

(No Model.)

A. E. RUTHERFORD.

PARLOR GAME.

No. 412,297.

Patented Oct. 8, 1889.

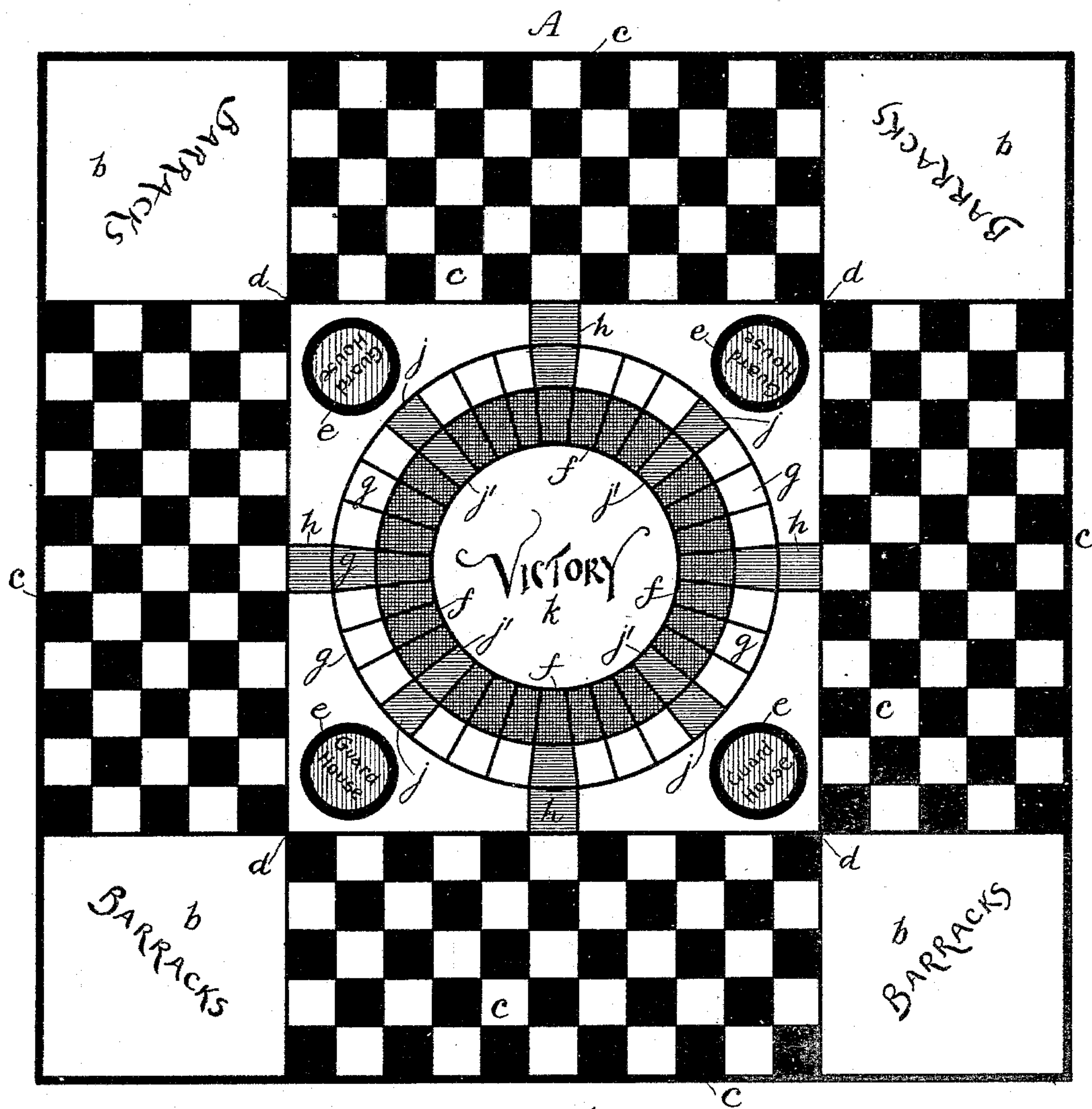


FIG. 1.

