

(No Model.)

H. A. DOTY.
GAME.

No. 471,666.

Patented Mar. 29, 1892.

FIG. 1.

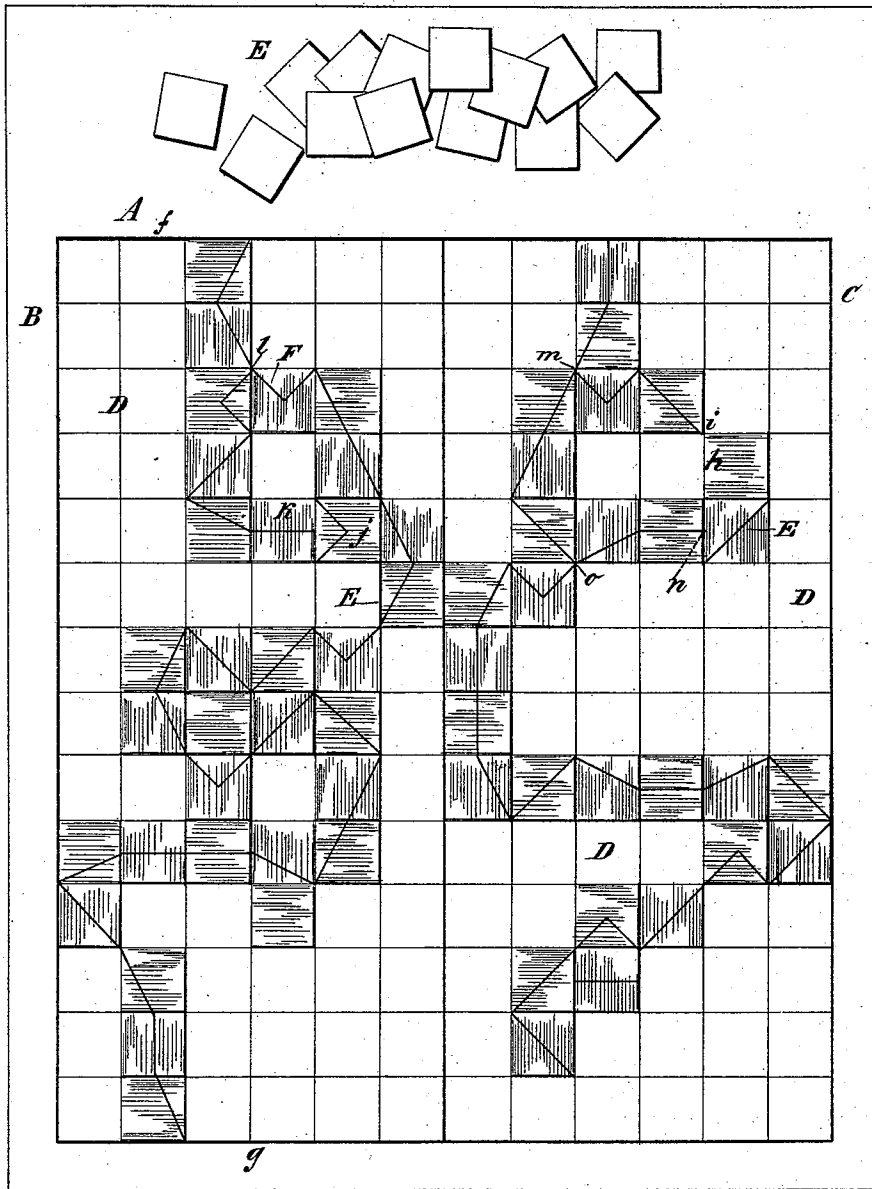


FIG. 2.

WITNESSES:  *a*  *b*  *c*  *d*  *e*

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UNITED STATES PATENT OFFICE.

HARRY A. DOTY, OF NEW HAVEN, CONNECTICUT.

GAME.

SPECIFICATION forming part of Letters Patent No. 471,666, dated March 29, 1892.

Application filed December 29, 1890. Serial No. 376,023. (No model.)

To all whom it may concern:

Be it known that I, HARRY A. DOTY, a citizen of the United States, residing in New Haven, in the county of New Haven and State of Connecticut, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to games in which two or more persons participate; and in its preferred form it consists of a board or table divided into two equal rectangular plots, which are subdivided into an equal number of squares, and also of a number of sets of cards or "men," constructed to be placed on the squares of the board and having corresponding lines, whereby when placed in the proper order on the squares of said board the said lines can be traced in a practically unbroken line from one end of the plot to the other.

In playing the game each player is assigned a plot, and the men are preferably placed face downward, so that their lines cannot be seen. The players alternately draw the men and place them on the squares, beginning at one end of the plot, the object being to see which player will first be able to construct a continuous line from one end of his plot to the other.

In the accompanying drawings, wherein my invention is illustrated in its preferred form, Figure 1 is a plan view of a game-board, the men on the plots being shown in the position occupied at the close of a game. Fig. 2 is a plan of the face side of the men constituting the various sets.

Referring to the drawings, I will now describe the preferred form of my invention.

Let A indicate any kind of a board or table, preferably rectangular in form, and B and C two divisions or plots thereon of equal size and rectangular form. Each of these plots is subdivided into an equal number of squares D D, the number shown being eighty-four squares for each plot, the proportions of each plot being such that it is six squares in width by fourteen in length. This arrangement, however, is not material.

