

(No Model.)

D. HAAS.
GAME.

No. 441,619.

Patented Nov. 25, 1890.

Fig. 1

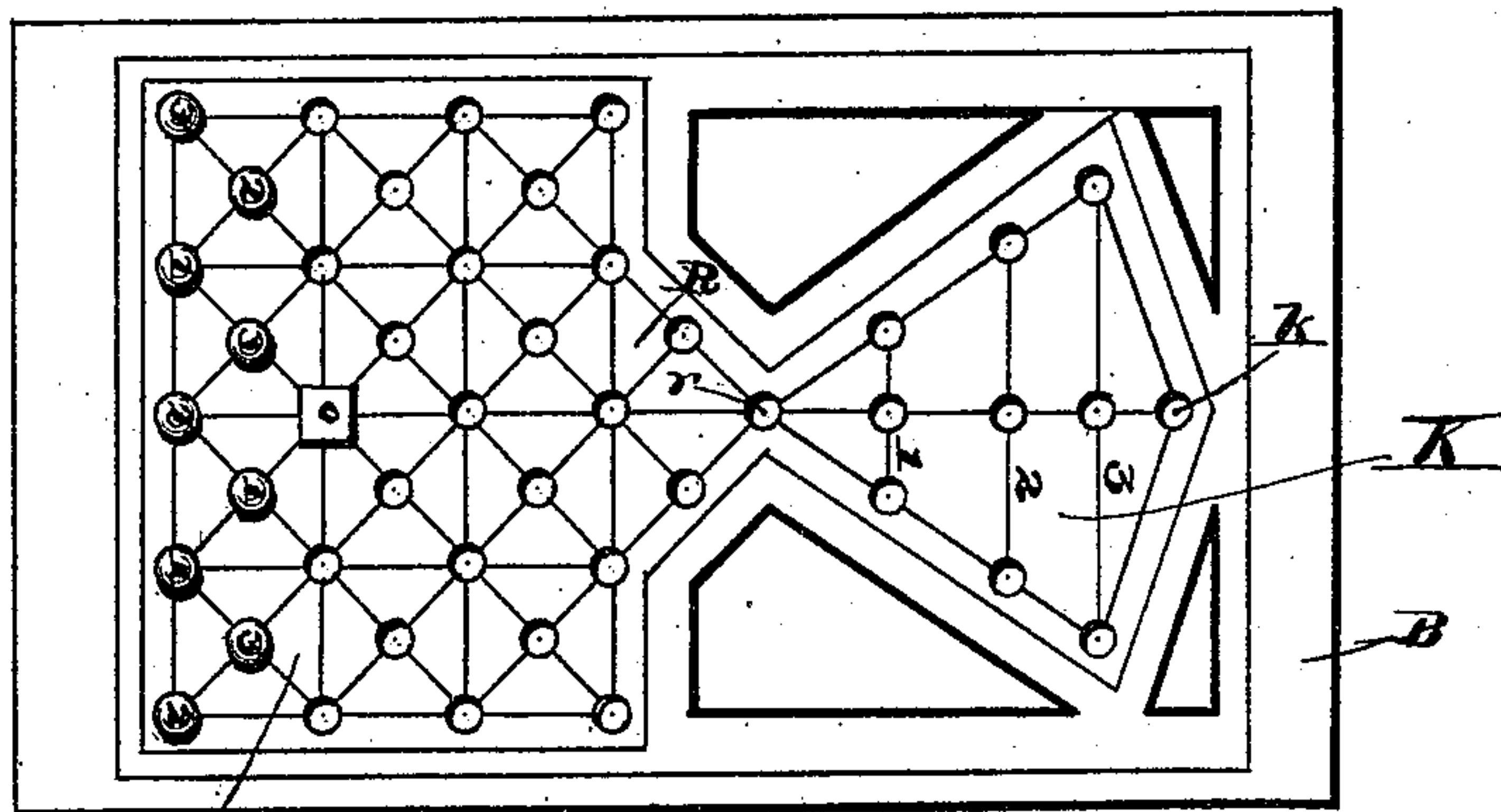


