No. 695,303. Patented Mar. 11, 1902.

R. J. GRAHAM.

GAME APPARATUS.

(Application filed June 26, 1901.)

(No Model.)

Fig. 1.

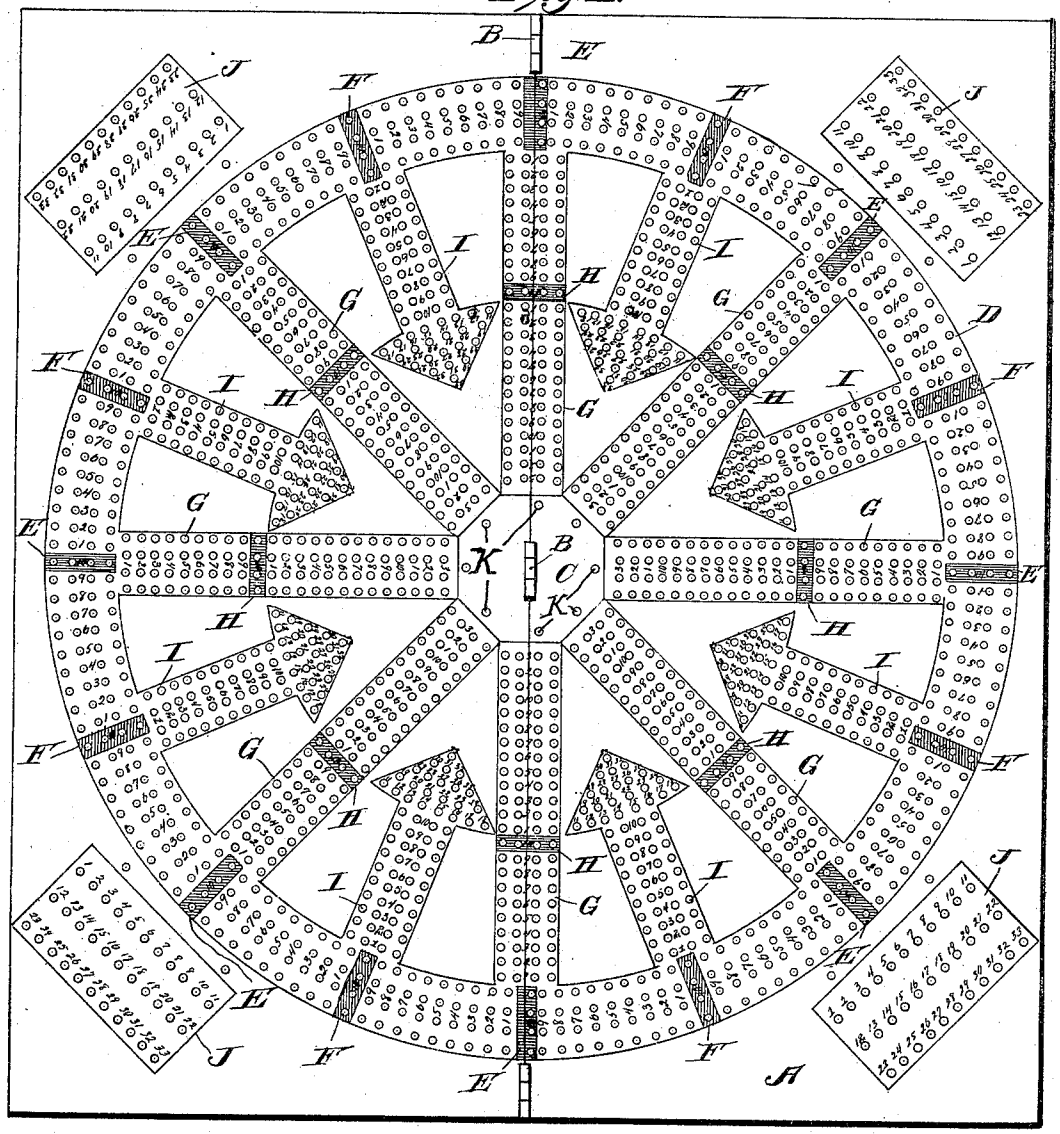
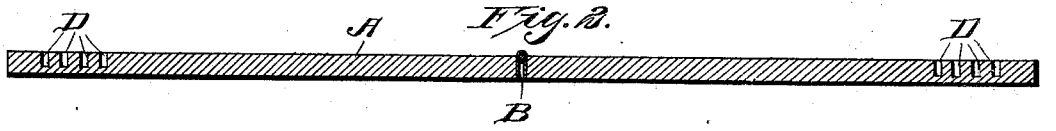


Fig. 2.



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UNITED STATES PATENT OFFICE.

