(No Model.) 2 Sheets—Sheet 1.

G. F. NEWLAND.

GAME.

No. 416,231. Patented Dec. 3, 1889.

Fig-1.

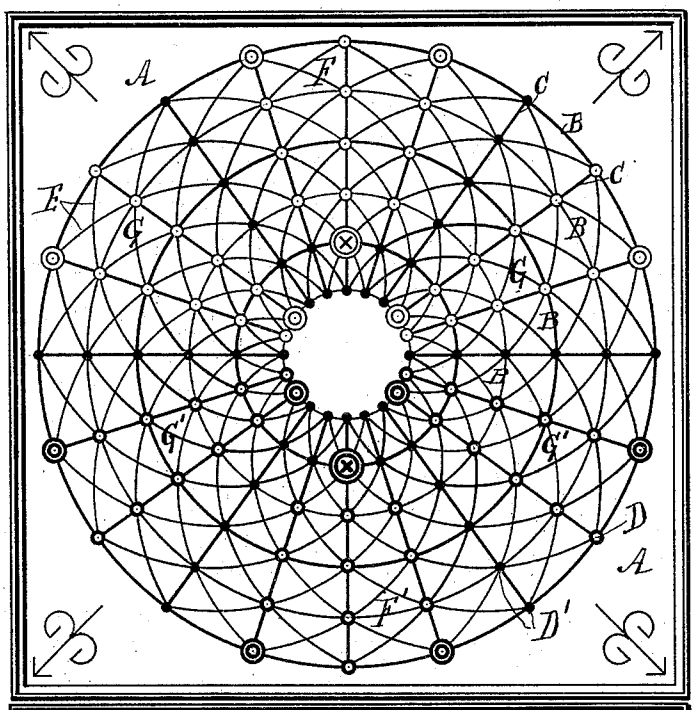
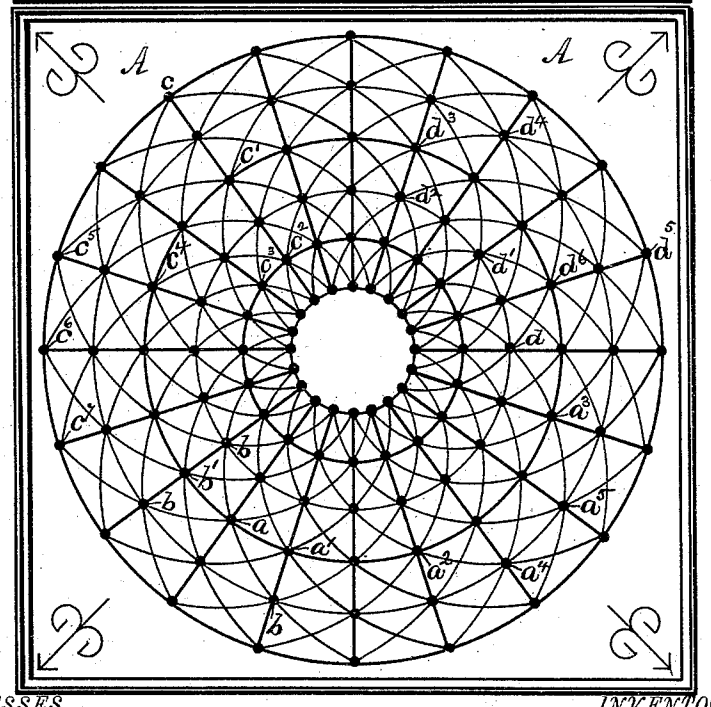


Fig-2.



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Fig. 3.

