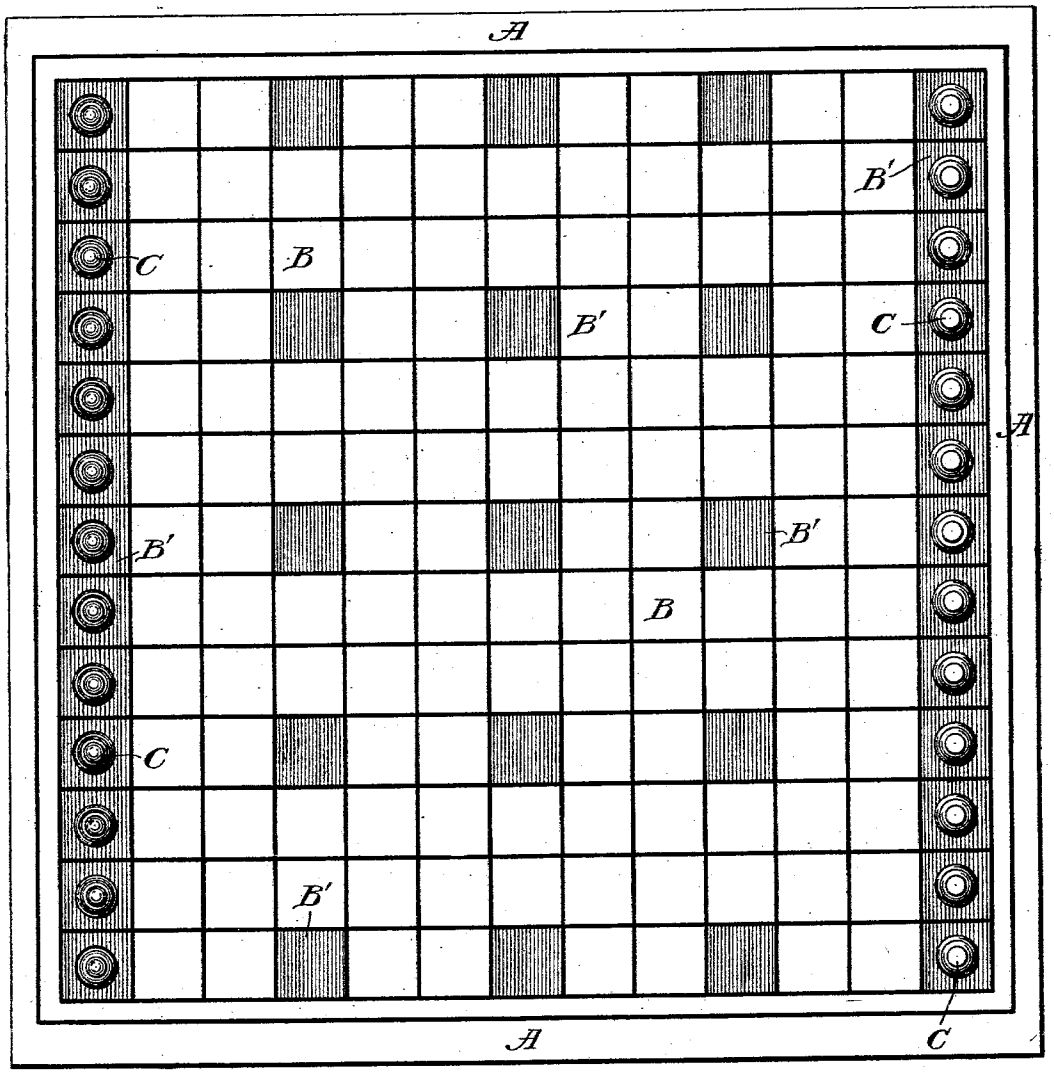
No. 715,474. Patented Dec. 9, 1902.

L. B. GAYLOR.

GAME BOARD.

(Application filed May 18, 1901.)

(No Model.)



Witnesses
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UNITED STATES PATENT OFFICE.

LEONARD B. GAYLOR, OF MOUNT VERNON, NEW YORK.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 715,474, dated December 9, 1902.