ROBERT J. GRAHAM, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 695,303, dated March 11, 1902.

Application filed June 26, 1901. Serial No. 66,078. (No model.)

To all whom it may concern:

Be it known that I, ROBERT J. GRAHAM, a citizen of the United States, residing at Philadelphia, county of Philadelphia, and State of Pennsylvania, have invented a certain new and amusing Game Apparatus, of which the following is a specification.

My invention relates to a new and amusing game apparatus, and has for its object to provide a game-board which shall be used in connection with three ordinary dice and two pegs for each player. The game-board consists of a central portion called the "bank," a circle of holes surrounding said bank, a series of holes leading from different points of the circle into the bank, and a series of holes called the "debtors' banks." The object of the game is to start from a certain point and enter the bank first, each player moving according to the throw of the dice.

With these ends in view this invention consists in the details of construction and combination of elements hereinafter set forth and then specifically designated by the claims.

In order that those skilled in the art to which this invention appertains may understand how to make and use the same, the construction and operation will now be described in detail, referring to the accompanying drawings, forming a part of this specification, in which—

Figure 1 is a plan view of the game-board, and Fig. 2 is a cross-sectional view of the same.

In carrying out my invention as here embodied A represents a board made of wood or any other suitable material, which is for the convenience of storing hinged in the center at the point B. Upon the surface of this board and in the center of the same is represented an octagonal portion C, called the "bank."

D is a circle of holes surrounding the central portion or bank C. This circle of holes comprises four series of one hundred and sixty holes each. They are arranged in four series to accommodate at least four players, so that each one can peg in a different circle without interfering with the other players' pegs. Of course, if desired, there could be only one circle of one hundred and sixty holes or there could be more than four series, this making no material difference in the playing of the game. Every tenth set of holes in this circle will be distinguished in some suitable manner, preferably by coloring around the holes, and every alternate one will be a different color—that is to say, the first will be blue, then red, then blue, and then red again, and so on around the circle, all those of the same color being indicated by the letter E, and those of the other color being indicated by the letter F. Each one of these sixteen sets of colored holes are called "safeties"—that is to say, in pegging around the circle if any one of these colored set of holes have been reached or passed you cannot go back to the same.

G represents a series of twenty-three holes extending from the outer circle inward to the bank. There are eight of these series of holes, and they are arranged like the spokes of a wheel, and we will hereinafter call them "alleys" or "shorts," and these alleys or shorts G lead from every alternate colored set of holes in the outer circle. These colored sets of holes are lettered E in the drawings, and hereinafter these colored sets of holes E will be called "safety-shorts" to distinguish them from the ordinary safeties F. The holes composing the alleys or shorts are arranged in four sets for the same purpose as the four sets of holes in the circle—that is, to allow for at least four players to play without interfering one with the other—and the tenth set of four holes in the alley or short G are also surrounded with a distinguishing color the same as the safeties F and are indicated by the letter H in the drawings. Extending inward from the circle opposite each one of the safeties F is a series of holes I. There may be any number of holes arranged within this series, and it is what I prefer to call the "debtors' banks." In each of the four corners of the board are arranged a series of holes J, and there may be any number of holes within these series, and they also form what I term as the "debtor's bank," the purpose of which will be hereinafter described.

In playing the game each player has two pegs, each player's peg being preferably of a different color, and each player may have three ordinary dice, or three dice may be made to answer for all the players.

In beginning the game a point opposite one

of the alleys or shorts G is selected from which to start, and then the first player throws the dice. If the numbers upon the faces uppermost of the three dice amount to any number from one to ten, he will place one of his pegs in the hole numbered to represent that sum. If he throws ten, it will carry him into the first safety F. If he throws any number from ten up to eighteen, he will go into debt the difference between ten and the number he has thrown—as, for instance, if he threw seventeen he would go in debt seven. In other words, he would be seven worse off than when he started, and he would keep account of that debt in one of the debtors' banks J. If in the next throw he threw any number from one up to ten, inclusive—say, for instance, eight—it would take him out of the debtor's bank and give him one in the circle to begin on; but if he again threw any number between ten and eighteen he would go that much more in debt represented by the difference between ten and the number he threw. If, though, he should throw eighteen, which would represent the highest number possible to be thrown with the dice, it would give him the privilege of advancing his peg any number of holes from one up to and including ten. Thus any throw from one up to and including ten and also the throw eighteen are in favor of the player and allows him to advance. Any throw from ten to eighteen acts against the player and either forces him to peg backward or to go into debt. After the player has passed a safety F or a safety-short E he cannot in pegging backward go back of either the safeties F or safety-shorts E—as, for instance, if a player's peg was upon one of the safeties F and he should throw seventeen this would be seven against him, in which case he would leave one peg in the safety F and take his other peg and put it in the seventh hole in one of the debtors' banks I opposite the safety in which his other peg stands, and before he can advance around the circle he will have to throw a number sufficient to throw him out of debt; but if his peg should be in the seventh hole upon the circle and he should throw seventeen he will then peg backward to the safety.

