

(No Model.)

S. H. STRASSER.
GAME APPARATUS.

No. 589,447.

Patented Sept. 7, 1897.

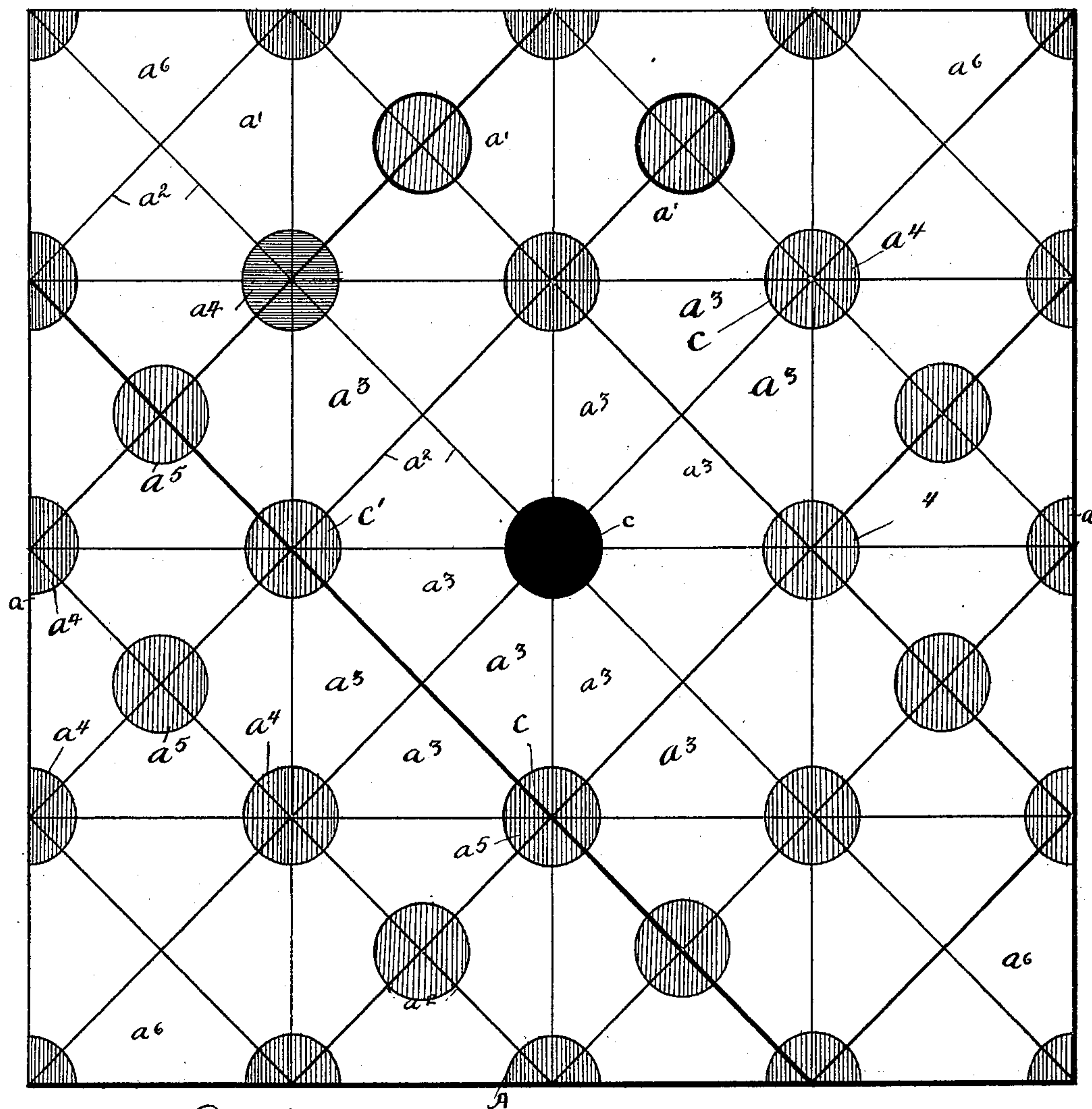
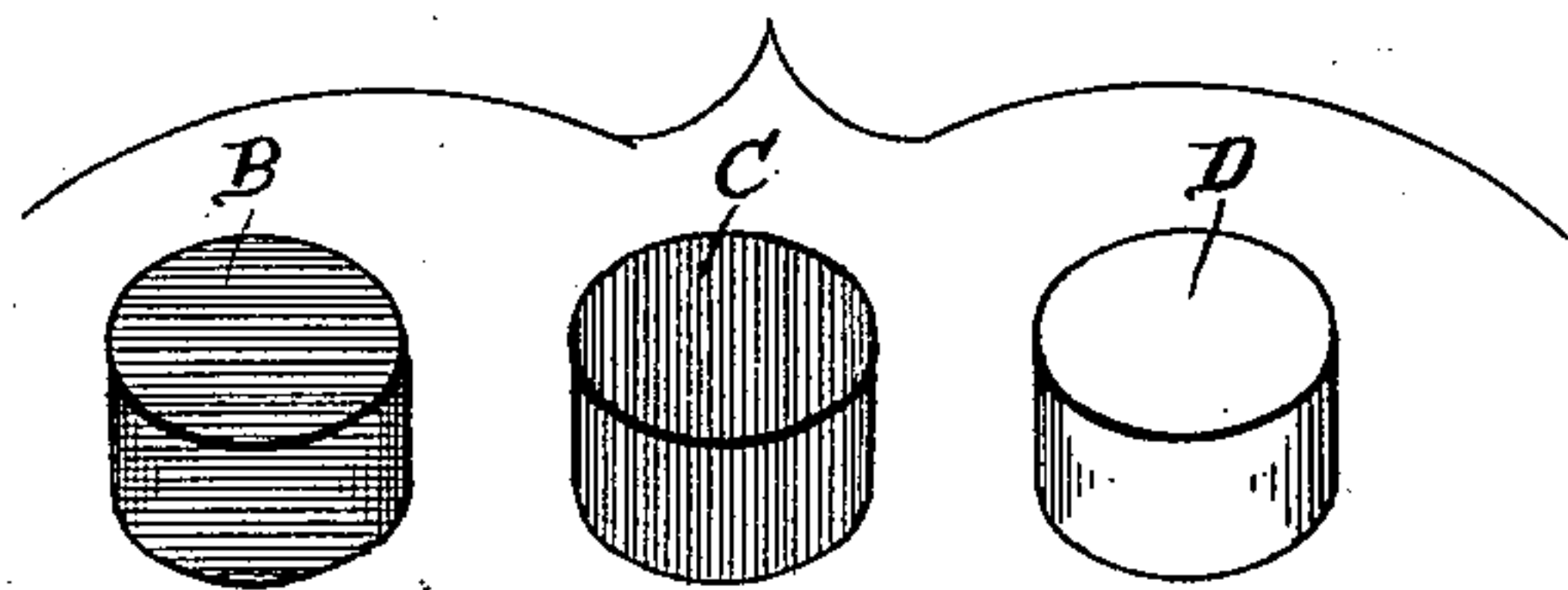


