M. MARIS.

GAME AND GAME APPARATUS.

APPLICATION FILED MAY 3, 1915.

1,165,688.

Patented Dec. 28, 1915.

2 SHEETS—SHEET 1.

Fig. 1.

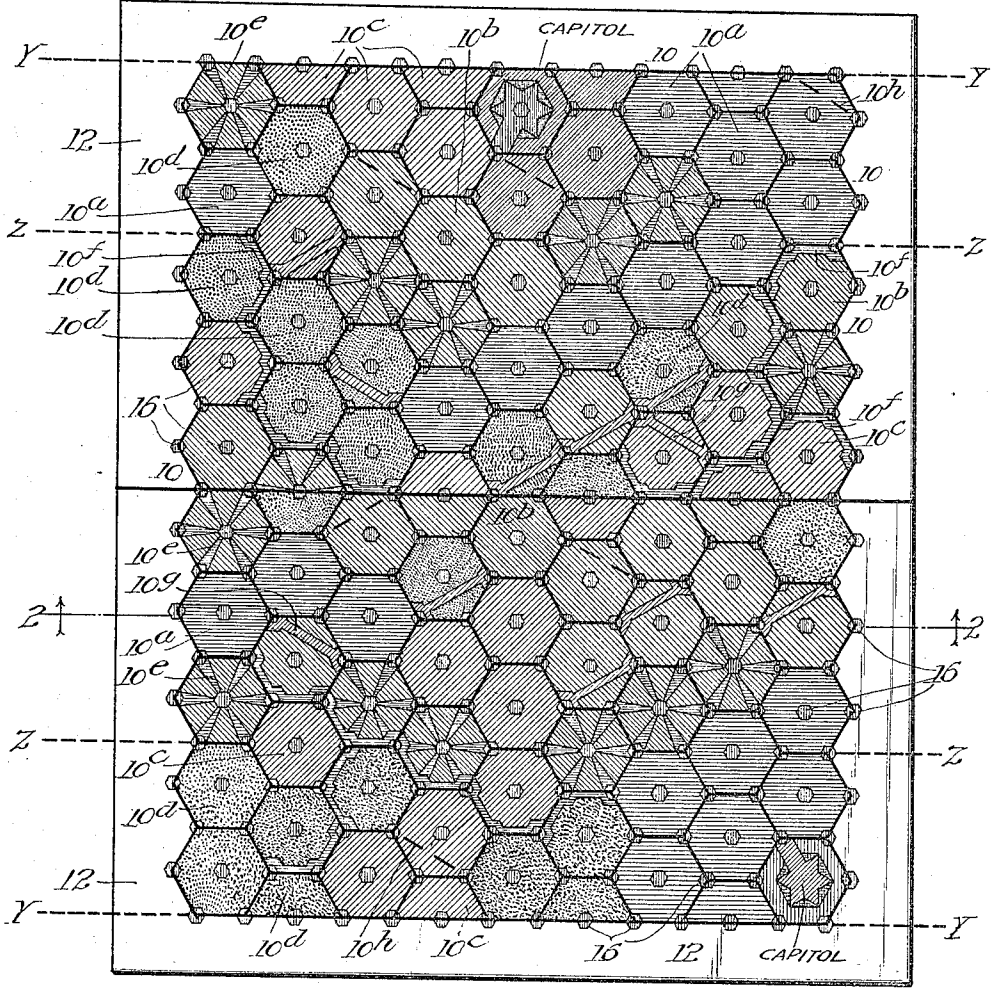
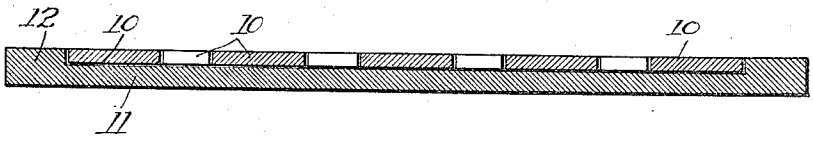


Fig. 2.



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2 SHEETS—SHEET 2.

