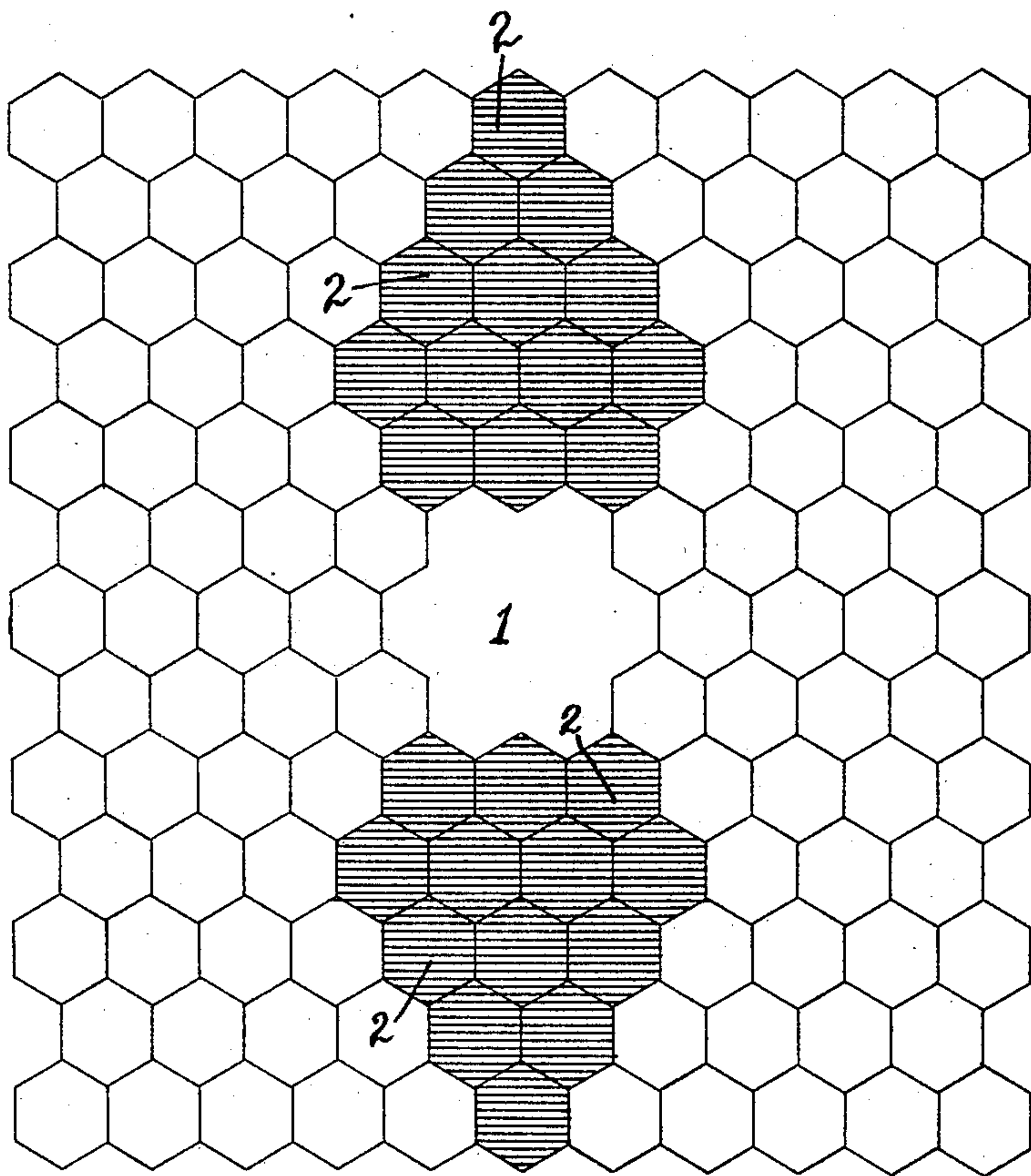


(No Model.)

T. HILL.  
GAME BOARD.

No. 452,133.

Patented May 12, 1891.