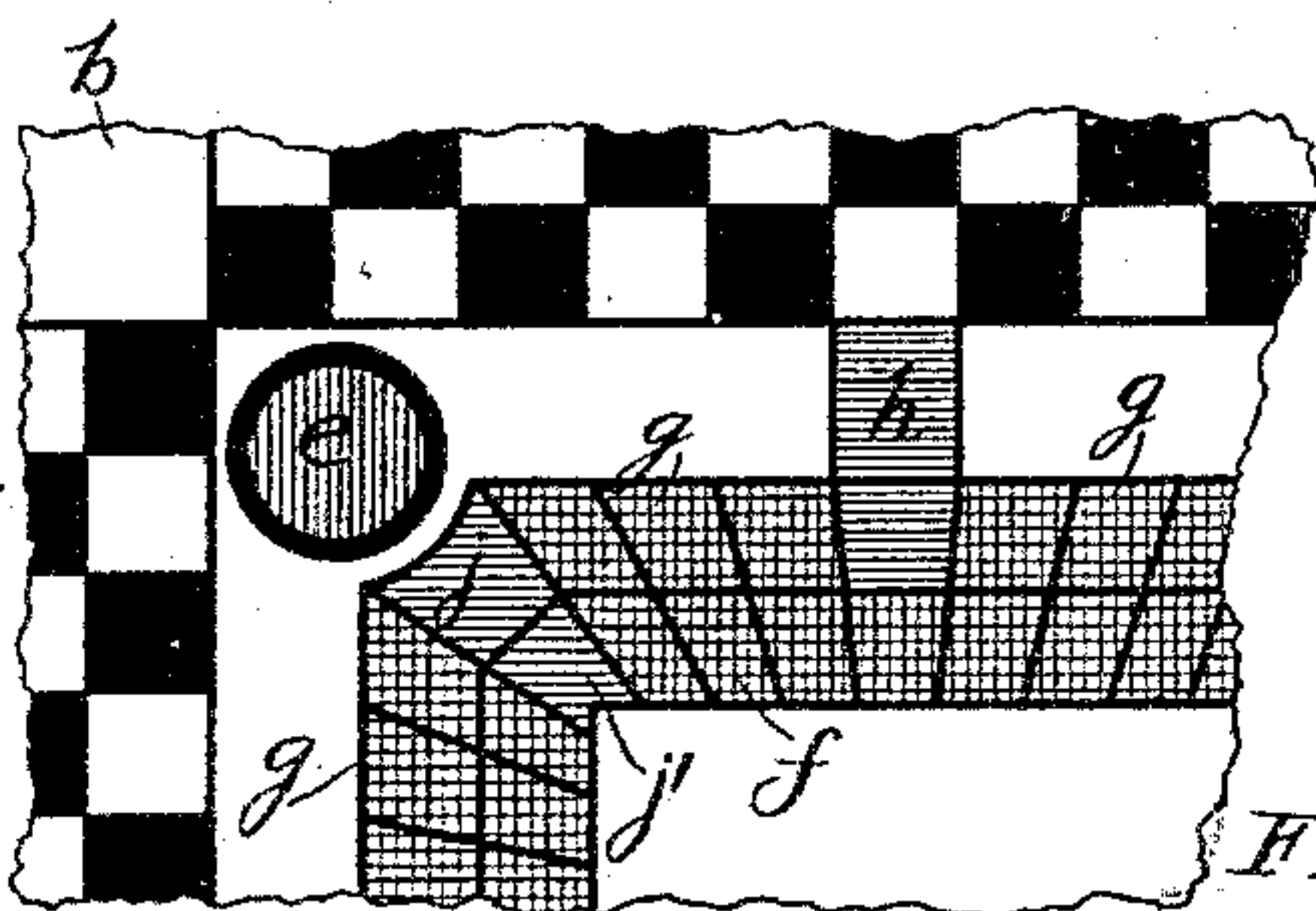


FIG. 2.

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# UNITED STATES PATENT OFFICE.

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MINISTRATRIX OF SAID ALBERT E. RUTHERFORD, DECEASED.

## PARLOR-GAME.

SPECIFICATION forming part of Letters Patent No. 412,297, dated October 8, 1889.

Application filed January 29, 1889. Serial No. 297,973. (No model.)

### *To all whom it may concern:*

Be it known that I, ALBERT E. RUTHERFORD, of Chicago, in the county of Cook and State of Illinois, have invented a new and useful Parlor-Game, of which the following is a full, clear, and exact description, reference being had to the accompanying drawings, forming a part of this specification, in which—

Figure 1 is a plan view of a game-board embodying my invention; and Fig. 2 is a like view in detail of a portion of said board, showing a modification of said invention.

Like letters of reference in both figures indicate like parts.