Fig. 3.

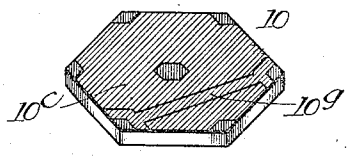


Fig. 4.

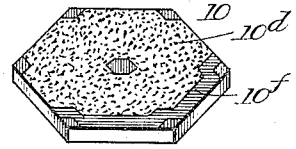


Fig. 3a.

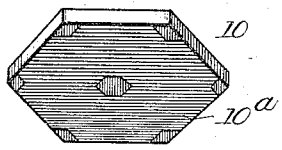


Fig. 4a.

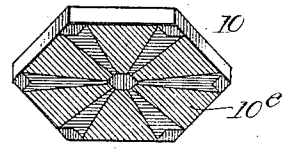


Fig. 5.

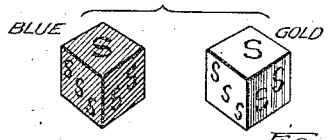


Fig. 6.

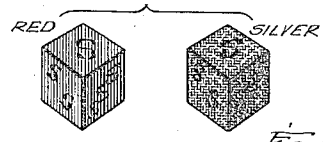


Fig. 5f.

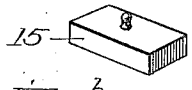


Fig. 5a.

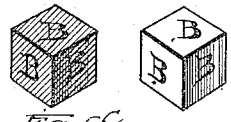


Fig. 6f.

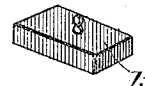


Fig. 6a.

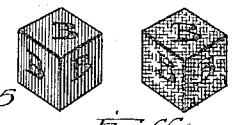


Fig. 5b.

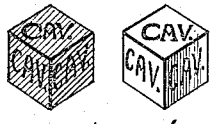


Fig. 5c.

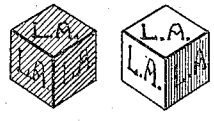


Fig. 6b.

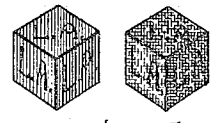


Fig. 6c.

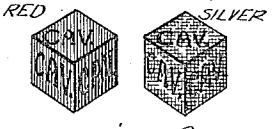


Fig. 5d.

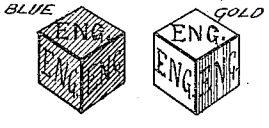


Fig. 5e.

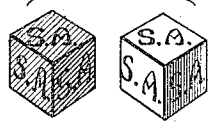


Fig. 6d.

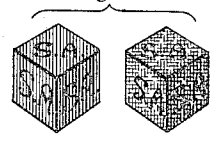
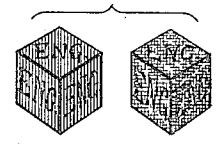


Fig. 6e.



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GAME AND GAME APPARATUS.

1,165,688. Specification of Letters Patent. Patented Dec. 28, 1915.

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To all whom it may concern:

Be it known that I, MAXIMILIEN MARIS, a citizen of the United States of America, and resident of Chicago, Cook county, Illinois, have invented a certain new and useful Improvement in Games and Game Apparatus, of which the following is a specification.

My invention relates to improvements in games and apparatus therefor and has more particular reference to improvements in games and apparatus for exemplifying battles or conflicts between opposing forces.

One of the objects of my invention is to provide an improved game of this character which will be entertaining and instructive and inexpensive to manufacture.

Other objects of my invention will appear hereinafter.

My invention consists in the feature of novelty exemplified in the construction, combination and arrangement of the parts hereinafter described, shown in the accompanying drawings, and more particularly set forth in the appended claims.

