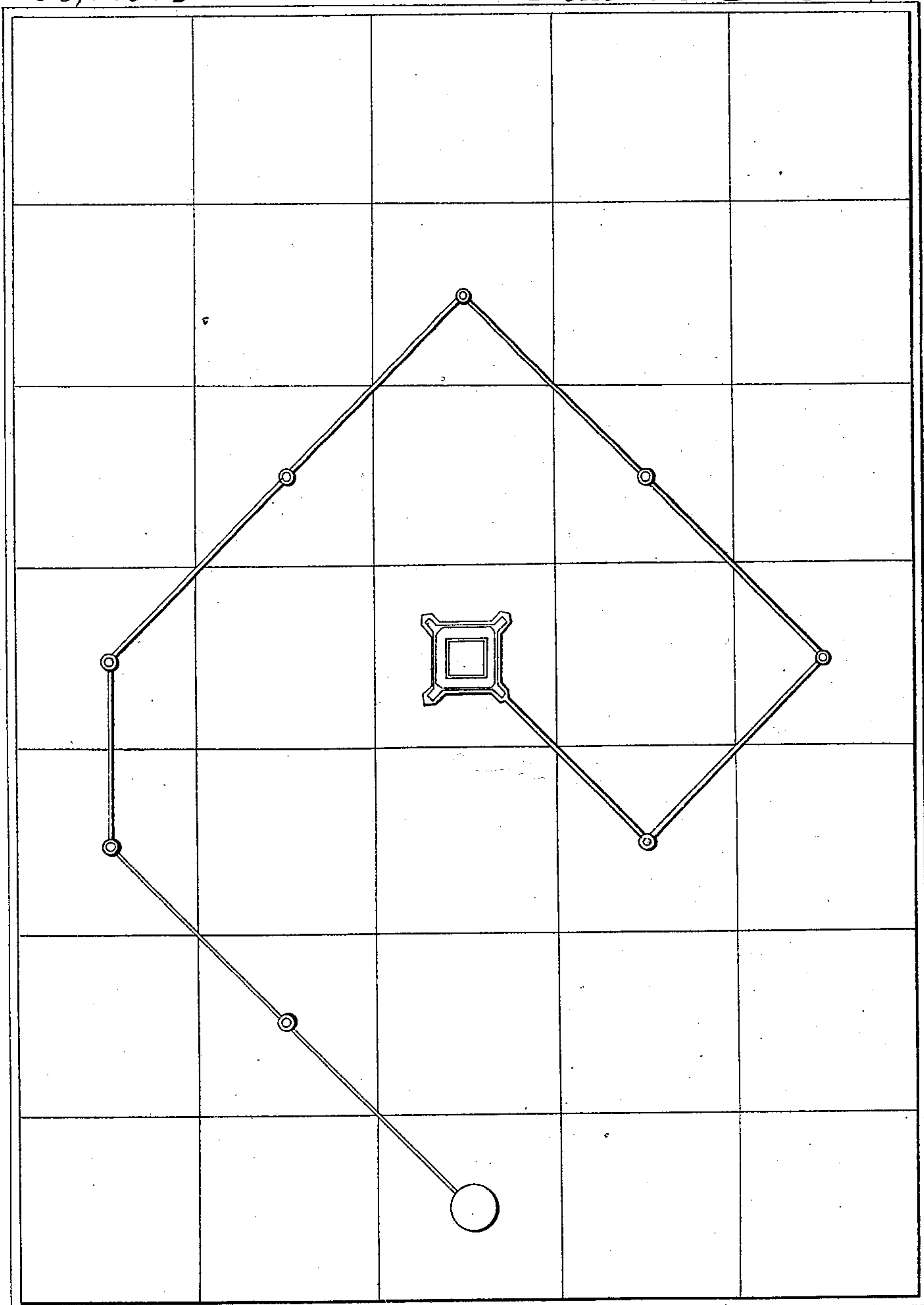


J. Carlin,

Game,

Nº 85,281.

Patented Dec. 29, 1868.



Witnesses;

Wm. R. R. R.
J. J. R. R.

Inventor;

J. Carlin

United States Patent Office.

JOHN CARLIN, OF NEW YORK, N. Y.

Letters Patent No. 85,281, dated December 29, 1868.

GAME, CALLED VINCO.

The Schedule referred to in these Letters Patent and making part of the same.

