

(No Model.)

2 Sheets—Sheet 1.

F. E. KNIGHT.
GAME APPARATUS.

No. 483,324.

Patented Sept. 27, 1892.

Fig. 1.

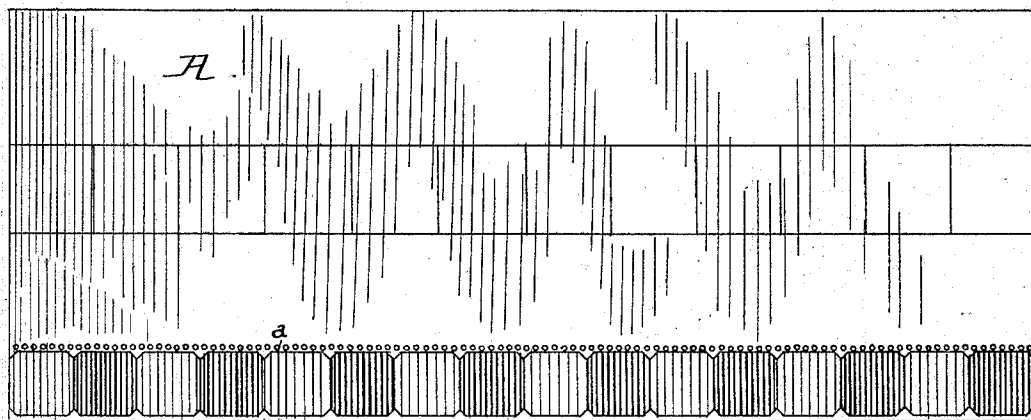
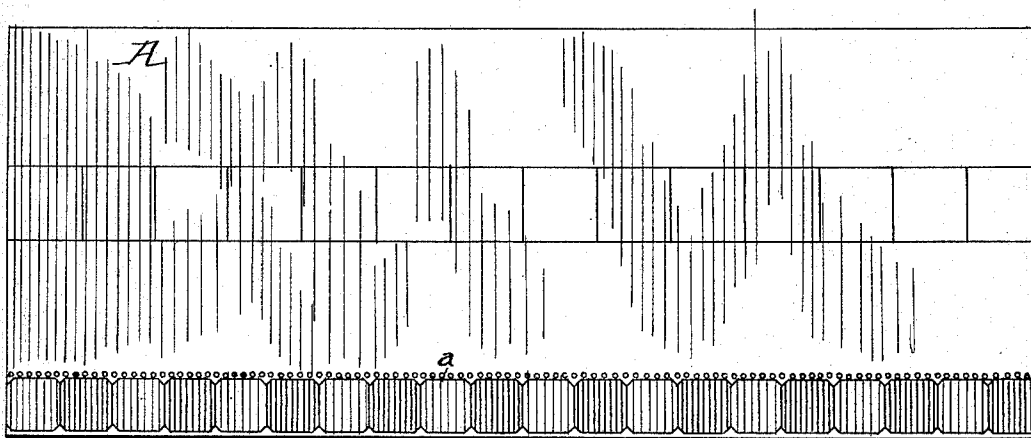


Fig. 2.



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Fig. 3.