Referring to the accompanying drawings:—Figure 1 is a plan view of the complete board, involving the parts or divisions belonging to each player in playing position, and representing the field of action on which the battle takes place. Fig. 2 is a transverse sectional view on the line 2—2 of Fig. 1. Figs. 3 and 3^a are enlarged perspective views of one of the sections illustrating the manner of marking both sides to represent two different kinds of ground for one section; Figs. 4 and 4^a are similar perspectives showing both faces of another section to illustrate two other kinds of ground for the section; Figs. 5 to 5^e, inclusive, are pairs of perspective views of the playing pieces of one of the players, each perspective of the pair illustrating the marking on three of the faces opposite the three faces of the other perspective in the pair; Fig. 5 being a representation of the infantry playing pieces; Fig. 5^a, of the navy playing pieces; Fig. 5^b, cavalry pieces; Fig. 5^c, of the light artillery pieces; Fig. 5^d, of the engineer pieces; and Fig. 5^e, of the siege artillery pieces; Fig. 5^f is a perspective view of one of the bridge pieces of one of the players; Figs. 6 to 6^e, inclusive, are pairs of perspective views of the playing pieces of the other player, these being duplicates of the playing pieces shown in Figs. 5 to 5^e except that they have different face coloring to indicate that they belong to said other player, and; Fig. 6^f is a bridge piece similar to Fig. 5^f except that it is colored or marked to indicate that it belongs to said other player.

The game which I have illustrated in the drawings and which embodies my invention involves a board or playing surface representing the field of action over or on which various playing pieces or objects, representative of several divisions of army and navy, are moved in certain ways according to the plan of operation of the game. The game is preferably (but not necessarily) played by two persons, and when played by two persons each may regard himself as general-in-chief of his own army.

In accordance with my invention, the game is played upon a field of action which may be composed jointly by the players. For this reason the field of action is made up of a plurality of interchangeable sections or blocks assembled together in any particular arrangement or order which the player regards best for the defense of his own stronghold, and the disposition of his men, or playing pieces, for that defense and for the attack of the enemy. These blocks or sections 10 as shown in Figs. 1, 2 and 3 are flat on two sides and may be given any configuration found best adapted for the purpose. I prefer that they be made hexagonal and half hexagonal in shape so that they will be conveniently interchangeable and so that when assembled together they will form a complete, unbroken surface over which the playing pieces may be moved; also because, for the sake of measuring the speed of the playing pieces, all points will be at an equal distance from each other. In order to retain the sections in position after they have been assembled, I provide a suitable holder which in the present construction, consists of a flat board or support 11 having a raised flange 12 around three of its sides, to prevent the group of sections or blocks from becoming displaced. Each player has one of these boards for holding the sections 10, but this is merely a matter of convenience as in handling the sections each player may compose his ground or field of action unseen by his adversary and afterward the players may then place their divisions or boards together, as shown in Fig. 1 to form the complete field of action ready for operation.

In the present arrangement each player's board or field of action is made up preferably of forty-one hexagonal sections and eight half hexagonal sections. These sections are intended to represent different characters or kinds of ground such as swamps, prairies, mountains, rivers, forests and the like, which are likely to be found under actual conditions, and I therefore mark the blocks or sections in such a manner that these different kinds of ground can be distinguished. This can be done by actually making pictures of the different kinds of ground on the blocks which, when assembled together, will produce a landscape that can be varied infinitely; or, if desired, an arbitrary color scheme may be used on the blocks to distinguish the different kinds of ground; or again, if desired, any suitable distinctive marking may be employed. In the particular structure shown in the drawings, I divide up the ground for each player and identify or distinguish its parts as follows:

8 lakes—referred to by reference character 10^a and colored dark blue.

12 plains or prairies—referred to by reference character 10^b and colored green.

12 mountains—referred to by reference character 10^c and colored brown.

12 forests—referred to by reference character 10^d and colored dotted green on white.

10 swamps—referred to by reference character 10^e and colored green with blue crosses.

14 sections on which appear a river—the rivers being referred to by 10^f and colored with a blue band adjacent their edges.

12 sections on which appear trenches—referred to by 10^g colored with a brown band extending across the sections.

The division of the ground and identification of the different kinds thereof are, of course, arbitrary and may be varied as desired.

