No. 838,461. PATENTED DEC. 11, 1906.

J. SALVADOR.

GAME.

APPLICATION FILED MAY 2, 1906.

Fig. 3.

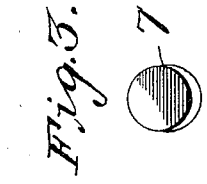


Fig. 1.

Fig. 2.

Inventor

Johann Salvador;

Witnesses

D. W. Gould.

Geo. Ackman

By Victor J. Evans

Attorney

THE NORRIS PETERS CO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

JOHANN SALVADOR, OF HARRISBURG, PENNSYLVANIA.

GAME.

No. 838,461. Specification of Letters Patent. Patented Dec. 11, 1906.

Application filed May 2, 1906. Serial No. 314,732.

To all whom it may concern:

Be it known that I, JOHANN SALVADOR, a citizen of the United States, residing at Harrisburg, in the county of Dauphin and State of Pennsylvania, have invented new and useful Improvements in Games, of which the following is a specification.

The invention relates to an improvement in games primarily designed to afford amusement and constructed to permit variations of play in accordance with the skill of the player.

The main object of the present invention is the production of a game including a game-board and a series of disks, the board being divided to represent a field of attack and a field of defense, each divided and suitably marked to indicate normal resting-points for the disks, each of said points of the field of attack being occupied by one of the disks, while but three of the points of the field of defense are occupied by the disks, the disks of the defending field being marked to distinguish them from the disks of the attacking field and having a greater range of movement and power in the playing of the game.

The invention will be described in the following specification, reference being had particularly to the accompanying drawings, in which—

Figure 1 is a plan of a game-board constructed in accordance with my invention. Figs. 2 and 3 represent, respectively, perspective views of the major and minor disks used in playing the game.

The game-board of the present invention includes a section of suitable material—such as wood, cardboard, or the like, divided to form an attacking field 1 and a defending field 2. The attacking field is in the form of an inverted T, while the defending field is of approximately rectangular form having triangular extensions at the free ends of the side edges. Each field is suitably marked to indicate a series of regularly-arranged "points" or resting-places 3, preferably in circular form, and corresponding in size with the disks used in playing the game. The projecting portion of the attacking field contains fifteen such points, while the cross-section of the attacking field contains thirty-seven such points. The defending field contains twenty-three such points, seven of these points being in transverse alinement with four points of the attacking field—that is, seven of the points within the attacking field proper as the board is constructed are, for the purposes of the game, included within the defending field.

The points of the attacking field are differently colored, by preference, from those of the defending field, and the latter field is preferably divided from the attacking field by a suitable outline, which may be of a distinctive color. The respective points in each field are connected by paths of travel 4 and 5, which extend, respectively, transversely and longitudinally of the game-board and by diagonal paths of travel 6, which extend diagonally of the respective fields. In this connection it is to be noted that the respective points are arranged in transverse and longitudinal alinement relative to the game-board, so that said points provide, in effect, the outline of a series of squares, the corners of which are formed by the points, the transverse and longitudinal paths of travel 4 and 5 constituting the outlines of these squares, while the paths of travel 6 constitute the diagonals of the squares. The operative members of the game include two distinctive types of disks, hereinafter termed "men," the minor disks 7 being distinct from the major disks 8, preferably by the increased thickness of the latter and also such distinctive coloring as may be desired. In the game forty-nine of the minor disks are used and six of the major disks, these latter being divided into two sets of three each by any distinct mark or coloring. The points of the attacking field, fifty-two in number, are completely occupied by the forty-nine minor men and one set of the major men, the latter occupying, respectively, the central point 9 at the forward edge of the board and the points 10 and 11 forming the forward corners of the cross-section of the attacking field. The remaining three major disks are utilized in the defending field, being disposed on the forward transverse line of points at the end and central points 12, 13, and 14, respectively, of such line.

The object of the game is to have all of the points of the defending field occupied by the men of the attacking field. To gain this result, the game provides for the movement of the men of the attacking field in any diagonal direction from the point which they may occupy and in any transverse or longitudinal direction along the respective paths, except

along the longitudinal path or diagonal path, in a direction away from the defending field—that is, the movement of the attacking men must be always toward the defending field or in a direction at right angles to such path of movement. Therefore the men of the attacking field cannot move in a rearward direction so as to occupy any point in rear of the point from which they started. The men of the defending field may move in any direction—that is, along any path leading from the point on which they may be located—and in addition to this have the power of taking the men of the attacking field by jumping the same, as in the well-known game of checkers—that is, they may, if desired, take any man or number of men which are arranged adjacent the point they occupy, provided that there is an unoccupied point in rear of and in alinement with the particular disk of the attacking field and the particular disk of the defending field.

In addition to requiring that the men of the attacking field completely occupy all the points of the defending field, in order to successfully terminate the game in favor of the attacking force, the rules of the game may, if desired, require that one or more of the major men among the attacking force also occupy one or more of the spaces within the defending field. This variation adds to the skill of the game, owing to the location of the respective major men of the attacking force in the initial position of the men.

The skill in playing the game will be apparent from the fact that the attacking force greatly outnumbers the defending force, to offset which the defenders have the property of capturing and removing the men of the attacking force from the board, while the attacking force can only move along prescribed lines in an endeavor to position the men within the defending field and exclude therefrom the men of the defending field.

While shown and described as a general game, it is obvious that the board and men may be arranged for a particular representation—as, for example, the defending field may be printed or otherwise colored to represent a castle and the attacking field the usual surroundings thereof, in which instance the major men may be shaped to indicate knights, while the minor men are shaped to represent archers and bowmen.

Owing to the variety of movements of which the respective men are capable, it is obvious that the successful termination of the game of either part will depend entirely upon the skill with which the men are handled, so that the game will provide instructive amusement.

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

1. A game apparatus including a game-board divided to represent an attacking field and a defending field, each of said fields being provided with a series of points arranged in alinement transverse and longitudinally of the board, in combination with a series of men of distinctive characteristics to indicate an attacking force and a defending force, the number of men in the attacking force corresponding to the number of points in the attacking field, and the number of men in the defending force being less than the number of points in the defending field.

2. A game apparatus including a game-board divided to represent an attacking field and a defending field, each of said fields being provided with a series of points arranged in alinement transverse and longitudinally of the board, in combination with a series of men of distinctive characteristics to indicate an attacking force and a defending force, the number of men in the attacking force corresponding to the number of points in the attacking field, and the number of men in the defending force being less than the number of points in the defending field, the men of the attacking force being divided by distinguishing characteristics to indicate a different value.

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

JOHANN SALVADOR.

Witnesses:

FERD MOERLEIN,

NELSON FOUNTAIN.