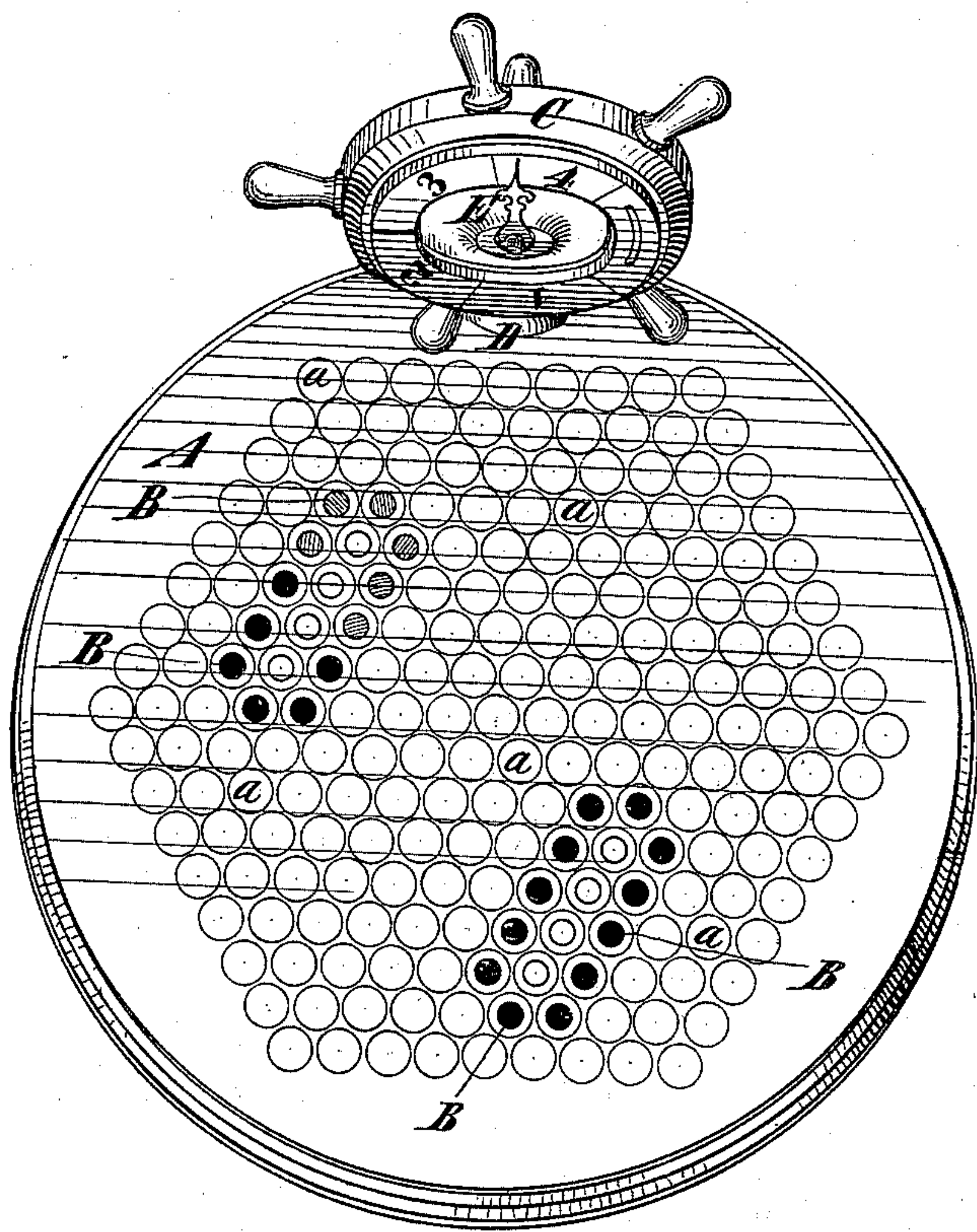


(No Model.)

H. LINTON.
GAME.

No. 262,066.

Patented Aug. 1, 1882.



Witnesses
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UNITED STATES PATENT OFFICE.

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GAME.

SPECIFICATION forming part of Letters Patent No. 262,066, dated August 1, 1882.

Application filed July 1, 1881. (No model.)

To all whom it may concern:

Be it known that I, HOBART LINTON, of Boston, in the county of Suffolk and State of Massachusetts, have invented a new and Improved Game, which I term "Entourer," of which the following is a specification.

The object of my invention is to produce a novel and interesting game involving both skill and chance in its playing.

To this end the invention consists in the combination of a board or platform provided with a number of spaces arranged in a hexagonal group, and adapted to receive pieces or checks, and a rotary device for indicating how many pieces or checks the players are entitled to place on the board or platform, as hereinafter fully described.

The invention further consists in a novel method of playing with the pieces or checks aforesaid.

The accompanying drawing represents a perspective view of a combination of parts embodying my invention.