The above division of ground for each player's field of action is obtained by marking the hexagonal and half hexagonal sections 10 on both sides so as to offer a greater choice of ground, and the following table shows a satisfactory disposition of the different kinds of ground for each player:

Hexagonal sections.

2 sections with a lake on one side and a prairie on the other.

2 sections with a lake on one side and a mountain on the other.

2 sections with a lake on one side and a forest on the other.

2 sections with a lake on one side and a swamp on the other.

2 sections with a prairie on one side and a mountain on the other.

2 sections with a prairie on one side and a forest on the other.

2 sections with a prairie on one side and a swamp on the other.

2 sections with a mountain on one side and a forest on the other.

2 sections with a mountain on one side and a swamp on the other.

2 sections with a forest on one side and a swamp on the other.

2 sections with prairie and river on one side and a prairie without river on other.

2 sections with mountain and river on one side and a mountain without river on other.

2 sections with forest and river on one side and a forest without river on other.

2 sections with swamp and river on one side and a swamp without a river on the other.

2 sections with prairie, river and trenches on one side and prairie with river, but without trenches on the other.

2 sections with mountain, river and trenches on one side and mountain with river, but without trenches on the other.

2 sections with forest, river and trenches on one side and forest with river, but without trenches on the other.

2 sections with prairie and trenches on one side and prairie without trenches on the other.

2 sections with mountain and trenches on one side and mountain without trenches on the other.

2 sections with forest and trenches on one side and forest without trenches on the other.

1 section with red star on one side and blank on the other. This block represents the capital, the capture of which is the object of the game.

Half hexagonal sections.

1 half section with lake on one side and prairie on the other.

1 half section with lake on one side and mountain on the other.

1 half section with lake on one side and forest on the other.

1 half section with lake on one side and swamp on the other.

1 half section with prairie on one side and mountain on the other.

1 half section with prairie on one side and forest on the other.

1 half section with swamp on one side and mountain on the other.

1 half section with swamp on one side and forest on the other.

By this coloring or marking the sections on both sides a greater and practically infinite choice of ground is offered from which the players may compose their fields and, furthermore, during the progress of the game, those sections which have trenches may be taken from anywhere and placed as desired providing the section replacing the

trench section, shows the same kind of ground, the idea being to permit trenches to be placed anywhere without altering the character of the field of action as originally composed before the game begins. It is desirable, when composing the field, to place the trenches so that they do not show, and, in order that the player may know where his trenches are, I mark the reverse side of the section having trenches with a couple of fine lines 10^h. Fig. 1 illustrates the manner in which both sides of several sections show the trenches on one side and the recognition lines 10^h on the other side. The trenches may be positioned to face the enemy in any direction. However, those sections which show both trenches and rivers must be placed in such manner as not to disturb the course of the river, although trenches may be placed anywhere along a river.

In addition to the parts and arrangements making up the field of action upon which the game is played, each player is provided with a number—preferably five—of piece 15 representing bridges, these being of any shape and marking desired, but preferably like that shown in Figs. 5^f and 6^f for convenience. These bridge pieces are used to enable the playing pieces to cross rivers, and should be placed in position when the field of action is originally composed, although the rules for playing the game may, if desired, provide for the engineers "building" bridges during the progress of the game. It might be noted here that where two sections with rivers are placed side by side they produce a river twice as wide and two bridges are required to cross, and the points (to be described) midway of the width of the river become islands. Means should be provided which mark out and define the directions, distance and speed at which the playing pieces may move on the field of action so that the game will require study and skill in playing. Any suitable means may be used for this purpose, and, as in the present structure, I prefer definite markings which define the moves. In this arrangement, these markings consist of small spots 16 preferably black in color and located in the centers of the sections and at all of the corners thereof. In Figs. 1 and 3, these spots are shown hexagonal in shape. At the corners each section has about a third of a spot which, when the field is composed, registers with two other like thirds on the adjoining corners of two other sections, and thus these three-thirds complete one spot. Around the outer edges of the field of action, the spots may be completed by marking the balance of the spots on the flange 12 of the board (see Fig. 1).