Fig. 2

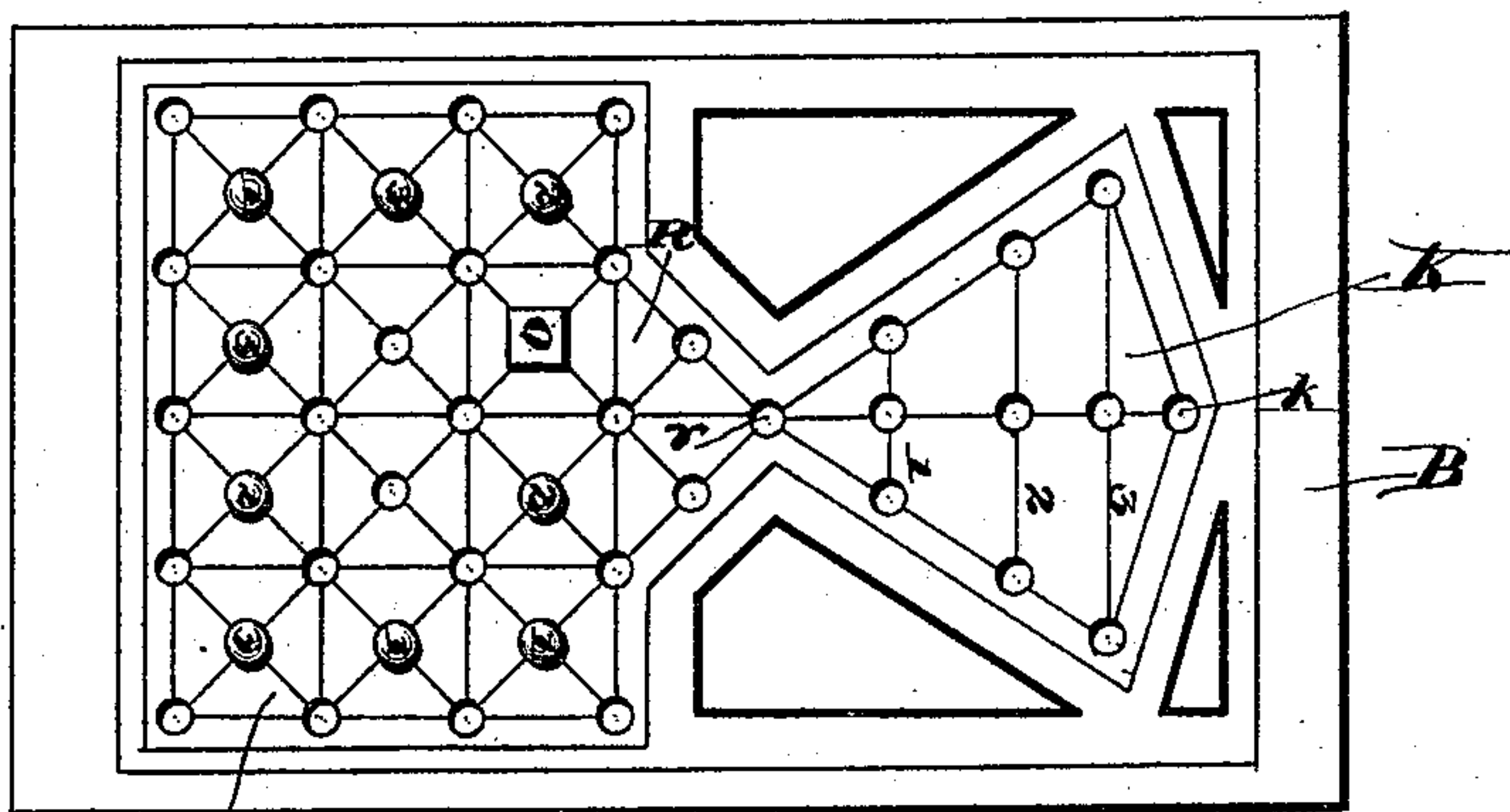
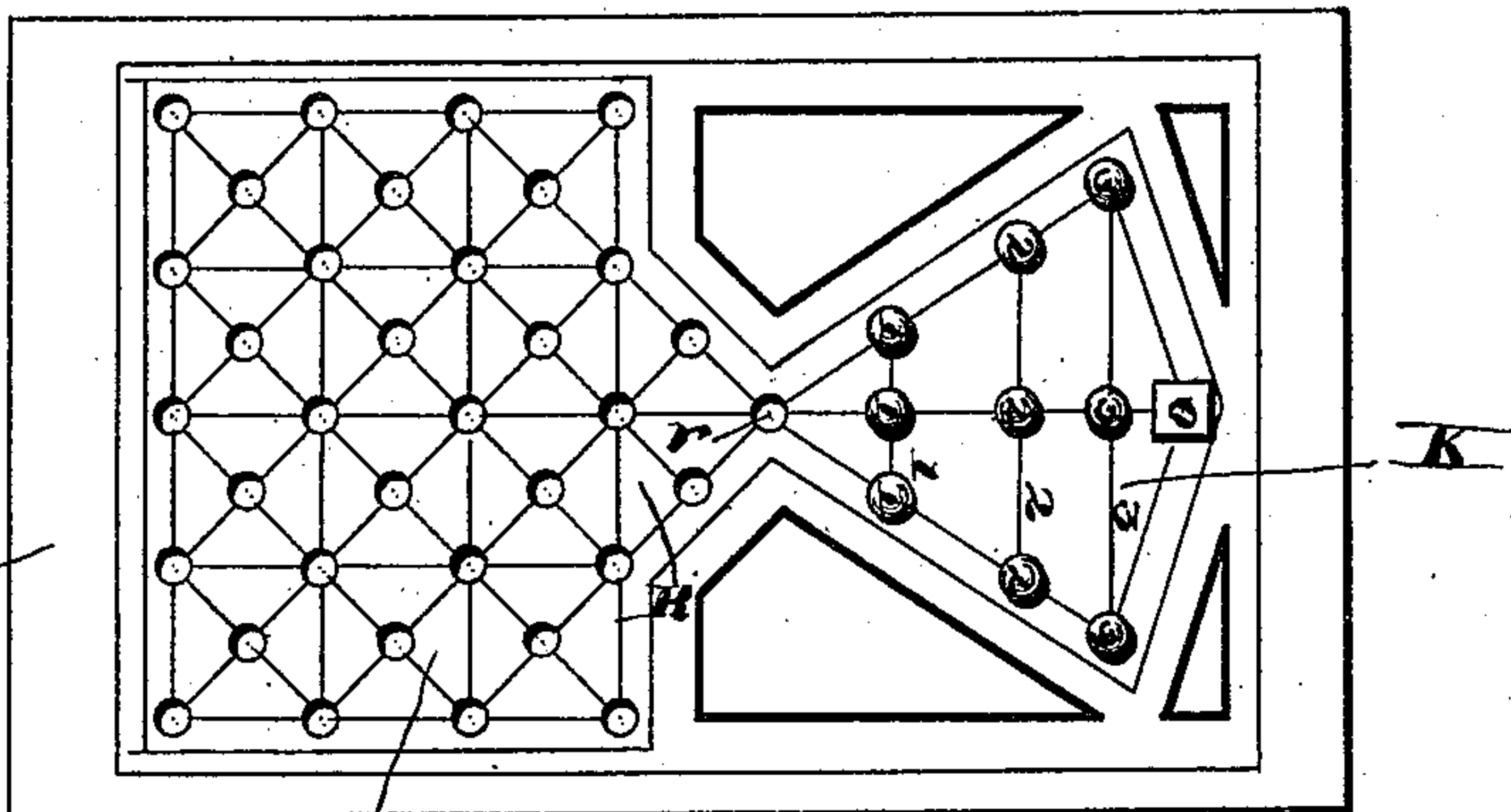


