

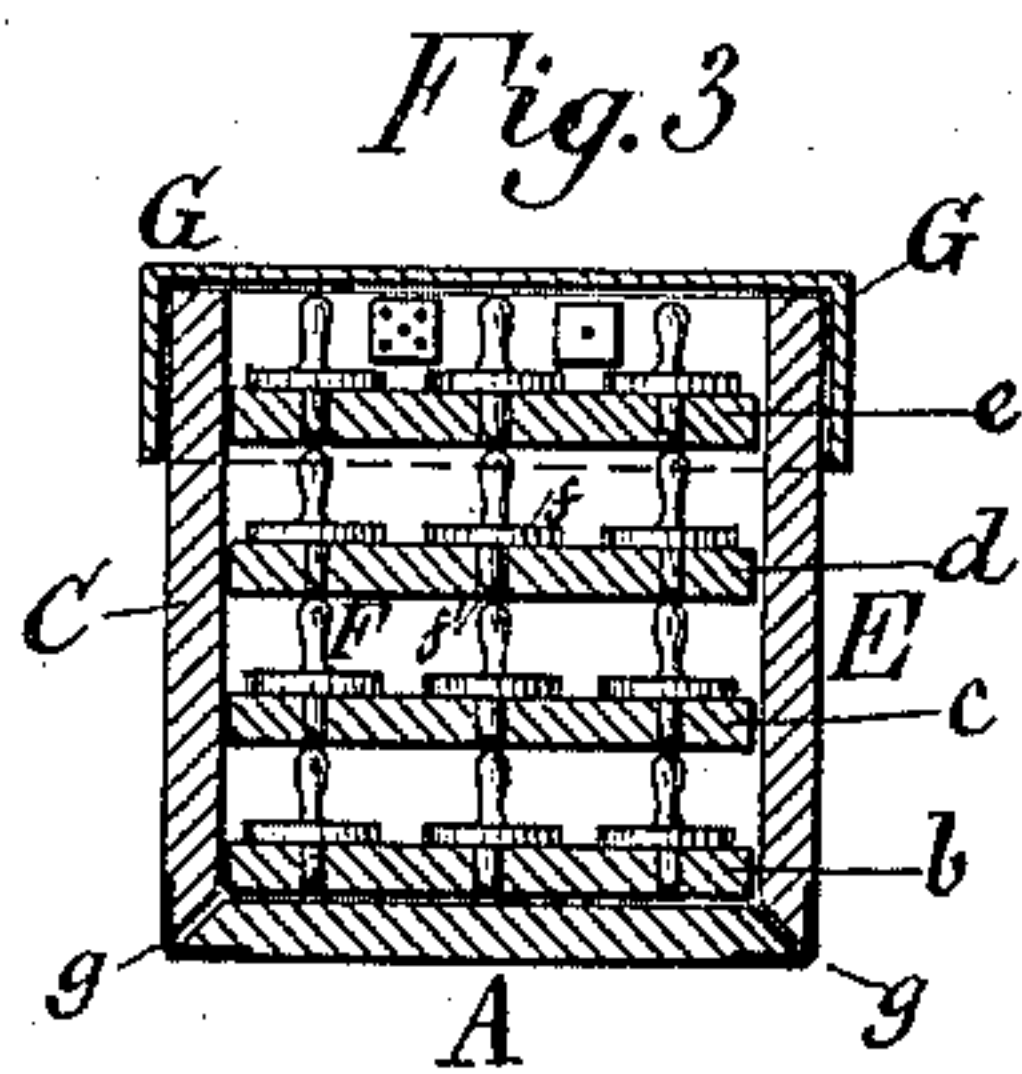
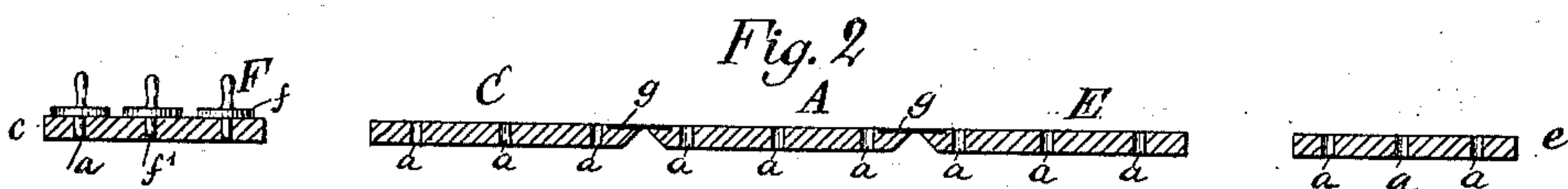
