No. 895,875. PATENTED AUG. 11, 1908.

J. B. MERCER.

GAME APPARATUS.

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Fig. 1.

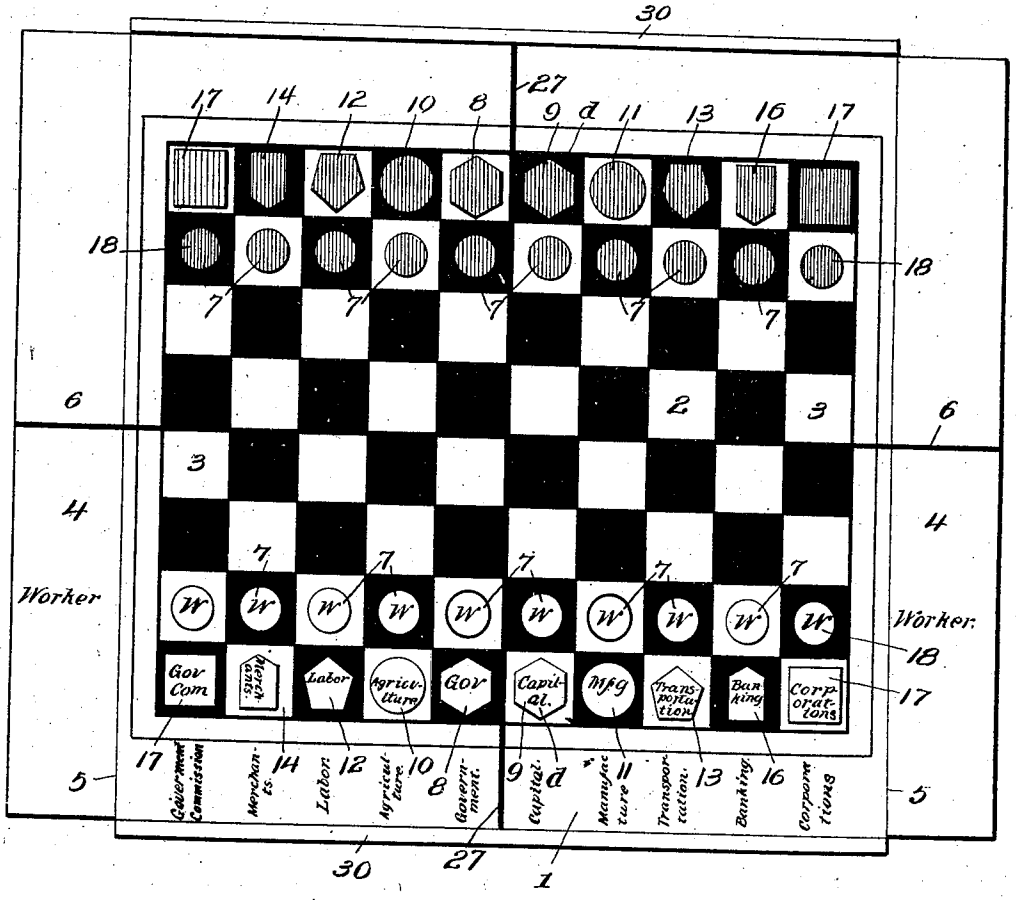
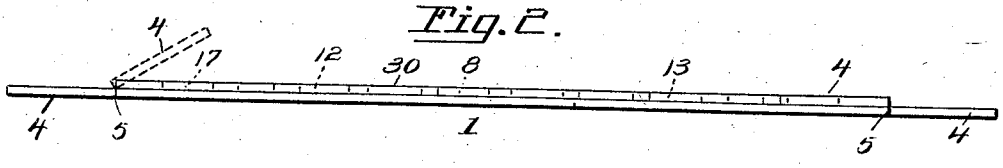


Fig. 2.



Witnesses

F. C. Gibson.

J. W. Garner

Inventor

John. B. Mercer.

By Victor J. Evans

Attorney

UNITED STATES PATENT OFFICE.

JOHN B. MERCER, OF WILMINGTON, NORTH CAROLINA.

GAME APPARATUS.

No. 895,875. Specification of Letters Patent. Patented Aug. 11, 1908.

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To all whom it may concern:

Be it known that I, JOHN B. MERCER, a citizen of the United States, residing at Wilmington, in the county of New Hanover and State of North Carolina, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention is an improved game apparatus for use in playing a novel game which I call "The American game of business," as hereinafter described and claimed.

In the accompanying drawings—Figure 1 is a plan view of a game apparatus constructed in accordance with my invention, with the pieces shown on the game board. Fig. 2 is an edge elevation of the game board.

The game board 1, which may be of any suitable size and shape and may be made of any suitable material, is provided with a checkered portion 2 at a suitable distance from its sides, which checkered portion is similar to the checkered field of a checker or chess board, and is provided at its sides with checkered extensions 3. At corresponding sides of the board are flaps 4, which have hinged or flexible connections with such sides of the board, as at 5, to enable such flaps to be extended, as shown in Fig. 1 to uncover the checkered extensions 3 or to be folded, as shown in dotted lines in Fig. 2, to cover such checkered extensions. Hence the effective area of the board may be varied in accordance with the number of pieces employed in playing the game. The said board is marked or divided into quarters by cross bars 6, 27, which are marked thereon and which intersect the checkered field of the board.

