

F. BOULWARE.
GAME.

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963,505.

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Fig. 1.

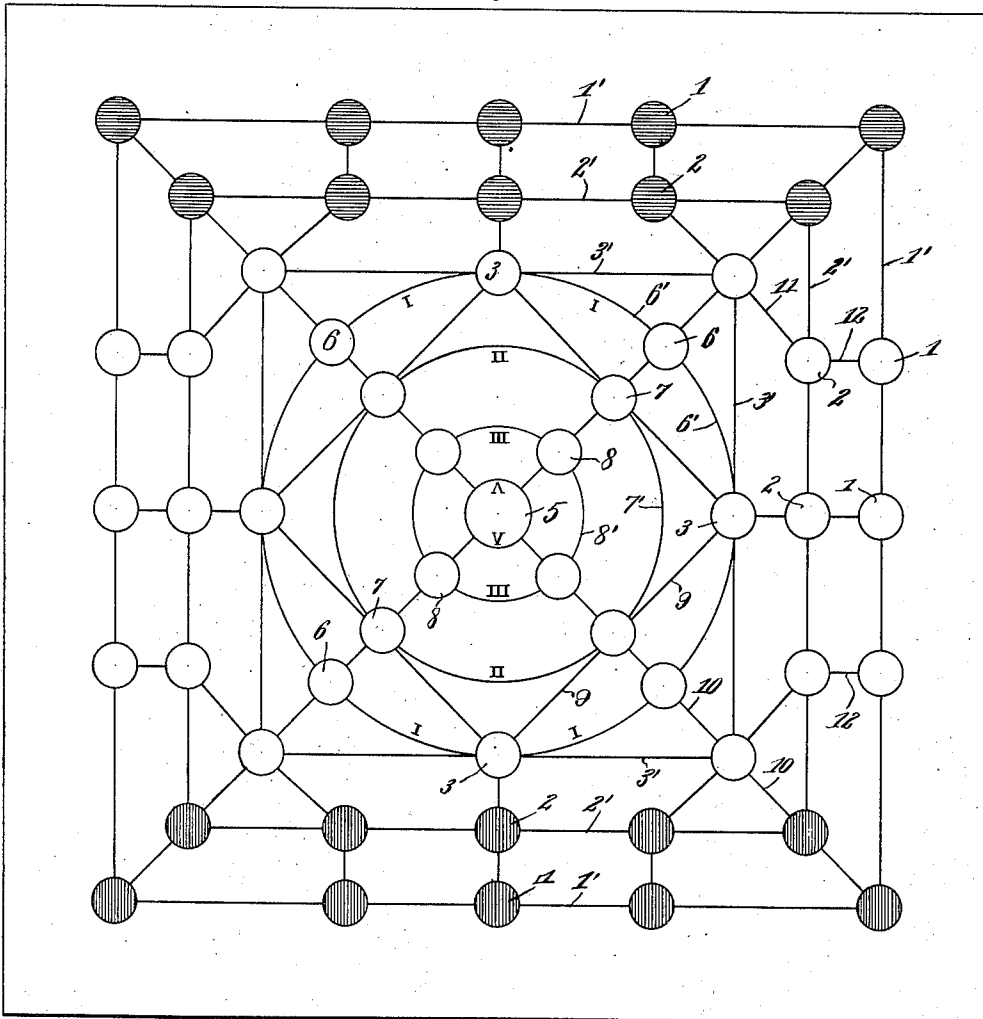


Fig. 2.

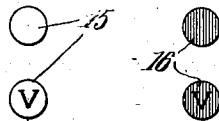


Fig. 3.

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To all whom it may concern:

Be it known that I, FINIS BOULWARE, a citizen of the United States of America, residing at Hatton, in the county of Callaway and State of Missouri, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to that class of games that are played with checkers or markers, and it has for its object to produce a simple and entertaining game, whereby the skill and ingenuity of opposing players may be exercised.

With these and other ends in view, which will readily appear as the nature of the invention is better understood, the invention consists in a gameboard of peculiar construction which will be hereinafter fully described and particularly pointed out in the claims.

In the accompanying drawing,—Figure 1 is a plan view of the improved game board. Fig. 2 is a view showing the obverse and reverse of one of the light colored checkers or markers. Fig. 3 is a similar view showing the obverse and reverse of one of the dark colored checkers or markers.

Corresponding parts in the several figures are denoted by like characters of reference. When practicing this invention, the field is formed of a plurality of spots and lines arranged in the relation shown in the drawing; that is to say, a plurality of spots 1 and 2 are disposed on the lines of concentric squares, the spots 1 of the outermost square being connected in series by straight lines 1' and the spots 2 of the inner square being connected in series by straight lines 2', each side of each square being composed of five spots and the lines connecting the same. A third series of spots 3, 3 are arranged on the lines of a third square concentric with the outer squares 1 and 2 but smaller than either, the spots 3 being connected in series by straight lines 3', and each side of the innermost square being composed of three spots and the lines connecting the same.

