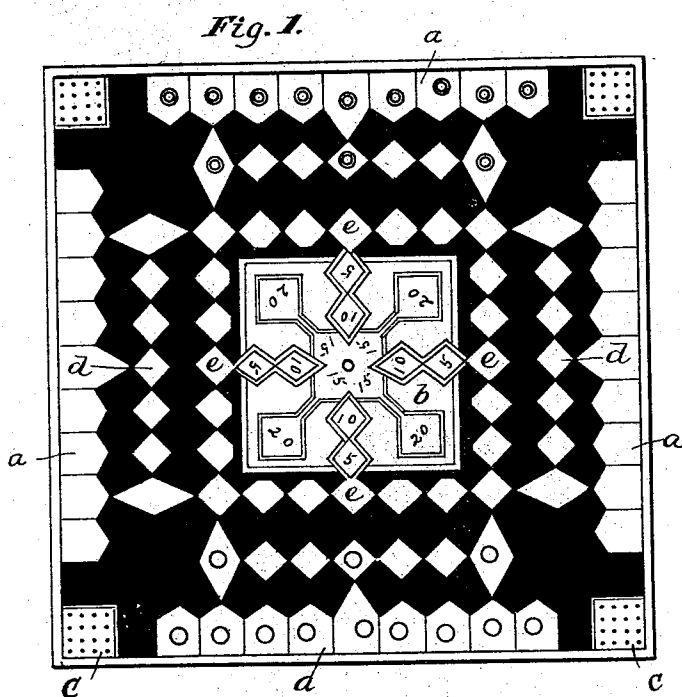


(No Model.)

J. B. DAVIDS.
GAME BOARD.

No. 512,165.

Patented Jan. 2, 1894.



Witnesses
Fred A. Mason
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Inventor
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att'y.

UNITED STATES PATENT OFFICE.

JOHN B. DAVIDS, OF NORTH DARTMOUTH, MASSACHUSETTS, ASSIGNOR TO
E. M. CHISHOLM DAVIDS, OF SAME PLACE.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 512,165, dated January 2, 1894.

Application filed August 24, 1892. Serial No. 444,004. (No model.)

To all whom it may concern:

Be it known that I, JOHN B. DAVIDS, a citizen of the United States, residing at North Dartmouth, in the county of Bristol and State of Massachusetts, have invented certain new and useful Improvements in Game-Boards, which I call Checkerdino, of which the following is a specification, reference being had to the drawing hereto annexed, in which the figure is a plan view of my improved game board, designed for four players.

The surface of the board is divided into spaces, preferably of a contrasting color with the background, nine of said spaces being arranged on each of the four sides, at, or near the edge thereof. Each series of nine spaces *a*, are connected at three different points, with a row of spaces *d*, intermediate between the spaces *a*, and a second row of spaces *e* surrounding a central square *b*, which square is divided into spaces which are numbered as from 5 to 20, as shown. The intermediate spaces *e* are connected with the central square at one point on each of its sides and with the spaces *d* at the four corners. The whole number of spaces, including the spaces in the central square, are preferably one hundred and one for a board arranged for four players; but when arranged for two players, the outer row of spaces on two of its sides, would be dispensed with, leaving eighty-three spaces in all.

The game is played with checkers, each player having twelve of a color, different from the other players, which are placed upon the board at the commencement of the game, as shown in the drawing, and are moved the

same as in checkers, continuously forward, toward the spaces which connect with another row of spaces, or with the central square. The checkers, capture, in the direction of movement, the same as in checkers. Each player strives to get as many of his pieces as possible, upon the spaces in the central square, and upon those spaces bearing the highest number, and in doing this, he endeavors to capture as many of his opponent's pieces as possible, and confine his pieces in such situation, as to prevent moves, or advantageous play. Each checker captured, counts five points; and the checkers remaining on the spaces in the central square, at the close of the game, count as many points, as the space is numbered. The game comes to an end, when a player, in regular turn of play, cannot make another move. The player, securing the largest number of points wins the game.

The corners of the board are provided with a series of holes, and pins, with which to keep the score.

I claim—

The herein-described game-board having a series of connected spaces *a* arranged along its sides, a second series of spaces *d* connecting with the spaces *a* at three points, a central square *b*, and a third series of spaces *e* connecting with the spaces *d* at the four corners and with square *b* at one point on each of its sides, substantially as described.

JOHN B. DAVIDS.

Witnesses:

JAMES C. HITCH,
HENRY W. MASON.