The object of my invention is to provide a parlor-game simulating a warlike contest, in which two or more players may engage, using "men" in a manner somewhat analogous to their use upon a checker-board, and in which the throwing of dice is preferably resorted to to govern the movement of the players, all of which is hereinafter more particularly described and claimed.

Referring to the drawings, A represents my improved game-board, the four outer corners of which are apportioned into squares *b*, which I prefer to designate as "barracks." Of the same width as said square, and intervening between the same and connecting with each other at the corners, are oblong rectangular fields *c*, divided into alternately-colored squares like an ordinary checker-board, which fields I term the "skirmish-grounds." Said skirmish-grounds are divided into an odd number of squares—by preference fifty-five—and so arranged that the colored squares upon which the men are moved connect with each other at the four inner corners, as shown at *d d d d*. The space inclosed within the skirmish-grounds *c*, I term the "battle-field." In each of the four corners of said battle-field is a station indicated by means of a circle *e*, which I term the "guard-house." I also arrange within said circle a double row of divisions *f g*, preferably divided by means of concentric circles, each row being divided into thirty-two divisions. Midway between each guard-house is a division *h* or way *h*, which may be of the same color as the general divisions *g*, connecting the skirmish-ground with the outer row *g* of said interior

divisions, and opposite each guard-house are colored divisions *j j'*, opposite to each other in both of said rows, leading to the goal or center of the field *k*, which I term "victory." Of the inner divisions *f* all but the four divisions *j'* therein are of a given color, while the divisions *j, j', g*, and *h* are of a color differing from that of the spaces *f*.

In lieu of the concentric circles for dividing the spaces *f g*, it is obvious that said spaces may be arranged to represent a hollow square, as shown in Fig. 2.

Said game may be played as follows by two or more players: Assuming that each player is allowed five men, which I have found to be the number most convenient for ordinary purposes, the men are first placed in opposite barracks, and then upon throwing the dice the men are moved upon the skirmish-grounds to take whatever position the player may desire, limited only by the path of movement indicated by the spaces and the number designated by the dice thrown at each play. A single man may be moved over as many spaces as are designated by the dice, or two or more men may be moved, provided the sum of the moves equal no more than the number thrown. In order to permit an opponent to be taken up, such a number must be thrown by the player as will enable any one of his men to reach the space covered by an opposing man. If an opponent be taken up upon the skirmish-grounds, he may be sent back to his own barracks. If taken up upon the battle-field, he may be confined in the guard-house nearest his own barracks, from which he may escape to his own barracks upon throwing such a number as may be previously determined upon, whereupon he may re-enter the skirmish-ground and continue in the play. If desired, a "blockade" may be formed inside of the battle-field with a predetermined number of men—two, for example—of the same kind. In such an event the opposing player must move around the blockade, which he is free to do in any way most convenient. Either player may move back from the battle-field upon the skirmish-ground and re-enter the battle-field from another point, or, if desired, may move a portion of his men directly toward the goal and deploy others



upon the skirmish-ground upon the opposite side of the board to harass the opposing men and prevent their entry. A player may capture an opponent within any space outside of the victory-goal, and upon the entry therein of a majority of his men he may be declared the victor; but until he gets a given number—such as a majority or all of his men—within the goal they are subject to recapture.

It is obvious that any specific rules may be employed and variations may be made therein to suit the players so long as they are included within the general principles of said invention.

Having thus described my invention, I claim—

1. A game-board provided with four spaces upon the periphery at equal distances from each other, intervening parallelograms inclosing a square and divided into alternate checkered spaces, stations or spaces at or near the respective corners of said central square, a double row of spaces within said central square inclosing a goal or home, ways leading from said parallelograms, respectively, to the

outer of said double row of spaces, and intervening ways leading directly to said goal, substantially as shown and described.

2. A game-board consisting of a square having square divisions at the corners, intervening checkered fields connecting with each other at the inner corners, ways leading therefrom to the outer of two spaced rows, a central field or goal, ways leading from said outer spaced row to said goal, and inclosed detached spaces between said outer row and said checkered fields, substantially as shown and described.

3. The combination, in a game-board, of the corner barracks *b*, intervening checkered skirmish-grounds *c*, ways *h*, spaces *f*, *g*, *j*, and *j'*, guard-houses *e*, and a central goal, substantially as shown and described.

In testimony whereof I have signed this specification, in the presence of two subscribing witnesses, this 23d day of January, 1888.

ALBERT E. RUTHERFORD.

Witnesses:

D. H. FLETCHER,  
J. HALPENNY.