An objective point or center spot 5 is formed centrally within the squares, and rows of additional field spots are disposed on lines radiating from the center spot in the direction of the corners of the squares, each row being composed of three spots numbered, respectively, 6, 7 and 8, the latter being disposed nearest the center spot and on

the line of a circle concentric therewith, while the spots 7 and 6 are likewise disposed in concentric series. Each of the spots 6 is connected with the spots 3 intermediate the corners of the innermost square by arcuate lines 6' forming parts of a circle concentric with the center spot 5, and the spots 7, 7 and 8, 8 are connected together in series by arcuate lines 7' and 8', likewise forming parts of circles concentric with each other and with the center spot 5. Each of the spots 3 intermediate the corners of the innermost square is connected with the proximate spots 7 by straight lines 9 which are tangential to the circle upon which the spots 7 are arranged. Straight lines 10 extend between the lines radiating from the center spot 5 including the spots at the corners of the squares. Straight lines 11 connect the spots 3 at the corners of the innermost square with the proximate spots 2 of the second square, and the spots at the sides of the several squares are connected by straight lines 12.

As will be seen from the foregoing description, the field includes the objective point or center spot 5 and a plurality of spots arranged in symmetrical order and connected in series by arcuate and by straight lines, some spots being connected with proximate spots by straight lines only, and others being connected with proximate spots by straight and by arcuate lines, the latter being in the form of concentric circles.

The game is played by two opponents each having ten markers, and the markers of the opposing players being, respectively, light and dark, the light markers being designated 15 and the dark markers 16. Each marker bears upon the reverse face a distinguishing mark, such as the letter "V." In playing the game, the players are seated at opposite sides of the game board, and the markers of each player, ten in number, are disposed upon the spots 1 and 2 at the sides of the two outermost squares nearest the respective players. In playing the game, the object is to move as many men to center or toward center as possible and to keep them as near center as possible until the close of the round. Each player is entitled to one move in rotation moving only one spot at each turn. Moves may be made on straight lines. Jumps may be made whenever possible and are compulsory when demanded of a player by his

opponent, unless the player has a man or booster in center; then he must move or jump the man or booster which is in center. The player may take his choice of jumps when two or more are possible at one time. When a man is moved or jumped into center, it must be moved or jumped at the player's next turn of playing and not until then. The man is then turned over with the reverse side bearing the distinguishing figure "V" uppermost and is then termed a "booster." If a booster is jumped into center, and it is possible to jump out during the same turn, he may do so, and this is the only privilege to which a booster is entitled over the ordinary pieces. When a man or booster is in center, his opponent may jump him if possible. A round ceases when one player loses all but one man or booster. No player can jump the last man or booster of his opponent.

When a round is finished, each player's score is counted by the men and boosters he has left on the board. For the purpose of illustration, the center spot has been marked "V", the innermost circle, III, the second circle, II, and the outermost circle, I, and the game is counted as follows. A man on the outermost circle counts one point, on the second circle, two points, on the third circle, three points, and in the center spot, five points, while a booster on the outermost circle counts six points, on the second circle, seven points, on the third or innermost circle, eight points, and in the center spot, ten points. An ordinary man or piece outside the outermost circle is not included, but a booster outside the outermost circle counts five points.

Any desired number of points that may be previously agreed upon may constitute a game.

It will be seen from the foregoing that a game has been provided which is simple and easily understood, that it will readily be learned by children, as well as by adults, and at the same time it has been found that con-

siderable skill and ingenuity may be exercised in playing the game.

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

1. A game board containing a center spot, a plurality of field spots arranged in several concentric series, and a plurality of field spots arranged on the lines of concentric squares inclosing the circumferential series of field spots.

2. A game board having a center spot, a plurality of field spots arranged in concentric series around the center spot, a plurality of field spots arranged on the lines of squares inclosing the concentric series of field spots, and straight and arcuate lines connecting the several series of spots.

3. A game board having a center spot constituting an objective point, series of field spots radiating from the center spot and disposed in concentric series with reference to the latter, additional series of field spots arranged on the lines of squares inclosing the concentric series of field spots, and straight and arcuate lines constituting parts of concentric circles and squares, connecting the several series of field spots, substantially as described.

4. A game board having a center spot constituting an objective point and a plurality of field spots arranged on the lines of circles and squares concentric with the center spot, lines connecting the center spot and each of the field spots with proximate spots, some of said lines being straight and some being arcuate, the arcuate lines forming parts of concentric circles, and markers for playing the game, said markers constituting two sets of different colors and each having a distinguishing mark upon its reverse face.

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

FINIS BOULWARE.

Witnesses:

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