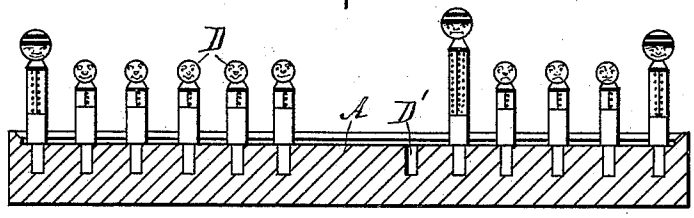
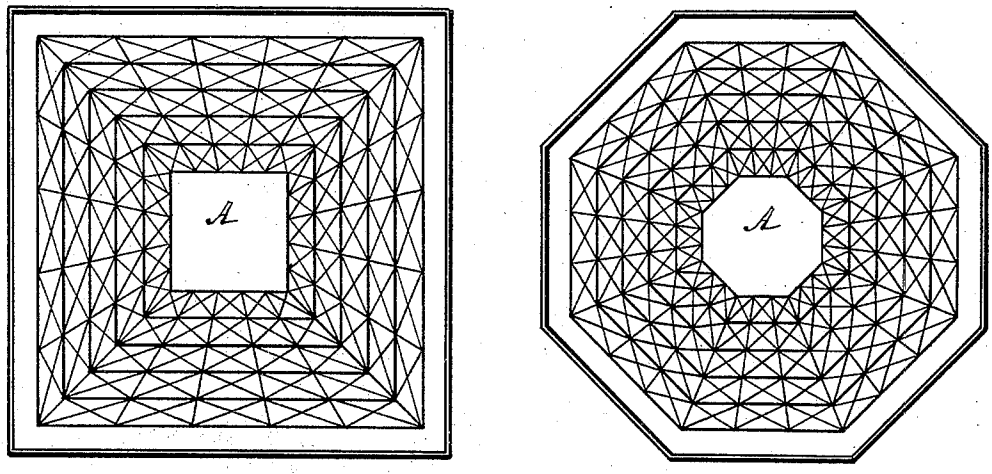


Fig. 4.



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UNITED STATES PATENT OFFICE.

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GAME.

SPECIFICATION forming part of Letters Patent No. 416,231, dated December 3, 1889.

Application filed July 27, 1889. Serial No. 318,856. (No model.)

To all whom it may concern:

Be it known that I, GEORGE F. NEWLAND, a citizen of the United States, residing at Detroit, county of Wayne, State of Michigan, have invented a certain new and useful Improvement in Games; and I do 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 pertains to make and use the same, reference being had to the accompanying drawings, which form a part of this specification.

In the drawings, Figure 1 is a plan view of one of my game-boards with the men set up in position to begin the game. Fig. 2 is another view illustrating how the men may be moved. Fig. 3 is a sectional view showing some of the men in position. Fig. 4 represents variations in the arrangement of the lines.

It is the purpose of my invention to produce a game interesting both to children and adults, and which from its nature I call the game of "Militaire."

A represents the game-board. The board is provided with a series of circles B, arranged concentrically with each other and intersected by radial lines C. At the points of intersection are holes D′, for the reception of pegs D, which represent the men.

E represents diagonal lines.

The circles B may be of any convenient number. Six are shown in the drawings. So, also, the radial lines C may be likewise of any desired number, there being twenty shown in the drawings. Of course, with an increase or decrease in the number of circles or radial lines there will be a corresponding increase or decrease in the number of men. The number shown in the drawings makes a convenient game-board, and in the way the men are set up employs altogether seventy-four men, divided into soldiers, colonels, and generals.

The opposing forces are designated by light circles and dark circles. The colonels are represented by two concentric circles, the soldiers by single circles, and the generals by two concentric circles crossed by two diametric lines at right angles.

To begin the game, the men are all arranged as shown in Fig. 1, each side having a main army at the center F F′, commanded by a general, and each has a right and left wing G G′. The colonels may be arranged as shown. It will thus be seen that there is one colonel for every five soldiers. We may therefore assume that each opposing army is composed of thirty soldiers, six colonels, and one general.