Application filed May 18, 1901. Serial No. 60,865. (No model.)

To all whom it may concern:

Be it known that I, LEONARD B. GAYLOR, a citizen of the United States, and a resident of No. 6 Rich avenue, Mount Vernon, in the county of Westchester and State of New York, have invented a new Game-Board, of which the following is a specification, reference being had to the accompanying drawing, which shows a plan view of the board or tablet upon which and by the aid of which the game is played.

The invention relates to a game-board A, divided into a number of squares B. On this board may be played a game in which are used a number of pieces or men C, which are moved in antagonism to each other. The movements of the pieces are governed by the throw of the dice in a manner hereinafter described, each player throwing the dice in turn. The game-board, which may be a folding one, if desired, comprises one hundred and sixty-nine squares, thirteen each way. One hundred and twenty-eight of these are of one color or character—as, for instance, white. The remaining forty-one are of a different color or character—say green—as indicated at B'. The green squares are arranged as follows: Two outside rows on opposite sides of the board or tablet, each composed of thirteen squares, are green, and the remaining fifteen are placed uniformly over the board so that two white squares intervene, as shown in the drawing. The pieces or men used are twenty-six in number and of two different colors, so as to distinguish them. At the beginning of the game they are placed at the two opposite sides of the board upon the above-stated outside rows of green squares, and the object of the game is to move them in accordance with the throws of the dice, supplemented by the skill of the player, into the opponent's row. The player who first gets all his pieces across the board into his opponent's row wins the game.

The following are the rules which govern the game:

First. The game is played by two persons, each having two dice and thirteen men in the outside row nearest the player. These outside green rows are called the "home" rows. The object of the game is to move the pieces or men to the opposite side of the board into the opponent's home row. The person first getting all his men into his opponent's home row wins the game. The separate green squares in the central field of the board are called "safety-squares."

Second. A piece may be moved forward or to the right or left as many squares as there are pips on the dice thrown.

Third. A piece cannot be moved both to the right and left in the same move; but it can be moved right or left and forward; but no piece can pass over another.

Fourth. Each die entitles the player to a distinct move—that is, a piece must be moved the exact number of squares to correspond with the pips turned up on a single die or with the sum of the pips on both dice.

Fifth. An opponent's piece may be captured when any distinct move may be made to terminate on the square upon which it stands, excepting when it stands on a safety-square or has crossed to the opponent's home row.

Sixth. After a piece is captured it is removed from the board and must be reëntered again on the home row of the loser upon his next throw, provided there is a vacant square in his home row to receive it.

Seventh. In order to enter a piece, the sum of the throw must be five or over. If less than five is thrown, no play can be made. If over five is thrown, the piece may be entered and the balance of the throw used as a distinct move.

Eighth. If there is no vacant square in the loser's home row, the throw must be played to move pieces from that row in order to open a space for the piece that has been captured, and no other move can be made until all the captured pieces are reëntered.

Ninth. A piece is not secure from capture in its own home or starting row. It is safe only on a safety-square or in the opponent's home row.

Tenth. A player is required to make all moves as indicated by the pips on the dice until one piece only remains out of the opponent's home row.

Eleventh. In playing the last piece into the opponent's home row it is not required to throw for the exact number. Any throw that will carry the piece to the required spot will

win, even though the number thrown is more than needed, excepting when the last square in opponent's home row is occupied by one of his own pieces. Then the exact throw is required to capture the piece and occupy the square.

Having described my invention, I claim—

In a game-board, a surface divided into one hundred and sixty-nine squares; one hundred and twenty-eight of one color or characteristic, and forty-one of a contrasting color or characteristic, of which latter twenty-six squares are located in opposing outside rows, each having thirteen squares, the remaining fifteen squares being distributed at equal distances from each other upon the space intervening between said opposing rows; and twenty-six pieces or men divided into two distinct sets, each thirteen in number, for the purposes set forth.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

LEONARD B. GAYLOR.

Witnesses:
EDGAR R. MEAD,
WILLIAM FOX.