Witnesses

*E. E. Rind.*

*C. R. Duffett.*

Inventor

*Thomas Hill*

# UNITED STATES PATENT OFFICE.

THOMAS HILL, OF PORTLAND, MAINE, ASSIGNOR TO THE MILTON BRADLEY COMPANY, OF SPRINGFIELD, MASSACHUSETTS.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 452,133, dated May 12, 1891.

Application filed November 8, 1890. Serial No. 370,719. (No model.)

*To all whom it may concern:*

Be it known that I, THOMAS HILL, a citizen of the United States, residing at Portland, in the county of Cumberland and State of Maine, have invented certain new and useful Improvements in Game-Boards; and I do hereby declare that the following is a full, clear, and exact description of the invention, which will enable others skilled in the art to which it ap-  
10 pertains to make and use the same.

This invention relates to improvements in devices for playing a new game of skill employing a game-board and suitable movable men.

15 The invention embodies, essentially, a game-board having an internal space and a surrounding portion which consists of a multiplicity of closely-disposed or adjoining hexagonal spaces and series of said spaces which  
20 are successively adjacent, forming circuits around the said internal portion, and whereby from said hexagonal formation of the individual spaces any thereof in a circuit may be entered from either of six directions, and  
25 certain and separated groups of said hexagonal spaces at different portions of the board having indications whereby they may be distinguished from the spaces intermediate of the said groups, and all for a manner of use  
30 substantially as hereinafter described.

In the drawing, the figure is a plan view of the game-board, as constructed under the most approved design.

Describing the board as shown in the figure, the same, which is of rectangular form, is constructed interiorly with a figure or space 1, outside of which and nearly or quite to the edges of the board are a multiplicity (here one hundred and thirty) of hexagons  
40 nestled together, so that the sides of one hexagon form also sides of contiguous hexagons, and it will be seen that moving a man from any of the outlying hexagonal spaces into and through successively adjacent of the out-  
45 lying spaces a circuit may be made around the board, an infinite number of such circuits inhering or being possible under the construction or arrangement. At opposite sides of the board are groups 2 2, each consisting

of thirteen of the spaces, which by suitable shading or coloring are distinguishable from the other outlying spaces which intervene between said groups 2 2. One of said groups 2 is to be filled with thirteen men of one color or distinguishing characteristics, while the  
55 opposite group is to be filled with thirteen men of dissimilar appearance.

In playing the game one player is to run his thirteen men around the central space in one direction while the opponent runs his  
60 men around in the opposite direction, the two parties struggling through and past each other. The player who first succeeds in running his men around the central space through whatever circuits he may and then packs them  
65 into the group of spaces 2, whence they started, becomes the victor. As the game partakes of the nature of a race and not a battle all the men remain on the board during the entire game. Players may alternately move  
70 one of their men and may accelerate the run when such can be done by jumping straight over an opponent's man into an unoccupied hexagonal space. A player may jump his own men when the condition above indi-  
75 cated prevails, and again a man may not be compelled to jump nor is a jumped man affected. The moves of the players may be controlled by the throw of dice or the spinning of a figured wheel or teetotum. From  
80 the hexagonal formation of the spaces surrounding the internal space 1 any thereof in any circuit may be entered from either of six directions, and thereby the courses traveled by men between the time of leaving their po-  
85 sitions at one side and returning to the same at the opposite side may be sinuous or have detours.

What I claim as my invention is—

A game-board having an internal space and  
90 a surrounding portion which consists of a multiplicity of closely-disposed or adjoining hexagonal spaces, and series of said spaces which are successively adjacent forming circuits around the said internal portion, and  
95 whereby from said hexagonal formation of the individual spaces any thereof in a circuit may be entered from either of six directions



and certain and separated groups of said  
hexagonal spaces at different portions of the  
board having indications whereby they may  
be distinguished from the spaces interme-  
5 diate of the said groups, and all for a man-  
ner of use substantially as described.  
In testimony that I claim the foregoing as

my invention I have hereunto set my hand  
this 5th day of November, A. D. 1890.

THOMAS HILL.

In presence of—  
GEO. E. BIRD,  
C. R. DUFFETT.