Fig. 3



Witnesses

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UNITED STATES PATENT OFFICE.

DAVID HAAS, OF PALO ALTO, PENNSYLVANIA, ASSIGNOR OF ONE-HALF TO
JOHN H. CARR, OF SAME PLACE.

GAME.

SPECIFICATION forming part of Letters Patent No. 441,619, dated November 25, 1890.

Application filed January 23, 1890. Serial No. 337,794. (No model.)

To all whom it may concern:

Be it known that I, DAVID HAAS, a citizen of the United States, residing at Palo Alto, in the county of Schuylkill and State of Pennsylvania, have invented a new and useful Game, of which the following is a specification.

This invention has reference to games of that class in which a number of plugs or marbles differently colored are seated in holes or rested in sockets in a board, and the game is solved by jumping these plugs or marbles one over the other so as to produce figures of a certain size and shape on the board or to assemble the plugs in certain relative positions at a certain part of the board; and the details of and the manner of playing which will be hereinafter more fully described.

In the accompanying drawings, Figure 1 is a plan view of the so-called "board" with the plugs thereon arranged as at the commencement of the game. Fig. 2 shows the plugs arranged in the form of a rectangle. Fig. 3 shows them arranged as it is desired to have them at the completion of the game.

The letter B designates a board, upon the surface of which may be marked the figures hereinafter described, and the game may be played with checkers or men, or in the body of which board may be provided a number of sockets, the game being played with marbles, but which board is preferably provided simply with a number of holes arranged in the form hereinafter described and the game played with plugs adapted to be inserted in and removed from said holes as required. At the lower end of this board or that part which is to stand near the player I preferably arrange a rectangular space of about four holes deep and five holes wide, which I call the "field," and have designated by the letter F, lateral, longitudinal, and oblique lines being drawn across this field and passing through all of the holes therein, as illustrated. At the intersection of the oblique lines I provide a set of holes, four wide and three deep, which naturally comes at the center of the twelve small squares contained within the field. At the top of the field I locate a triangular figure that I will call the "roof," and which com-

prises extensions of two of the oblique lines passing through the second and fourth holes of the upper line of the field, which extensions are continued upwardly until they meet in a single hole *r*, which is located above and in line with the central vertical row of holes in the field. Above this figure I locate another figure, which I prefer to call the "quadrilateral," because it has four sides and is of approximately kiteshape. This kite K is bounded by extensions of the oblique lines which form the roof R, which extensions are continued upwardly to the outer corners of the quadrilateral, whence the side lines converge and meet in a hole *k* near the upper edge of the board B. The central line through the field and roof is continued up upwardly through the quadrilateral and terminates in this uppermost hole *k*. Across the quadrilateral are drawn three lines, which I have numbered 1, 2, and 3, and at the points where these lines intersect with the side lines and where they cross the central vertical line three holes are formed, all as shown in the accompanying drawings.