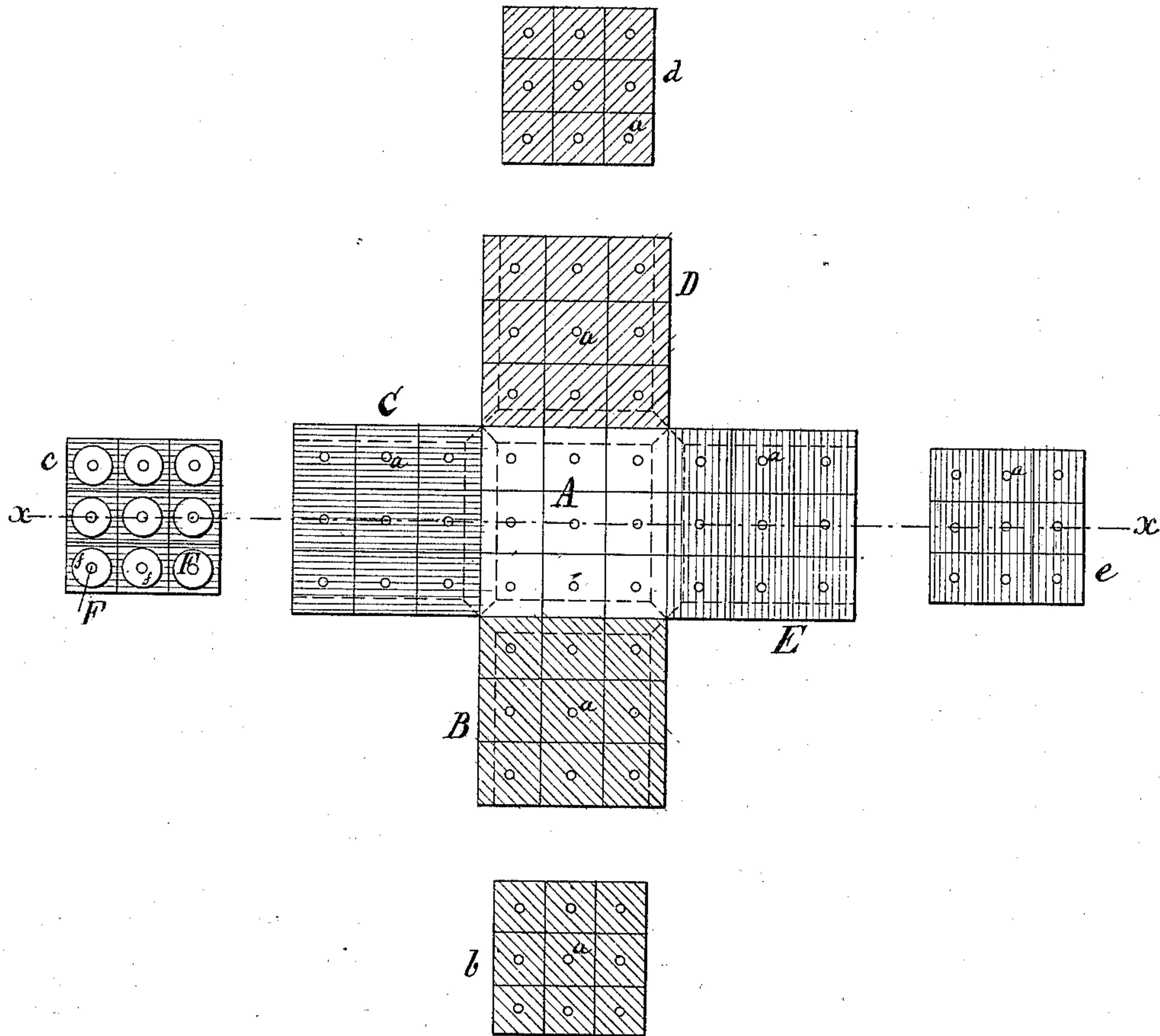
(No Model.)