Fig. 1.



W. Aug. 2.

WITNESSES

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 589,447, dated September 7, 1897.

Application filed November 28, 1896. Serial No. 613,763. (No model.)

To all whom it may concern:

Be it known that I, SYLVESTER H. STRASSER, a citizen of the United States, residing at Columbus, in the county of Franklin and State of Ohio, have invented certain new and useful Improvements in Games; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to improvements in game apparatus; and it consists of certain novel constructions, all of which will be hereinafter more particularly set forth and claimed.

In the accompanying drawings, forming a part of this specification, Figure 1 represents a top plan view of a board embodying my invention. Fig. 2 represents a perspective view of the three playing-checkers.

A in the drawings represents the playing-board, and B, C, and D the checkers.

The board is preferably made in two sections $a a$, hinged together, so that the said board may be closed into a compact space for packing away into a box or other receptacle. This base is divided by suitable lines into a number of adjoining squares a' , preferably sixteen. Each of the squares have two diagonal lines a drawn through the same. A goal disk or ring c is provided at the center of the board and other disks c' at the intersecting corners of the four squares $a^3 a^3$. Disks or rings a^4 are provided at each corner of each square, and similar disks a^5 at the intersecting points of the diagonal lines of the squares whose sides abut against the sides of the squares a^3 , the said disks being omitted in the centers of the squares a^3 and the corner squares of the board a^6 .

The checkers B, C, and D are constructed of any desired material and are cylindrical in shape, their diameters being such as to cover the disks c , c' , a^4 , and a^5 when placed thereon. They are colored, respectively, red, blue, and white.

In playing the game any suitable dice or checkers may be employed.

The game is played as follows: First the dice are thrown by the three players, the player throwing the highest number takes the red checker, which is considered "it." The sec-

ond highest amount thrown takes the blue checker and the lowest the white checker. The red checker is placed upon the goal c and the players holding the blue and red checkers place them upon any one of the disks $c' a^4 a^5$, according to their own judgment. The dice are thrown again, the holder of the red checker leading. He moves according to the number of points thrown by the dice, moving on diagonal lines only, counting each disk he passes as one. The red checker in its movements cannot twice pass the same line during one move, and the object is to cause said red checker to overtake the blue checker and jump the same, as in the game of checkers. The red checker in jumping the blue checker must make the jump in a straight line and must have thrown the proper number with the dice to take him just one disk beyond the blue checker. After the red checker has been moved the player of the blue checker throws the dice and moves his checker to such a position as to avoid the red checker and prevent being jumped. The blue or white checkers cannot rest upon the goal at any time. The blue checker in moving tries to secure a position that the white checker cannot cross. When the player of a white checker gets his throw of the dice, he tries to cross the red or the blue checkers on diagonal lines, and if he crosses either one of the same three times it sends the red checker back to the goal, the same colored checker being retained by all the players, and the game commences anew. When the red checker succeeds in jumping the blue checker, the latter becomes "it" and takes the red checker, while the player of the white checker takes the blue checker, the player giving up the red checker taking the white checker. The player who is first forced to start with red checker from goal three times loses the game.

The board A may be constructed of any desirable material and the lines and disks either printed, stamped, or inlaid upon the same.

In the movements of any of the checkers it is not permissible for a checker to cross the same line twice during one movement.

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

1. In a game apparatus the combination of

a board having its upper surface divided into a plurality of adjoining squares, each having two crossed diagonal lines drawn through the same, disks or circles at the corners of the
5 said squares, and disks or circles at the intersecting points of a number of diagonal lines, and a central disk or circle, and suitable checkers adapted to be moved over said board, substantially as described.

10 2. In a game apparatus the combination of a board having its upper surface divided into sixteen squares, of a central disk or circle upon said board, disks or circles at the corners of each of the squares, two crossed diag-

onal lines drawn through each of the squares, 15 and disks or circles at the intersecting points of the diagonal lines of the squares whose sides adjoin the four squares surrounding the center, and suitable checkers of different color adapted to be moved over said board, 20 substantially as described.

In testimony whereof I have signed this specification in the presence of two subscribing witnesses.

SYLVESTER H. STRASSER.

Witnesses:

GUSTAVE C. BEREITER,
HAROLD B. GATCH.