The playing pieces in the present arrangement are preferably in the form of cubes and each player is provided with a set of these cubes. All of the cubes of each player are colored in two distinct colors; for instance, all of the pieces of one player may be colored blue and gold, while those of the other player may be colored silver and red. The cubes, of course, have six faces, and in accordance with my invention, as shown in Figs. 5 to 5^e, three adjacent faces of each cube for one player are given one color, for instance blue, and the three opposite faces given another color—for instance, gold. On the other hand, as shown in Figs. 6 to 6^e, three adjacent faces of each cube for the other player is given one color—for instance, red—while the other three faces are colored silver. The purpose in distinguishing three faces of each cube or piece from the other three faces by color or otherwise is to enable the player to indicate to himself and to his adversary that the piece has been moved, by turning up the opposite color after the piece has been moved. In addition to the distinct colorings or other markings, the cubes or pieces are marked to represent the different character of fighting forces of an army and navy, such as infantry, cavalry, light artillery, etc. Any suitable marking, such as pictures of horses for cavalry, soldiers for infantry, etc., may be used. In the present arrangement, I have simply used letters for this purpose, and the markings of the cubes is disposed as follows:

18	cubes with	—S—	meaning	soldiers—infantry;
9	" "	—H—	"	horses—cavalry;
9	" "	—L.A—	"	field guns—light artillery;
4	" "	—B—	"	boats—navy;
5	" "	—P—	"	wagons—engineers;
5	" "	—S.A—	"	big guns—siege artillery.
50				

In accordance with my invention, each cube or playing piece is given these marks in such manner that the cubes will have variations in fighting strength; for instance, one face of the cube, as shown in Fig. 5, will have three S's indicating three soldiers, another face will have two S's meaning two soldiers, and a third face will have one S indicating one soldier, this idea being carried out in all of the cubes. Thus, if the side or face of the cube having three S's or three B's is facing up, it means that the piece is three soldiers strong, or three boats strong, as the case may be. These pieces can thus be made to lose their strength by being fired upon, and this loss of effective strength is indicated by turning up the face showing reduced strength, as will hereinafter appear. Since, as above intimated, each piece must be turned to expose its opposite color after it has been moved, I provide each cube with a duplicate set of character markings, so that when it is turned to indicate that it has been moved, its effective strength will not be altered. For instance, on the soldier

piece the blue faces will have one, two and three S's respectively, and the corresponding opposite gold faces will also have one, two and three S's respectively, as shown in Fig. 5; that is to say, the face with a single S on a blue back ground will be duplicated on the opposite face as a single S on a gold back ground, and so on. Thus, if a piece having a single S exposed is moved and then turned, the corresponding opposite face may be exposed showing a single S on a different colored background.

With reference now to the distances, directions and values of the moves which the various pieces may make, I refer to these moves as "points" and the points are computed as being from one of the spots 16 to any adjacent spot 16, there being, for instance, two points between the center spot of one section 10 and the center spot of an adjoining section.

The soldier piece may move four points or less on prairie or forest and two points or less on swamp or mountain. Therefore, if such a piece has moved two points on a prairie and desires to enter a swamp or climb a mountain, it can move to the next point only, because it has to count two to reach the next point in that kind of ground. If it has only one point left to count, it cannot enter those grounds. The big gun piece moves at the same rate as that of the soldier on prairie, forest or base of mountains, but to reach the middle of a block which represents the summit of a mountain, it can only move one point. It cannot occupy any point on the inside of a swamp. The field gun moves at the rate of five points or less on prairie and forest and two points or less on swamps and mountains. The engineer piece moves at the same rate of speed as the field gun. The horse piece moves at the rate of six points or less on prairie or forest and two points or less on swamp and the base of the mountains, the top of which it cannot occupy. The boat piece may occupy any point on the rivers or lakes or the middle of the latter and moves at the rate of five points or less on lakes and two points or less on rivers. As a means of understanding clearly the rates of speeds of the different pieces under different conditions, I have arranged the following table.

Rates of speed for each piece for a move.