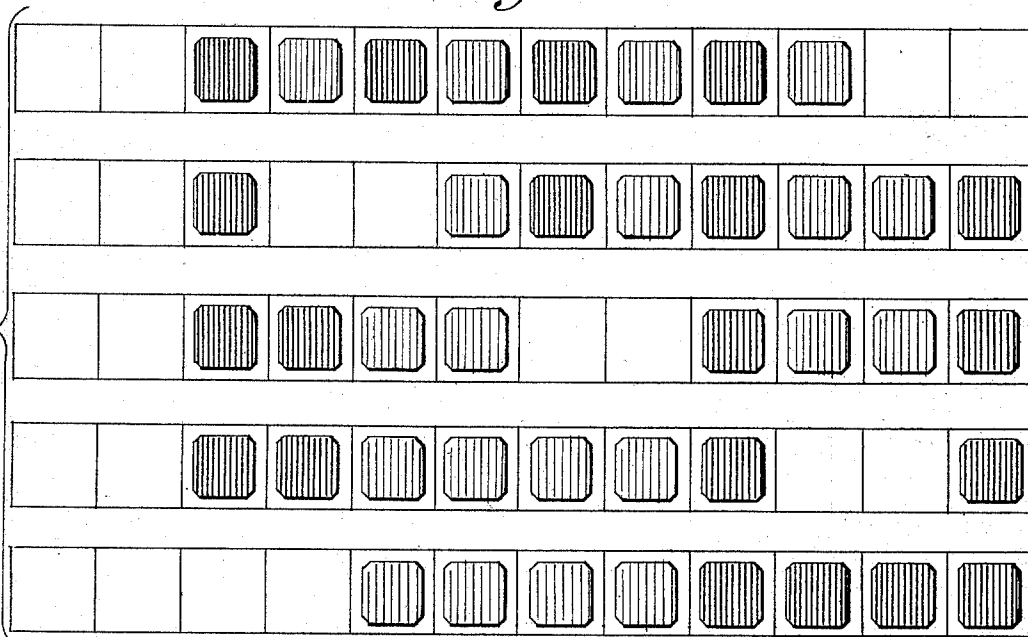
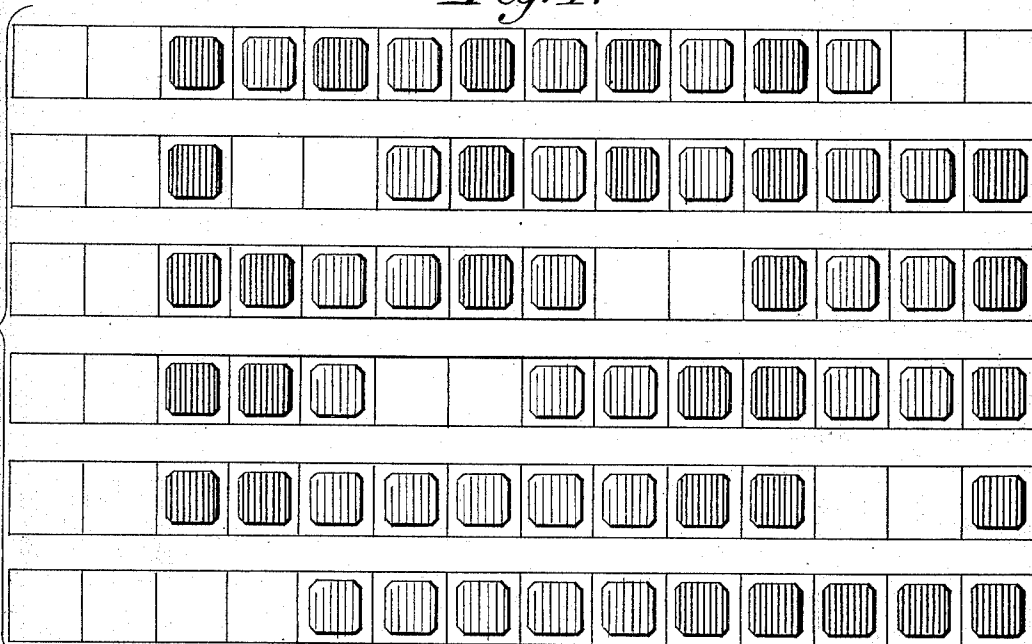


Fig. 4.



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UNITED STATES PATENT OFFICE.

FRANCIS E. KNIGHT, OF NEW YORK, N. Y.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 483,324, dated September 27, 1892.

Application filed August 8, 1892. Serial No. 442,417. (No model.)

To all whom it may concern:

Be it known that I, FRANCIS E. KNIGHT, a citizen of the United States, residing at New York, in the county of New York and State of New York, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to certain new and useful improvements in game apparatus more especially designed for employment in playing the game or games hereinafter described and others of a similar character requiring the conjoint use of a card or chart embellished with a diagram and parts to be shifted from space to space upon the diagram in playing the game.

In the accompanying drawings, illustrative of my invention, Figure 1 represents a plan view of one form or modification of a card or chart embodying the same. Fig. 2 represents, also in plan, a view of a second form or modification thereof. Fig. 3 represents graphically the manner of playing a game with the chart shown in Fig. 1, and Fig. 4 represents graphically the manner of playing a game with the chart shown in Fig. 2.

Similar letters of reference indicate similar parts throughout the several views.

Referring to the drawings, A indicates a card or chart of pasteboard, paper, or other suitable material adapted for the purpose. Upon the face of the card is established a diagram, which preferably consists of a row of spaces inclosed in marginal lines imprinted thereon either by line-printing, as shown, or by any other suitable impression marking off or dividing the spaces from each other. A convenient place for this diagram is midway of the chart or card and lengthwise thereof, and the number of spaces provided is preferably two in excess of the number absolutely required to play the particular game for which the apparatus is mainly intended, so that the game may be diversified by playing it from right to left or from left to right upon the chart, as will hereinafter more fully appear. Near one of the edges of the chart A is imprinted a series of "checkers" or parts adapted

to be severed from the chart and to be employed when thus severed and separated in playing the game. For convenience I provide a double set of these pieces, as shown, so that if one set is broken or mislaid the other set may be detached and used in like manner. The pieces are, as indicated by the vertical and horizontal lines in the drawings, to be distinguished from each other, and this may be suitably effected in any arbitrary manner, such as coloring half of them red and the other half blue. To facilitate the act of detaching or separating the pieces from the chart, I prefer to employ a row of perforations *a*, whereby the row or a portion thereof may be separated readily from the chart and then subdivided up into single pieces by the employment of scissors or any other suitable cutting-instrument.