The flaps 4 are slightly shorter than the game board so that the ends of the board project slightly beyond the ends of the flaps and the board is provided at its ends with upwardly extending flanges 30, the depth of which is equal to the thickness of the flaps so that when the latter are folded on the board the upper sides of the flaps are flush with those of the flanges. The thickness of the pieces with which the game is played, and which are hereinafter described, also corresponds with that of the flaps, so that when the flaps are folded on the board they coact with the flanges to retain the game pieces on the board, and a suitable cover may be then placed on the board on the upper sides of the folded flaps; the flanges 30, and the game pieces, to retain the flaps in folded condition and also retain the game pieces on the board, thereby forming a compact disposition of the game apparatus including the game pieces, and rendering it unnecessary to employ an additional receptacle for the reception of the game pieces when the latter are not in use.

The pieces are shown in Fig. 1 as disposed in initial position on the checkered portion of the board at opposite sides thereof for the respective players. The pieces for the respective players are differently colored or otherwise distinguished. Each set of pieces includes a number of inferior, or "worker" pieces 7, preferably designated by the letter "W" and a series of superior pieces 8, 9, 10, 11, 12, 13, 14, 15, 16, and, 17. The pieces 8 for the respective players I designate as "Government," are the most important pieces, and each occupy the space next to the center bar 27 of the board at the left of the player, and may be moved by the players in order in any direction, straight or diagonal, backward or forward, but only one space at a time when the way is clear and not becoming exposed. These pieces can "take" any other piece by removing the same and government taking its place. The player who brings any piece to bear upon government of his opponent must notify his opponent by saying "Corner." The game ends when the government of one of the players is so "cornered" that it cannot be moved or any piece brought to its relief. Each piece marked "Capital" and indicated at 9 is the next most important piece and occupies the space to the right of government, just across the perpendicular line 27. Such pieces 9 as are marked "Capital" may be moved in any direction and any number of spaces when the way is open and can "take" in any direction.

Pieces 10 marked "Agriculture" and 11 marked "Manufacture" are disposed initially on the outer sides of the pieces, 8, 9, respectively, may move diagonally only and can operate only on their respective sides of the perpendicular center line or bar 7 until they pass the horizontal line or bar 6, when they are qualified to operate any where upon the board, can move any number of spaces and have power to take any of the opponents' pieces. In playing the game as soon as such pieces 10, 11 become thus qualified they should be turned over to indicate that they have such power.

The pieces marked 12, 13, respectively "Labor" and "Transportation" are initially

disposed respectively on the outer sides of the pieces 10, 11 and have the same powers as the pieces 10, 11. Such pieces may "jump" over other pieces, may move one space diagonally and two spaces straight or the reverse, may cross the center horizontal line 6 in the second move thus qualifying themselves to have the freedom of the board, and may "take" as other pieces.

The pieces 14—16 which are respectively called "Merchant" and "Banking" are initially placed on the outer sides of the pieces 12, 13, respectively. At first said pieces 14—16 may be moved straight ahead, transversely, or backward, but can not be moved across the line 27. After crossing the line 6, however, they may operate any where upon the board, and may "take" by "jumping" other pieces. After they have been moved past the said center line 6 they should be turned over to indicate that they have such powers. The "worker" pieces 7 of the respective players are eight in number and occupy the row in front of the pieces 8 to 16, inclusive. Such worker pieces may move straight ahead, one space at a time, can take diagonally, and after having crossed the horizontal center line 6 become qualified as skilled or special workers and can then move backward and take diagonally backward. If one of these should reach opponent's back line the player thereof will call for any captured piece of his own he may choose to take its place. Such worker pieces after having crossed the line 6 should be turned over to indicate that they have acquired such superior powers.

In playing the game, in taking a piece of opponent, the player may take up opponent's piece and move his piece to take the place of the captured piece. If a player removes his hand from the piece after moving the same, such piece cannot be taken back. Any player may or may not take opponent's exposed piece at his option, excepting as to government piece.

When playing the long game as I term it, each player is provided with two additional pieces 17, which are respectively called "Government commission" and "Corporations", and are respectively initially placed on the spaces next to the pieces 14, 16, the flaps 4 being extended so as to expose or uncover the checkered extensions 3. These pieces may move straight either backward or forward, may take diagonally only as others and have the freedom of the board when the way is clear. In playing such "long game" each player is provided with two extra pieces indicated at 18, which have the same powers and are subject to the same restrictions as the other "worker" pieces.

The object of the game is to "corner" the "government" of the opponent, and the player who succeeds in "cornering" this piece so that it cannot be cleared wins the game.

To facilitate the playing of the game the board is preferably inscribed at its sides with the names of the superior pieces in the spaces opposite those to be occupied by the respective superior pieces.

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

1. A game board having hinged flaps adapted to be folded or extended therefrom to vary the effective area of such board.

2. A game board having flaps adapted to be folded or extended therefrom, and flanges which coact with such flaps to retain pieces on the board when such flaps are in folded condition.

3. A game board having flaps at opposite sides thereof, hinged thereto and thereby adapted to be folded thereon or extended therefrom, said game board being provided at its ends with upstanding flanges to coact with such flaps when the latter are in folded condition to retain game pieces on such board.

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

JOHN B. MERCER.

Witnesses:
D. B. FESLER,
H. B. MERCER.