	Prairie.	Forest.	Swamp.	Mountain.	Top of mountain.	River.	Lake.
Infantry	4	4	2	2	2	....	....
Siege artillery	4	4	0	2	1	....	....
Light artillery	5	5	2	2	2	....	....
Engineers	5	5	2	2	2	....	....
Cavalry	6	6	2	2	0	....	....
Navy	....	....	....	....	....	2	5

After having composed these grounds or fields of action, as previously explained, the players then place their playing pieces in position as desired on the boards. They must start their pieces in position as desired on the boards. They must start their pieces on or between the lines Y—Y (see Fig. 1). One of the players then moves his pieces or "men" (the term "men" being used for any of the pieces) according to the rate of speed indicated above. When first placed on the board, the pieces of a player all show the same color and the face with three figures which indicates a full contingent of men. When the first player has reached the limit of his count for each piece, or as far as he wants to go, he turns his piece presenting the face opposite which shows also three figures but with a different colored background, as above explained. This indicates that that piece has been played and it cannot be moved again during that move. He thus successively moves all of his men. He does not need to displace his men if he does not choose to do so, but he must turn them so as to show that he did not forget any. Then it will be the turn of the second played to do likewise.

The soldier piece may attack in two ways; it may fire on another soldier piece, on an engineer piece, or a horse piece at a distance of two points or less and disable one-third of that piece if that piece is not protected. As the limit of speed of a soldier piece is four points, it may move two points and fire, that constituting a move, of if it is two points from the piece attacked, it may fire and, after firing, moves two points in any direction, that constitutes a move. The player firing his piece announces aloud what he has done and his adversary then turns the piece which has been fired upon, so as to show only two figures, if it showed three before or one figure if it showed two before or take it off of the board if it showed only one figure.

A piece is protected from fire when it is at a point in the middle of a forest or if both pieces, being on the edge of a forest, is two or three points distant from the attacking piece. It is also protected at the base of a mountain when two or three points from the attacking piece, provided that the attacking piece is also at the base of the mountain. It is not protected when the attacking piece is in the middle of the block which is the top of the mountain, neither is the piece on the top of the mountain protected from the one at the base.

The soldier piece may also attack an enemy piece by being placed on top of it. It may attack thus at the end of its speed limit of four points or at a lesser distance. This is supposed to be a hand to hand fight and the attacking piece wins if numerically as strong or stronger than the attacked piece, provided the latter does not receive

any help before it is time for the attacking piece to be moved again. If it has not received any help, the victorious player removes the conquered piece from the board and he may move his piece again to the limit of its speed. If help comes, the piece coming to reinforce the piece attacked is placed side by side of the pieces fighting, in which case the piece on top of the first one cannot be moved until the action is decided. Another piece may come to the help of the second piece and be placed on top of the one that came to help the first one, and so on. When no more pieces are at hand to reinforce either side, the figures participating in the fight are to be counted and, if numerically as strong or stronger the side that brought the last piece wins. The winning player removes from the board all of the pieces of his adversary and may move his pieces to the limit of their speed in any direction. The pieces which the soldier piece may thus attack are: another soldier piece, an engineer piece, a horse piece, or a big field gun. The soldier piece, instead of changing place or firing, may entrench. This is done by turning the section showing a trench and the same kind of ground upon which it stands, if that section does not show a river the trench may be placed in any direction against the enemy. If it shows a river, the section must be placed so as not to disturb the course of the river. Several sections may be placed so as to show a continuous trench and a man may be put at each point behind that trench. The men behind the trenches are protected from the fire of the soldier piece and from that of the field gun, except when the field gun is at the top of a mountain, and can be reached only by a direct assault in a hand to hand fight and that only by one or several soldier pieces. The piece or pieces attacking men behind a trench will lose one-third of their effective strength for each piece firing on them from behind the trench before they can reach them. Thus, if there is only one piece behind the trench, it can disable only one-third of a piece, if there are two pieces, and they choose to concentrate their fire on that piece they will disable two-thirds of that piece.