A designates a board or platform, which is shown as of circular form, and is provided with a number of spaces, *a*. This board or platform may be of any suitable material and the spaces may be delineated upon it in any suitable manner—for instance, by inlaying pieces of wood of a different kind in the board or platform. These spaces are shown as circular in form, and they are grouped in the form of a hexagon; but their shape may be different, if desirable. I prefer to make them circular because then they are more easily defined, or, in other words, more distinct from each other.

B designates pieces or checks, which, in playing the game, are placed on the spaces *a* of the board. These pieces or checks should be made of different colors for different players. They are shown as made of disks of card-board or other suitable material.

C designates the rotary device for indicating the number of pieces or checks B which each party to the game is entitled to place on the board at one play. As here shown, it consists of a wheel supported in a vertical plane by a standard, D, and provided with radial hand-pieces C', whereby it may be rotated.

Its face is divided into five portions, one of which is a blank, and the others of which respectively bear the numbers 1, 2, 3, and 4. Arranged in front of its face is an index, E. To effect the rotation of this device one of the hand-pieces is tapped or struck with the hand, and the portion of its face which comes opposite the index when the device stops will indicate how many pieces or checks the party whose turn it is to play may place on the board. For instance, if the blank portion stops opposite the index he will not be entitled to place any pieces or checks on the board. If the portion marked 1 stops opposite the index, he will be entitled to place one piece or check on the board, and if the portion marked with any other number stops opposite the index he will be entitled to place that number of pieces or checks on the board.

The game is best adapted to be played by from three to ten persons, and they may play separately or by forming partnerships. When partnerships are formed the partners should not sit together, but alternately around the board A. Each player should have thirty-six pieces or checks, B, of a different color from those of the other players. This is desirable even when players form partnerships, so that the pieces or checks of one partner may be distinguished from those of his fellow partner. The game is terminated as soon as one player succeeds in having all his pieces or checks on the board. The contest in playing the game consists in the endeavors of the players to so place their pieces or checks on the board as to surround those of some other player. Whenever one player succeeds in placing his pieces or checks on the board so as to make them, irrespective of the pieces or checks of any other players, surround the pieces or checks of any particular player, he becomes entitled to remove all of the pieces or checks so surrounded and to replace them with his own pieces or checks at once. This surrounding of a player's pieces or checks constitutes what I term an "entourer." It is illustrated near the right side of the board A. When the pieces or checks of any player are surrounded by the pieces or checks of several other players conjointly an entourer is also

formed. Such an entourer is shown near the left side of the board A. The surrounded checks or pieces thereupon become the property of the players whose pieces or checks surround them. The game is then suspended until the surrounded or captured pieces or checks are removed from the board. In this case the surrounded or captured pieces or checks must, however, be removed one at a time and in succession by the players whose pieces or checks surround them, the player who consummated the surrounding or capturing of the said pieces or checks proceeding first. Of course it is wise in each player to so take off the surrounded pieces or checks as to conduce to his making an entourer alone, and thereby entitling himself to take off a number of remaining checks at one play. The players taking off the surrounded or captured pieces or checks replace them by pieces or checks of their own. An entourer is also consummated when the pieces or checks of a player are surrounded or hemmed in against the outer part of the board A beyond the spaces *a*, and in this case the pieces or checks so hemmed in are taken off and replaced either at once or successively, according to whether they are hemmed in by the pieces or checks of a single player or by those of several players. Each player of course rotates the wheel C before playing, to ascertain how many pieces or checks he is entitled to play. No player is entitled to operate the wheel until the previous player has placed on the board all the pieces or checks he is entitled to place there in his previous turn. A player may at any time trade some pieces or checks which he has captured for others of his own which have been captured. After losing any pieces or checks a player is unable to win the game unless he can get them back again by so trading. Hence he can afford to offer large odds in

many cases in trading. Partners may help each other in trading, and may even give each other their pieces or checks which have been captured. If it becomes impossible for a partner to recover his lost pieces or checks, he should use all his efforts to aid his partner.

It is obvious from the foregoing description of the game that it will generally be the wisest plan for a player to keep his pieces or checks connected, but to avoid getting them in clusters, for the further they extend in a given line the harder it will be for another player or other players to surround them.

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

1. The combination of a board or platform provided with a number of spaces arranged in a hexagonal group, and adapted to receive pieces or checks; and a rotary device for indicating how many pieces or checks the players are entitled to place on the board or platform, substantially as specified.

2. The game consisting in placing upon a board provided with a series of spaces a number of distinguishable pieces or checks possessed by different players, and according to the following method: first, operating a device to ascertain how many pieces or checks a player may place on the board; second, so disposing of the pieces or checks as to surround or conduce toward surrounding the pieces or checks of another player; and, third, taking the pieces or checks, when surrounded, from the board and replacing them with the pieces or checks of the player or players who effect the surrounding of them, all substantially as herein described.

HOBART LINTON.

Witnesses:

CYRUS C. MAYBERRY,
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