Let E represent the cards or men, which are preferably of a size and shape coinciding with the squares D D, and of which there are preferably one hundred, divided into five series, (lettered, respectively, *a*, *b*, *c*, *d*, and *e*),

twenty men constituting each series. All of the men in each series are alike, and all of the men have plain backs and some distinguishing-line indicative of the series to which they belong on their faces. Those men of the series *a* have plain faces and are known as "blanks." Those men of the series *b* have a heavy line extending diagonally across their faces from one corner to the other. Those of the series *c* have a heavy line extending diagonally from one corner across the face and to the center of the side. Those of the series *d* have a heavy line extending centrally across the face from one side to the other, while those of the series *e* have a heavy line extending diagonally from one corner to the center, and thence at right angles to the next corner. Instead of using a line, as shown, for the men, any other provision whereby a path can be traced from one point near the edge of the men to another point near another edge thereof may be used, if desired. A row of dots, a groove, or a ridge, for example, may be used instead.

I will now describe in detail one method of playing the game when two players are competing. The men E of the several series are indiscriminately mixed together and placed face down at any convenient point, preferably on the upper part of the board A. One player then chooses the plot B and the other the plot C, whereupon the first player draws a man which on inverting he finds to be, say, of the series *c*. He then places this man in one of the top squares in such manner that one end of its mark or line will rest against the top line *f* of the plot, which line is known as the "starting-line." Thereupon the player using plot C draws a man, say, of the series *d*, which he places on one of the top squares of his plot in such manner that one end of its line is in contact with the starting-line *f* of the plot. The first player then draws another man, say, of the series *c*, which he places on one of the squares of his plot in such manner that the starting-point of its line coincides with the end of the line on the previous man drawn. The second player then draws and disposes of another man, and the game continues in this manner, the object being to construct a continuous line reaching from the starting-line *f* to the goal-line *g* at the lower end of

the plots, the player first completing such a line being the winner. The players may interfere with each other's progress by placing a man on the plot of the other in such manner as to interrupt the progress of a line, this being done either when one of the blank series *a* is drawn, in which case it may be placed as shown at *h* in the plot C, in order to stop the line terminating at *i* therein, or a man of any of the other series may be used for this purpose, as shown at *j* in the plot B, where a series *e* man is placed at the end of the line terminating at *k* in such manner as to interrupt its progress. When a line is thus stopped in this way, the player interfered with must either begin at the starting-line *f* or at the first available point on his line to which he can connect the line of a subsequently-drawn man. In the game shown the player of plot B, after being stopped at *k*, has drawn a man of series *c*, which he has connected to his original line at *l*, while the player of plot C has started again from his original line at the point *m*, and in subsequent plays this line has been stopped by his adversary at *n*, whereupon he has again started at the point *o* on his way down the board. In the play shown it will be seen that the player on plot B has finally, after various vicissitudes, reached the goal-line *g*, thus winning the game, while his adversary has only reached the next to the last row of squares on his plot. If desired, either player can at his election discard a man before placing it on his plot and deposit it at one side, face up, in what may be termed a "pool," from which either of the players may subsequently draw discarded men, as the circumstances of the game render this desirable. Owing to the peculiar zigzag nature of the line created on the plot during the progress of the game, this line greatly resembles the path traveled by a flash of lightning. The irregularities of the line are both astonishing and amusing and add greatly to the attractiveness of the game, while the element of chance and the field for the exercise of skill and ingenuity in both building and obstructing the lines make the game both interesting and instructive.

It will be understood that various methods and rules for playing my improved game may be adopted, as desired, and that innumerable variations can be made in the lines on the men without departing from the essential features of my invention; also, that it is not essential that the men be divided into sets, as, if desired, the line on each man may differ from those on all the others, or all of the men may be alike. It will also be understood that I do not limit myself to the particular details of the construction described and shown, which is the preferred form of my invention, but that the same may be modified and adapted to any desired requirements.

What I claim is, in a game apparatus, the following-defined novel features and combinations, substantially as hereinbefore specified, namely:

1. In a game apparatus, the combination, with a board having a starting-point and a goal-point and subdivided into spaces between said points, of a plurality of men constructed to be placed on said spaces and each having lines adapted to connect with lines on other of said men when occupying adjoining spaces on said board, whereby when properly placed on said spaces the lines on said men constitute a substantially continuous line or path from said starting-point to said goal.
 2. In a game apparatus, the combination, with a board having a starting-point and a goal-point and subdivided into spaces between said points, of a plurality of series of men constructed to be placed on said spaces, the men of each series having like lines adapted to connect with the lines of other of said men of other series when occupying adjoining spaces, whereby when properly placed on said spaces the lines on said men constitute a substantially continuous line or path from said starting-point to said goal.
 3. In a game apparatus, the board A, having plot B inclosed at its top by a starting-line *f* and at its bottom by goal-line *g* and subdivided into spaces D, in combination with a plurality of series of men E, constructed to be placed on said spaces, and the men of one series having blank faces and those of the remaining series having like lines on their faces adapted to connect with the lines on other of said men of other series when placed on spaces adjacent thereto, whereby when enough of said lined men are properly placed on said plot said lines trace a continuous path from said starting-line to said goal, but when one of said blank men intervenes the continuity of said line is broken.
 4. In a game apparatus, the board A, having plot B inclosed at its top by starting-line *f*, and at its bottom by goal-line *g* and subdivided into spaces D, in combination with men E, constructed to be placed on said spaces and each having blank backs and having lines on their faces adapted to connect with the lines on other of said men when placed on spaces adjacent thereto, whereby when enough of said men are properly placed on said plot said lines trace a continuous path from said starting-line to said goal and when said men are inverted their lines are concealed.
- In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses:

HARRY A. DOTY.

Witnesses:

LUCIUS P. DEMING,
F. H. COGSWELL.