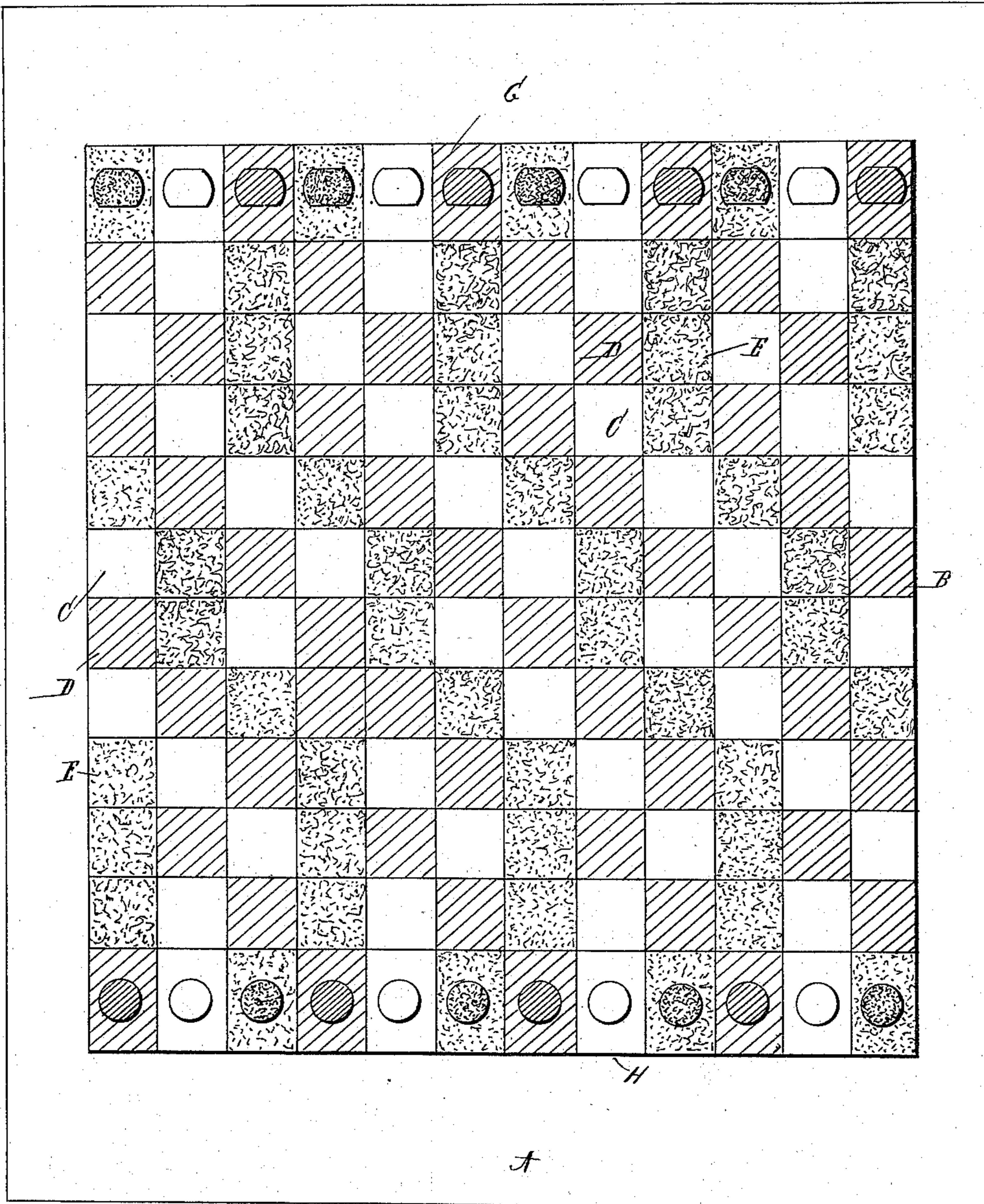


(No Model.)

C. O. TRUEX.
GAME DEVICE.

No. 571,464.

Patented Nov. 17, 1896.



WITNESSES:

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UNITED STATES PATENT OFFICE.

CHARLES OAKLEY TRUEX, OF NEW YORK, N. Y.

GAME DEVICE.

SPECIFICATION forming part of Letters Patent No. 571,464, dated November 17, 1896.

Application filed March 11, 1896. Serial No. 582,727. (No model.)