The game is played with ten plugs, one of which is larger and of different shape than the others and may be of different color, and this plug I have designated by a cipher upon its head. The remaining nine plugs are of three different colors, three of each color, and I have designated those of like color by the same numerals upon their heads—the numeral 1, for instance, indicating pink, 2 blue, and 3 red.

The board being constructed as above described and the plugs provided, the game is played in the following manner: The plugs are mixed indiscriminately in the hands. The large one is inserted in one of the holes in the third lateral row from the bottom of the field, and the remaining nine are inserted in the nine holes in the two lower lateral rows in the field, as shown in Fig. 1, without any special location of the different colors. The player then commences by jumping one plug over another up the longitudinal lines of the field or upon its oblique lines in an upward direction, but never backward toward himself, and jumping over and using the odd plug the same as any of the others until the

group is moved upward over the field and comes to the roof R. Considerable ingenuity must now be exercised to jump all the plugs by the single hole r and still leave none remaining in the field or in the roof, and the game is solved when the plugs are all jumped into the quadrilateral with the large plug in the uppermost hole k . When the player has mastered this much of the game, it can be made more difficult and more interesting by requiring that the game can only be solved by having all of the pink plugs 1 seated in the holes across the line 1, the blue plugs 2 across the line 2, and the red plugs 3 across the uppermost line 3, all as shown in Fig. 3.

Another feature of this improved game which will manifest itself to the observant player is that the field F is composed of thirty-two holes connected by longitudinal, lateral, and oblique lines, and these holes and lines include a great variety of figures, such as squares, diamonds, rectangles, triangles, and many other figures. The player can amuse himself by seeking to jump the plugs into positions where they will form some of these figures, starting, if he please, with the plugs in the quadrilateral, as shown in Fig. 3; or he may simply arrange the plugs to form any figure desired and at the request of another party—as, for instance, when the player is a small child and the device is used in kindergarten schools or elsewhere for the purpose of teaching the child the shape of geometric figures.

Fig. 2 shows the plugs arranged in the form of a rectangle parallel with the rectangle formed by the side lines of the field; but it will be obvious that this is only one of a great number of figures that can be made upon the field with or without including the holes in the roof R and by the use of all or only a portion of the ten plugs.

Having described my invention, what I claim is—

1. A game consisting of a board provided with a number of holes connected by lines and arranged in the shape of a quadrilateral at one end of the board, with ten holes in its face, a field at the other end of the board with a large number of holes in its face and a single hole at the point where said quadrilateral and field connect, and ten plugs

adapted to be seated in said holes, substantially as described.

2. A game consisting of a board provided with a number of holes connected by lines arranged in the shape of a quadrilateral at one end of the board, with ten holes in its face, a rectangular field at the other end of the board with a large number of holes in its face, a triangular roof at the top of the field having a single hole at its apex connecting it with the lower end of the quadrilateral, and ten plugs adapted to be seated in said holes, substantially as described.

3. A game consisting of a board provided with a number of holes connected by lines and arranged in the shape of a quadrilateral K at the upper end of the board, provided with a single hole k at its uppermost point and nine other holes in its face, a field F at the other end of the board provided with a large number of holes in its face and a single hole r at the points where the quadrilateral and field connect, and ten plugs adapted to be seated in said holes, one of the plugs for said uppermost hole k being of different size and shape from the others, substantially as described.

4. A game consisting of a board provided with a number of holes connected by lines and arranged in the shape of a quadrilateral K at the upper end of the board, provided with a single hole k at its uppermost point and nine other holes in its face arranged in lateral rows 1, 2, and 3, a rectangular field F at the other end of the board with a large number of holes in its face, a single hole r at the point where said quadrilateral and field connect, and ten plugs, one of them O adapted to be seated in said uppermost hole k , the other nine being arranged in three colors 1, 2, and 3, adapted to be seated in the holes of each of said lateral lines in the quadrilateral at the completion of the game, substantially as described.

In testimony that I claim the foregoing as my own I have hereto affixed my signature in presence of two witnesses.

DAVID HAAS.

Witnesses:

JOHN AMOY,
MICHAEL STINE.