If in throwing the player should land upon one of the safety-shorts E, he will then be entitled to peg backward upon the alley or short E opposite such safety-short—that is, if in his next throw after landing upon the safety-short he should throw any number from one up to ten, inclusive, he would advance up the alley or short G to the number representing the sum he had thrown, or if he throws eighteen he would be entitled to place his peg in the safety H; but if in his first throw after landing upon the safety-short E he should throw any number from ten to eighteen he would then go in debt in one of the debtors' banks J and also forfeit his chance of going into the bank by that particular short. After he has thrown himself out of debt he would have to advance around the circle until he had landed upon another short, for though the player should succeed in pegging so that his peg would be in or past the safety H in the alley or short G he could not then be forced backward into the circle D. Then in pegging backward he only could peg backward to the safety H, and the balance of his debt would be indicated in one of the debtors' banks J with the other peg. Within the bank C opposite each one of the shorts G are holes K. The first player succeeding in pegging into one of these holes wins the game. Counting this hole K, there are just fourteen holes from the safety H into the bank, and the only possible chance of entering the bank from the safety H is by throwing eighteen. If the player should throw eighteen and his peg should be either upon the safety H or between the same and the bank, he is entitled to enter the bank from whatever position he may be in, provided, of course, that he is out of debt.

Except in the case just described of throwing eighteen a player cannot enter the bank in one throw until he is within ten holes of the bank, and then he has to throw the exact number required to enter the bank. If he throws more, he would go in debt the difference between the number required and the number he threw, unless he threw a number between ten and eighteen, and then he would go in debt the same as before described the difference between ten and the number he threw. We will say, for instance, the player's peg was in the eighth hole between one of the safeties H and the bank C. He would then be required to throw six to enter the bank. If he threw six, he would be out. If he threw any number between one and six, he would advance according to the number thrown; but if he should throw nine he would have to peg back the difference between six and nine, or three holes, which would then put him in the fifth hole, and then he would be required to throw nine before he could go out. If he kept on going backward, he could not go any farther than the safety H, in which he would leave one peg and with the other peg indicate his indebtedness in one of the debtors' banks J, from which he would have to peg himself out before he could again advance from the safety H up toward the bank C.

If the player did not succeed in landing upon any one of the safety-shorts in passing around the circle, he would then be forced to pass inward upon the eighth or last short G, the same as if the circle led into the bank.

In summing up, the principal rules of the game are that for the player to advance it is necessary for him to throw either eighteen or a number from one up to ten, inclusive, or rather from two up to ten, (for it is impossible to throw less than three with three dice,) and if he throws any number from ten to eighteen he will either be compelled to peg backward, go in the debtor's bank, or both,

according to the position he is in when he has made such a throw. After he has passed either the safeties F or safety-shorts E he cannot be compelled to go back of these points; but he then pegs his indebtedness in the debtors' banks, and whenever he is fortunate enough to land upon one of the safety-shorts he is entitled to peg up the short G opposite said safety-short; but if he is compelled to peg back again to that safety-short or go into debt he forfeits his right to again advance in upon that particular short.

Of course slight modifications could be made in this apparatus without departing from the spirit of my invention.

Having thus fully described my invention, what I claim as new and useful is—

In a game apparatus, a board, a central colored section represented in the center of the board, said colored section being designated as a bank, one hundred and sixty series of holes arranged in a circle surrounding the central portion at a distance therefrom, said circle of holes being divided into ten, and each tenth series of holes numbered from "1" to "10," colored sections adapted to surround every ten series of holes in the circle, a line composed of twenty-three series of holes extending from the circle opposite every alternate colored section in said circle to the central portion or bank, a colored section surrounding the ten series of holes from the circle in these lines numbered from "1" to "10," a series of holes leading inward from the circle of holes part way to the central portion, said series of holes being opposite the colored sections in the circle lying between the colored sections from which the lines of twenty-three series of holes lead, holes formed in the central portion or bank, one hole being opposite each of the lines of twenty-three series of holes leading into said bank, a series of holes arranged in each corner of the board, each hole of said series being numbered from "1" up to the limit of the number of holes, substantially as and for the purpose set forth.

In testimony whereof I have hereunto affixed my signature in the presence of two subscribing witnesses.

ROBERT J. GRAHAM.

Witnesses:
H. B. HALLOCK,
L. W. MORRISON.