To all whom it may concern:

Be it known that I, JOHN CARLIN, of New York in the county of New York, and State of New York, have invented a new Game, which I have named "Vincos;" and I do hereby declare that the following is a full and exact description thereof, reference being had to the accompanying drawing and letters.

The nature of the game of vincos is, that

It consists of a board, similar to the chess-board in size and material, the whole ground of which is of a uniform color, and is divided, by straight lines of a color different from that of the ground, perpendicularly into five equal parts, and horizontally into seven equal parts, thus making thirty-five squares, and is transversed by another line of any color, but not of that of the ground, from the middle square, marked with a circle, in the lowest division of the ground—being the seventh from the top side—through the second square, on the left side, in the sixth division; through the two first squares in the fifth and fourth divisions; the second square in the third division; the third square in the second division; the fourth square in the third division; the fifth square in the fourth division; the fourth square in the fifth division, and the third square in the fourth division, being the centre of the ground, marked with a castle. This transverse line is dotted with small circles in the centres of the squares through which it runs; and, in order not to confound them with the large circle in the seventh division, they are called "stones."

And that it consists of one king, occupying the circle-square; three captains, standing on the two first squares, marked C, in the fifth and seventh divisions, and the fifth square, marked C, in the sixth division; eleven guards, in the whole fifth, sixth, and seventh divisions. The captains and guards constitute the king's army. All the guards are painted on one side in one color, different from that of the other side.

And of one opposing general, taking his stand on the middle square, marked O G, in the first division; and his aid, one in number, on the second square, marked A, in the first division. The opposing general and aid are painted all over in any color, but not in that of the guards' painted sides.

The object of the game is, that the king, protected by his captains and guards, endeavors to capture the castle-square. His success decides the game in his favor.

The opposing general and his aid come to oppose and drive the king back to his original square in order to secure their victory.

The movements are as follows:

The king, leaving the circle-square, moves, one square only, forward along the transverse line, stopping at each stone, till he reaches the castle. He is not allowed to leave the transverse line, except in taking either of his opponents in any square adjoining the square on which he rests, after which deed he returns to the same stone. When the king is checked, and the line is found open to the castle, he can move forward thither, and is safe thereat, and therefore victorious, even if he is still checked.

The captains move, one square only, perpendicularly, horizontally, or diagonally, to any of all the squares around them; and

The guards move, one square only, diagonally and forward. On arriving at the squares next to the ones transversed by the line, they are turned to their colored sides, and move downwards till they reach the horizontal (fifth) division, in which the last elbow of the line rests, and, turning their sides again, move upwards.

The guard, happening to be on the square directly under the O G square, must ascend perpendicularly thither, instead of diagonally to either square next to the O G square, and, on his turned side, descend diagonally; and the opposing general moves perpendicularly, horizontally, or diagonally to any square at any distance, and has the power to take his opponents, except the king, within the direct line of his sight, at his option; and the aid, perpendicularly and horizontally only, to all distances, and has the same power at his option.

The captains and guards have the power to take their opponents within their reach, at their option—the guards diagonally in front, and the captains on any squares next to theirs.

The captains protect each other, the king and guards, on all the squares around them; and the guards of the blank side, in their upward progress, protect their king, captains, and comrades, both of the blank and colored sides, diagonally in front, but they cannot give protection to any of them in the rear; and the guards of the colored sides, going downwards, do in like manner.

When the king is checked by the opposing general or aid, unless protection be given to him by any of his men, he must beat a retreat from the stone at which he rests along the line, without stopping at the stones within the opponent's sight, and turn round the elbow in order to get himself out of the opponent's sight. Driven to the first out-of-sight stone on the next line, the king can proceed again up in his object of capturing the castle; but when any stone on the line within the opponent's sight is found already occupied, the king, unable to retreat or continue his retrograding course, surrenders, thus giving the palm of victory to his conqueror.

In case of the king being checked, and seeing the line in front of him open to the first stone on the next line, he can move forward, without stopping at the intervening stones.

The king, being the aggressor, must begin the game.

No mistakes, made through either carelessness or misjudgment, can be corrected by substituting moves.

What I claim as my invention, and desire to secure by Letters Patent, is—

The arrangement of a new game, as is fully explained in the above.

JOHN CARLIN.

Witnesses:

T. J. WHITING,
WM. H. RIBLET.