It will be noted that in the form of the invention illustrated in Fig. 1 the chart is provided with a diagram comprising twelve spaces and a row of sixteen checkers or playing-pieces. In the form of the invention shown in Fig. 2 the chart is provided with a diagram comprising fourteen spaces and a row of twenty checkers or playing-pieces.

In illustration of the manner of using the chart or card for playing a game I will first describe its employment in connection with the form shown in Fig. 1. Eight of the checkers or playing-pieces (half of one color and half of the contrasting color) are separated from the chart along the line of perforations *a* and are then separated from each other into single playing-pieces. These eight separate playing-pieces are thereupon arranged consecutively within the eight middle spaces of the diagram, as indicated in the upper row of Fig. 3, which illustrates the initial position in which the playing-pieces are arranged upon the diagram of the chart shown in Fig. 1. The object or purpose of the game or puzzle is now by four moves of any two adjacent playing-pieces to finally arrange the playing-pieces consecutively upon the diagram in such manner that the four playing-pieces of one color shall follow each other, succeeded by the four playing-pieces of the contrasting color. To effect this purpose, the playing-pieces are moved successively in the manner indicated in the second, third, fourth, and

fifth rows of Fig. 3, which rows illustrate the position of the playing-pieces at the end of each of the several moves incident to playing the game. Thus the first move is to shift the second and third playing-pieces from their original positions to the two spaces at the extreme right hand of the diagram, the second move is to shift the fifth and sixth playing-pieces from their original positions to the spaces originally occupied by the second and third playing-pieces, the third move is to shift the eighth and the original second playing-pieces to the spaces originally occupied by the fifth and sixth playing-pieces, and the fourth and final move is to shift the first and original fifth playing-pieces to the space originally occupied by the eighth playing-piece and the next adjacent space beyond, all as fully illustrated in Fig. 3. The playing-pieces may then be returned to the position indicated in the top row of Fig. 3 by a series of four moves the reverse of those just described.

It is apparent that the game may be diversified by starting with the sixth and seventh playing-pieces and shifting them to the extreme left-hand spaces of the diagram, the following moves being changed to correspond, and the final result being that the playing-pieces at the end of the fourth move will be arranged in the desired sequence, but at the left-hand side of the diagram, instead of at the right-hand side thereof.

In using the chart or card shown in Fig. 2 I separate therefrom in like manner ten playing-pieces (half of one color and half of the contrasting color) and arrange the ten separated playing-pieces upon the diagram in the manner indicated in the upper row of Fig. 4, which illustrates the initial position in which the playing-pieces are arranged upon the diagram of the chart shown in Fig. 2. The object or purpose of the game or puzzle as played with this second chart, is by five moves of any two adjacent playing-pieces to finally arrange the playing-pieces consecutively upon the diagram in such manner that the five playing-pieces of one color shall follow each other, succeeded by the five playing-pieces of the contrasting color. To this end the playing-pieces are moved successively in the manner indicated in the second, third, fourth, fifth, and sixth rows of Fig. 4, which rows illustrate, respectively, the position of the playing-pieces at the end of each of the several moves incident to playing the game. Thus, the first move is to shift the second and third playing-pieces from their original positions to the two spaces at the extreme right hand of the diagram. The second move is to shift the seventh and eighth playing-pieces from their

original positions to the spaces originally occupied by the second and third playing-pieces. The third move is to shift the fourth and fifth playing-pieces to the spaces originally occupied by the seventh and eighth playing-pieces. The fourth move is to shift the tenth playing-piece and the original second playing-piece to the spaces originally occupied by the fourth and fifth playing-pieces, and the fifth and final move is to shift the first playing-piece and the original seventh playing-piece to the space occupied by the original tenth playing-piece and the space beyond it, all as fully illustrated in Fig. 4. The playing-pieces may then be returned to the position indicated in the top row of Fig. 4 by a series of five moves, the reverse of those last described.

It is apparent that with the chart shown in Fig. 2 the game may be diversified by starting with the eighth and ninth playing-pieces and shifting them to the extreme left-hand spaces of the diagram, the following moves being changed to correspond, and the final result being that the playing-pieces at the end of the fifth move will be arranged in the desired sequence, but at the left-hand side of the diagram instead of at the right-hand side thereof.

Having thus described my invention, what I claim is—

1. A card or chart having a diagram for a game printed upon it and pieces suitable for playing the game, also printed upon the card, substantially as described.

2. A card or chart having a diagram for a game printed upon it and pieces suitable for playing the game, also printed upon the card, said pieces being separated from the main body of the card by a line of perforations, substantially as described.

3. A card or chart having a row of squares or inclosures printed upon it and forming a game diagram and having two sets of distinguishable pieces suitable for playing the game, also printed upon the card, substantially as described.

4. A card or chart having a row of squares or inclosures printed upon it and forming a game diagram and having two sets of distinguishable pieces suitable for playing the game, also printed upon the card, said sets of pieces being of contrasting colors, substantially as described.

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

FRANCIS E. KNIGHT.

Witnesses:

CLAUDE P. FULLER,
HERBERT LEA MASON.