The game is now played as follows: The soldiers may move one space only, but may move on either the circular lines or the diagonal lines. They may also jump and take an opponent, the same as in checkers, but can only jump along the circular lines. They may, however, as in checkers, continue to jump one, two, or more men, so long as they are properly arranged in alternate spaces. The colonels may likewise move one space only along the diagonal lines; but they may move any distance which is free for them to move in the direction of a circle or along a radial line. So, also, they may jump and take any man on said circle or radial line, no matter how far it may be from the starting point, so there is a place immediately beyond it vacant into which the mover may rest. He may likewise, instead of stopping at this point, move onto any other unoccupied space along the same line, provided there is no intervening opponent. He may also, as in checkers, jump a succession of opponents, so there is resting-place between each one and the next, and in jumping thus a second or third man it is only necessary that the distance to that man is uninterrupted along a radial or circular line from the successive resting-points. The general may move in all respects the same as the colonels, with the additional advantage that having completed one move to the full extent that a colonel might move, he may move from this point of rest to another point. He must, however, stop at that point until the next move. Thus, as shown in Fig. 2, we may presume a to be a soldier. He may move on the diagonal lines to b or on the circular line to b' one space; but he cannot move along the radial lines. He can only jump on the circular lines. Thus he may jump over a', and may continue to jump over a^2, but cannot jump a^3, because there is an intervening space; nor can he jump a^4 or a^5,

because he cannot jump along a radial line nor a diagonal line. So, also, if c represents a colonel, he might jump c', resting at c^2 along a radius-line. He might then jump c^3 on the circular line, and thence take c^4 and rest at c^5. He could not, however, take c^6 and c^7, because there is no intervening space. Again referring to Fig. 2, d may represent the general. He might jump d' and rest at d^2, then continue to jump d^3 and d^4. He is then entitled to one more move. Thus he might move to a place of safety d^5 or to a point d^6 of advantage to him when his next turn to move. He cannot, however, make a further move until his next turn. It will be understood that these regulations as to moves are not essential, but may be varied. So, also, instead of soldiers, colonels, and generals, any other characters may be employed. Again, the particular arrangement of center-column ring and left wings may be likewise varied, and the whole army may be grouped at the starting-point into one body.

When either side is reduced to a limited number—say five men—the game may be regarded as terminated against him, or it may be fought until all the men are captured. So, also, a colonel may be regarded as equivalent to five men, and whenever a colonel is taken the party losing him may at any time demand an exchange, either giving five of his own men from the board therefor or permitting his opponent to put five soldiers back on his own board. They shall, however, be put back one at a time, and, having thus placed a colonel or a soldier on the board, he shall be regarded as having moved, thus entitling his opponent to the next move.

I prefer the game-board to be provided with holes or orifices and the men or characters to be in the form of pegs, so that the game may be played on the cars or in any locality without danger of displacing the characters.

Instead of concentric circles B, they might be arranged in square or polygonal form, as shown in the variations in Fig. 4; and where I employ in the specification or claims the term "circles" I would have it understood as embracing either the circles, squares, or polygons, as here explained.

As a matter of embellishment and to add interest to the game, figures representing military opponents might be printed in the corners of the board. Thus a board for use in the United States might have pictures of Grant and Sherman in the corners adjacent to one player, with pictures of Lee and Johnson in the corners adjacent to the other player, while at the center might be represented the capitol at Washington or a representation of a battle or conflict.

What I claim is—

1. A game consisting of game-board A, divided by circles, radial lines, and diagonal lines, substantially as shown, with men or characters resting at and designed to be played from the points of intersection of said radial and circular lines, substantially as shown and described.

2. The combination, with the board A, provided with circular, radial, and diagonal lines, of orifices at the points of intersection of the circles and radial lines, and in connection therewith characters in the nature of pegs designed to be set into and played from said orifices, substantially as shown and described.

In testimony whereof I sign this specification in the presence of two witnesses.

GEORGE F. NEWLAND.

Witnesses.
F. CLOUGH,
L. A. DOELTZ.