately places any of his or her force in jeopardy and does not at the same time violate other rules of the game, he or she must abide the consequences, for the move cannot be recalled, and in case the piece has been placed between three fires of the enemy it must be surrendered on demand. No substitute can be placed for any piece that has been captured. Thus when the picket has been surrendered no other division of the army can act in that capacity. As long as the picket remains in position the enemy cannot cross or enter the road leading direct to that camp, except by going to the rear of eminence No. 1 or 2 within the lines. No two pieces of the same army can occupy neutral ground at the same time; but a piece of one army may cross the neutral ground when it is occupied by the foe.

The broad lines leading from the corners of the square designated "neutral ground" are termed the "picket-lines." Eminences 1 and 2 lie in these lines at the first intersection after leaving the corner of neutral ground. No piece from one side can cross the enemy's picket-line forward of eminences 1 and 2 until the piece has first reached the picket-line in the rear of those eminences, when it is provided with a pompon or plume, (shown in Fig. 15,) and can afterward cross said line forward of these eminences if an opportunity offers.

The game is counted by points as follows: Each flank movement forcing a retreat of the enemy counts the player of the last move one. Each movement placing the enemy between two fires, and thus forcing a retreat, counts the player making the last move one. Each surrender forced upon the enemy counts the player making the last move two. Each time the enemy is placed in a state of siege, held at bay, or imprisoned, causing the assembling of re-enforcements, counts the player making the last move three. Movements dislodging the picket-post counts the player making the last move five. Forcing back the enemy and replacing the picket in position counts the player making the last move five. Capturing the colors counts for the player making the last move ten. Retaking the colors counts for the player making last move ten. Winning the game adds to the total score of the winning side twenty.

Having thus described my invention, what I claim is—

1. A game apparatus consisting of a board

and pieces for manipulation thereon, the board being provided with two sets of intersecting lines, one set being wider than the other, and certain of the line intersections marked to indicate the location of the pieces, substantially as described.

2. A game apparatus consisting of a square board divided into smaller squares and parts of squares by intersecting diagonal lines, pieces placed at certain of the line intersections which are marked to indicate their location, a line at the extreme rear of two opposite sides of the board passing through the terminal intersections of the other lines and a direct line passing through the center of the board and between the centers of the last-named lines, a piece being located in the center of two terminal squares through which this line passes, and a space marked off in the center of the board, said space interrupting the lines leading thereto, substantially as described.

3. A game apparatus consisting of a square board divided into smaller squares by intersecting diagonal lines, one line on each of two opposite sides of the board, said last-named lines passing through the terminal intersections of the diagonal lines, another line drawn across and through the center of the board at right angles to the two lines before named, another shorter line drawn through the center of the board at right angles to the last-named single line, and a space marked off in the center of the board, said space interrupting the lines leading thereto, the board being

provided with appropriate marks to indicate the location of pieces used in the game, substantially as described.

4. A game apparatus consisting of a board and two sets of pieces for manipulation thereon, each set consisting of twenty different pieces of five different patterns or kinds, the number of pieces of each sort being eleven, four, three, one, and one, respectively, substantially as described.

5. A game apparatus consisting of a board having a square figure marked thereon, said figure being divided into smaller squares by intersecting diagonal lines, two parallel marginal lines, one on each of two opposite sides of the board, two lines of unequal length passing through the center of the board and at right angles to each other, a space marked off in the center of the board, said space interrupting the lines leading thereto, in combination with two sets of pieces for manipulation thereon, each set consisting of twenty pieces of five different patterns, the number of pieces of each pattern being eleven, four, three, one, and one, respectively, the board being appropriately marked to indicate the location of the pieces, substantially as described.

In testimony whereof I affix my signature in presence of two witnesses.

FRANK C. HAMILTON.

Witnesses:

WM. MCCONNELL,
FRED. W. FELDWISCH.