The horse piece may charge and attack at the end of its speed limit of six points, or at a lesser distance, by being placed on the top of the enemy's piece. As to the soldier piece, it wins if numerically as strong or stronger than the piece attacked, provided the latter is not reinforced during the next move of his adversary. The pieces that the horse piece may thus attack are: the soldier piece (when not in a trench), another horse piece, the engineer piece and the big or siege gun.

The light or field gun may hit its mark at a distance of four points. As its speed is five points, it may move one point and fire or, if it is four points or less from the piece upon which it fires, it may fire and, after firing, move one point in any direction. This constitutes a move and the piece must be turned to show that it has been played. The piece upon which it has fired is disabled one-third and, upon the player declaring aloud what he has done, his adversary will turn the piece fired upon to show a figure one-third less than it showed before. The men that the field gun may thus disable are the soldier piece, the engineer piece or the horse piece. The field gun may be attacked and captured only by the soldier piece and the horse piece in the manner described above. It may be hit and destroyed by the big gun or the boat piece as will be stated later on. If the soldier piece or the horse piece charge in a straight line longer than two points on a field gun, it will be disabled one-third of their effective strength before reaching that piece. They will, however, be strong enough to capture it, unless attacked in turn by an enemy's piece in the next move.

The siege gun can hit its mark at a distance of six points or less and its firing constitutes a move. It is used to destroy the field gun, the big gun, the boat piece and to reduce the permanent guns of the capital. Each shot of that gun disables one-third of the piece it hits. The player, when using this piece, will announce aloud what he has been shooting at and his adversary will then turn his piece so as to show a figure one-third less than it showed before. The big gun may fire over material obstacles to the limit of its range when on top of a mountain, but a piece in the middle of a forest or immediately behind a mountain is protected. As stated above, it can be captured by a soldier piece or a horse piece; it can also be hit by another big gun and be one-third disabled; in that case it will have to fire twice to produce the same effect as a full battery, and, if two-thirds disabled, it will have to fire three times to produce the same result.

The engineer piece is used, not to fight, but to build bridges when needed. It may also prepare trenches to be occupied by the soldier piece. If it is on the ground where the trench is to be built it may do so in one move if not on the ground it requires another move to reach it. Any of the men, except the boat piece, may blow up a bridge after retreating without losing any of their speed limit. The enemy must have an engineer piece to build one in order to cross the river at that point or it may build one at another point. In order to do this, the engineer piece must first reach the point where the bridge is to be built and that consti-

tutes a move. Then it must build the bridge and that constitutes another move. If, during the building of the bridge or a trench it is attacked and disabled one-third, it will take two moves to build it and, if disabled two-thirds it will take three moves to produce the same result.

The boat piece is armed with big guns as powerful as the siege gun and may be used for the same purpose as the siege gun. It is also used to transport any of the other pieces on the lake. It can carry only one piece at a time, the piece carried being placed on the top of it. When the boat piece has reached the limit of its speed, both pieces must be turned to show they have been played. If attacked while in transit, its speed is reduced one point for each time it is hit and the power of its guns is disabled one-third, so that it takes two shots to produce the same result; the piece carried is also disabled one-third. At last, if hit three times while one point or more distant from shore, it is sunk and the piece that it carried is also lost. If at a point on shore the boat piece is destroyed, the piece it carried may land and move one point from the place where it landed.

The capital is the objective of the party adverse, the place which he must capture to win the game. It is fitted with permanent field guns and big guns, and, if manned by a soldier piece, a horse piece or an engineer piece, the guns may be used as if there were regular gunners. Only two pieces may occupy that point at a time, one for the field guns and one for the big guns, and they are subject to the same risk as the other pieces, that is if hit by a shot of a big gun they are disabled one-third and their power is lessened, but the men may be replaced if there are men at hand as the guns are plentiful. A piece showing two figures may unite with a piece showing one figure and become a complete piece with full power.