To all whom it may concern:

Be it known that I, CHARLES OAKLEY TRUEX, a citizen of the United States, and a resident of New York, in the county of New York and State of New York, have invented certain new and useful Improvements in Game Devices, of which the following is a specification, reference being had to the accompanying drawing, forming a part thereof, in which similar letters of reference indicate corresponding parts.

This invention relates to game devices, and the object thereof is to provide an improved game-board or similar device, and also an improved game which is played on a board similar to a checker or chess board, and the invention is fully disclosed in the following specification, of which the accompanying drawing forms a part, said drawing being a plan view of my improved game-board, showing also a plurality of blocks or men by which the game is played.

In the practice of my invention I provide a board A, on which is formed, by means of longitudinal and transverse lines, a game-board B, which is rectangular in form. I also preferably provide thirteen longitudinal and thirteen transverse lines, by means of which the board B is divided into twelve longitudinal and twelve transverse spaces, which are each divided into squares, and the squares thus formed are designated by three different colors, the colors employed being preferably red, white, and blue, and being designated as C, D, and E.

The arrangement of the differently-colored blocks is clearly shown in the drawing, and the game is played by means of twenty-four disks or blocks, which are intended to represent men, twelve of which are of a different form from the other twelve, and the blocks or disks are colored in the same manner as the squares of the board, the colors red, white, and blue being preferably employed, and it will also be seen that the rows of spaces at the opposite ends, as shown at G and H, are evenly divided. In other words, the end rows of each are provided with four red, four white, and four blue squares or spaces, and the squares or spaces in the end rows are also preferably larger than the others.

In practice one player places the red, white,

and blue pieces of one shape and size on the twelve spaces at his end of the board, and the other will place the twelve red, white, and blue pieces of a different shape and size on the spaces in the end line at his end of the board, each block or disk being placed on a space the color of which corresponds therewith.

The object of the game is to transfer the blocks or disks from one end of the board to the other and into the spaces the colors of which correspond therewith, and the player who first succeeds in this object wins the game.

Either player may move first, as usual in games of this class, and after the first move the players move alternately. The disks, blocks, or pieces, which represent the men, are advanced from the starting end of the board to the opposite end either by moving or jumping, or both, and these moves or jumps are as follows: Any piece may be advanced by moving it in any straight direction from its starting-place, either backward, forward, or diagonally, (but cannot be moved in a side-wise or lateral direction,) to any other space of a similar color to the piece moved, but the move must be made only to an adjacent space, and no space can be skipped.

In jumping, any piece of a certain color may be advanced by jumping in a straight line over any single space occupied by any piece belonging to either side to the space adjacent in such straight line to the occupied space so jumped, and must remain there until the next turn. Jumping may be done in any direction, either backward, forward, diagonally, or otherwise, and any number of spaces occupied by pieces of either side may be jumped, provided the piece advanced by jumping land finally on a space of its own color, and it will therefore be observed that a piece advanced by jumping may jump over an occupied space onto an unoccupied space of a different color if it is possible in the same play to continue jumping from such unoccupied space of a different color over any space or spaces until the piece so advanced by jumping finally lands or is placed upon a space of its own color.

In jumping, any or all directions may be followed in one play, if necessary or desired, provided the piece land on a space of its own

color, as above directed. Both a jump and a move cannot be made in one play, but where a player chooses to move he cannot jump also, and only one piece can occupy a space at the same time.

As it is possible for a player to so advance the pieces by moving or jumping, or both, that the desired result cannot be obtained, the game is an interesting one as a game of solitaire, the player in this case choosing but one set of pieces.

This game is exceedingly interesting and entertaining and may be played by any desired number of people, and my invention is not limited to the colors employed, nor to the shape of the board, nor to the number of pieces, and I reserve the right to make all such changes therein and modifications thereof as fairly come within the scope of the invention.

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

The herein-described game-board which is

divided by transverse and longitudinal lines, whereby a square is formed, which is divided into squares or spaces, said squares or spaces being distinctively colored, three different colors being employed, and the variously-colored spaces being arranged as herein described, said square also consisting of twelve rows of longitudinal and transverse rows, of the spaces referred to, and twenty-four blocks, disks or pieces which represent men, twelve of which are different in form from the others, and the blocks, disks or pieces of each twelve being also distinctively colored, the colors employed being similar to those of the spaces, substantially as shown and described.

In testimony that I claim the foregoing as my invention I have signed my name, in presence of the subscribing witnesses, this 9th day of March, 1896.

CHARLES OAKLEY TRUEX.

Witnesses:

C. GERST,

M. B. HARRIS.