O. E. LUNDSTEDT.

TOY GAME.

No. 330,990.

Fig. 1 Patented Nov. 24, 1885.



Witnesses:

C. V. Helgestrand
Carl Gullberg

Inventor:

O. Emil Lundstedt
by A. W. Almqvist
Attorney

UNITED STATES PATENT OFFICE.

O. EMIL LUNDSTEDT, OF NEW YORK, N. Y.

TOY GAME.

SPECIFICATION forming part of Letters Patent No. 330,990, dated November 24, 1885.

Application filed January 5, 1885. Serial No. 152,065. (No model.)

To all whom it may concern:

Be it known that I, O. EMIL LUNDSTEDT, a citizen of Sweden, and a resident of New York, in the county and State of New York, have invented certain new and useful Improvements in Toy Games, of which the following is a specification.

The object of my invention is to provide a cheap, simple, and easily-understood toy game, adapted as a pastime, more especially for children and young persons.

The construction and manner of operating the same will be hereinafter fully described, and the invention specifically pointed out in the claims, reference being had to the accompanying drawings, in which—

Figure 1 represents a plan of the game-board in position for use. Fig. 2 is a vertical section of the same, taken on the line $x x$ of Fig. 1. Fig. 3 is a vertical section of the same folded and provided with box-cover.

The game-board is best made of five squares—one central square, A, common to all the players, and four proprietary squares, B C D E, (one to each player,) adjacent to the perimeter of the central square, one to each side thereof. These are distinguished from each other by different colors, the common A being, for instance, painted white, and the proprietary squares B C D E blue, brown, red, and green, respectively. Each square is divided by lines and holes (preferably both) in rows of checkers, preferably three in each row and nine in each square. In one direction the rows of two opposite proprietary squares (as B D, for instance) run in line with each other and with those on the common A, thus making nine checkers in a line from one to the other of the opposite outer edges of two opposite squares, and in the direction crosswise thereto the rows on the proprietary squares are parallel with each other and with those on the common.

For each of the squares B C D E there is a nest, $b c d e$, respectively divided into as many checkers as those on the corresponding square, and for each are provided a corresponding number of markers. The nests are to hold the markers when not on the board, and they as well as the markers are colored like the proprietary square to which the set belongs.

The markers F consist each of a handle pro-

vided with a washer, f , and a point, f' , to enter the checker-holes a .

The whole game-board, inclusive of the nests, may simply be printed upon a thin piece of wood, or upon a sheet of card-board without holes, and the markers may be made without the points f' and supported by the washers f only as a base; but I prefer to adapt it to be folded in box form for containing the nests and markers and a pair of dice, for the game is played with dice. For this purpose the squares and nests are made in separate pieces, and the proprietary squares are joined to the common A by a hinge, g , of skin or cloth, as indicated in Figs. 2 and 3. This is in the upper or playing surface. Underneath the edges of the squares are beveled at an angle of forty-five degrees, so that when the board is reversed from its position in Fig. 2, and the proprietary squares are turned upon their hinge-joints into a vertical position, the beveled edges will meet and the squares form together a snug box, into which the four nests with their markers in or upon them, and also the dice, are conveniently stowed away when the playing is ended. The side squares are then held together at the top by a suitable box-cover, G, as shown in Fig. 3.

Having described its construction, I will now briefly give the rules for playing this game, which rules may, however, be changed or modified according to agreement between the players.

The name which I have given to this game is "Pluck," and it is played as follows: The aim, which decides the winning, is to get all the markers of the chosen color on their respective squares. To begin, the markers are so divided that each player gets two of each nest or color, and one extra from that opposite his own. They then raffle for the first move. In moving a marker the checker from which it is being moved is counted as one; thus for a six it can be moved only five paces, and for an ace none at all, (except from the nest to the nearest row in the square colored like the marker, from which row each marker must be started.) Unless a band prevents movement, every count thrown by the dice must be executed, one move for each die, and each move in one line of direction only, though one move may be made in a direction at right angles to the other move and

with a separate marker. Moves can be made back or forth in any direction except diagonally. If a count ends on a checker occupied by a marker, this latter is "struck," and placed in the nest of the striker, provided, however, that the player can never strike his own color nor any marker in a band. Any complete and not diagonal row of markers of one color when entirely within one of the separate squares is a band. Each player, when in turn, is entitled to move any marker of whatever color, if in his nest, and to move his own marker wherever he finds it, even if it be in the nest of one of the others.

This game can be played by two persons, in which case each handles two opposite nests, or by three persons, in which case one of them handles two opposite nests; but it is best played by four.

The common A may be a plane of triangular or polygonal shape to accommodate a maximum of proprietary squares equal in number to the sides of its perimeter; but I prefer the square form shown.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. A game-board consisting of a central common square or plane and perimetrically-adjacent proprietary planes, each proprietary plane being divided in longitudinal and trans-

verse checker-rows respectively in line with and parallel with similar rows on the central common, in combination with distinguishable sets of markers, one set for each proprietary plane, the markers of each set corresponding in number to the checkers of each plane, and the whole adapted to be operated substantially as specified.

2. A game board consisting of a central common square and perimetrically-adjacent proprietary squares hinged to the said central square, to fold and form a box for the reception of the markers, in combination with a retaining-cover, substantially as specified.

3. In combination with a game-board consisting of a central common plane, A, and adjacent proprietary planes hinged thereto, and with a retaining-cover, G, the separate nests corresponding to the said proprietary planes and provided with checker-rows to hold the markers, substantially as specified.

In testimony that I claim the foregoing as my invention I have signed my name, in presence of two witnesses, this 31st day of December, 1884.

O. EMIL LUNDSTEDT.

Witnesses:

A. W. ALMQVIST,
C. V. HELJESTRAND.