To win the game the adversary player must occupy the capital with at least one of his pieces, without being attacked in the next move. That piece need not be a three figure piece, even a one figure piece may win the game, provided it remains in possession for a full move. The place can be reached only through the point at the end of the long red line and only a soldier, a horse or an engineer piece may try to reach it.

What I claim as my invention is:

1. In a game of the class described, a playing board comprising two main divisions each composed of a plurality of interchangeable sections and adapted to be placed in juxtaposition to form a playing surface, the sections being marked to represent the topography of a field of action.

2. In a game of the class described, a playing board composed of a plurality of sections forming when assembled a playing surface, said sections having spots at their corners and in the center to indicate the direction and measure the speed of movements of playing pieces adapted to be moved over said surface from spot to spot.

3. In a game of the class described, a playing board composed of a plurality of sections forming when assembled a playing surface, said sections having spots at their corners and in the center to indicate the direction and measure the speed of movements of playing pieces adapted to be moved over said surface from spot to spot, and a plurality of playing pieces adapted to be moved over said surface from spot to spot.

4. In a game apparatus, the combination of a playing surface, and a plurality of playing pieces movable on said surface having duplicate sets of characters, each character of a set being different from other characters in the same set to represent different playing values, but identical with the corresponding character of the other set, and a different distinctive general marking for each set.

5. In a game of the class described, the combination of a playing surface, a plurality of playing pieces movable on said surface, and each having a plurality of faces distinctively marked, the faces of correspondingly marked playing faces having a set of characters thereon, and the corresponding faces of another distinctive marking having a similar set of characters, whereby at the termination of a play the piece may be turned to indicate that it has been moved without changing the relation of the characters.

6. In a game of the class described, the combination of a playing surface, and a cube-shaped playing piece having three of its faces arbitrarily marked in one manner and its other three faces distinctively marked, whereby it may be turned on the surface to expose a different marking after being moved on the surface to indicate that it has been played.

7. In a game of the class described, the combination of a supporting member arranged in two sections adapted to be juxtaposed with respect to each other and having a raised flange so as to inclose a shallow area of the surface of said board, said flange having a plurality of spots on its face adjacent its inner edge; a plurality of polygonal shaped interchangeable unit sections adapted to be assembled so as to conform to said area and fit within the flange to retain said sections in position, and spots in the corners of said pieces adapted when said pieces are positioned adjacent said flange to register with the spots on said flange.

8. A playing piece for games of the class

described, comprising a cube-shaped member having three of its faces marked to distinguish them from the three others faces, the faces having a double set of arbitrary markings, the markings of each set being varied with respect to each other to represent different playing values.

9. A playing piece for games of the class described, comprising a cube-shaped member having three of its faces colored differently from its other three faces, and duplicate sets of arbitrary markings, one set for the faces of each color, the markings of each set being different on each face of the corresponding color to represent different playing values.

10. A playing piece for games of the class described, comprising a cube having three of its contiguous faces of one color, and its other three contiguous faces of another color, and having an arbitrary marking on each face of one color and a duplicate arbitrary marking on each corresponding face of the other color, the markings on each face of either color being different from the markings on the other faces of the same color so as to represent different playing values.

11. In a game of the character described, the combination of a plurality of uniform interchangeable flat pieces polygonal in shape arranged to be placed in juxtaposition to form a playing surface, each piece being marked on opposite faces so that the faces may be interchangeably used to vary the scheme of the playing surface, and each piece having spots at its corners arranged to register with the spots at the corners of contiguous pieces.

12. In a game of the character described, the combination of a plurality of uniform interchangeable flat pieces polygonal in shape arranged to be placed in juxtaposition to form a playing surface, and each piece being marked on opposite faces so that the faces may be interchangeably used to vary the scheme of the playing surface, and markings at the corners and in the center of both faces of said pieces to determine the direction and speed of movement of playing pieces used on said surface, and a plurality of playing pieces adapted to be moved over said playing surface from spot to spot.

Signed by me at Chicago, Illinois, this 1st day of May, 1915.

MAXIMILIEN MARIS.

Witnesses:
EDWARD DAVIESON,
ELLEN H. CLEGG.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."