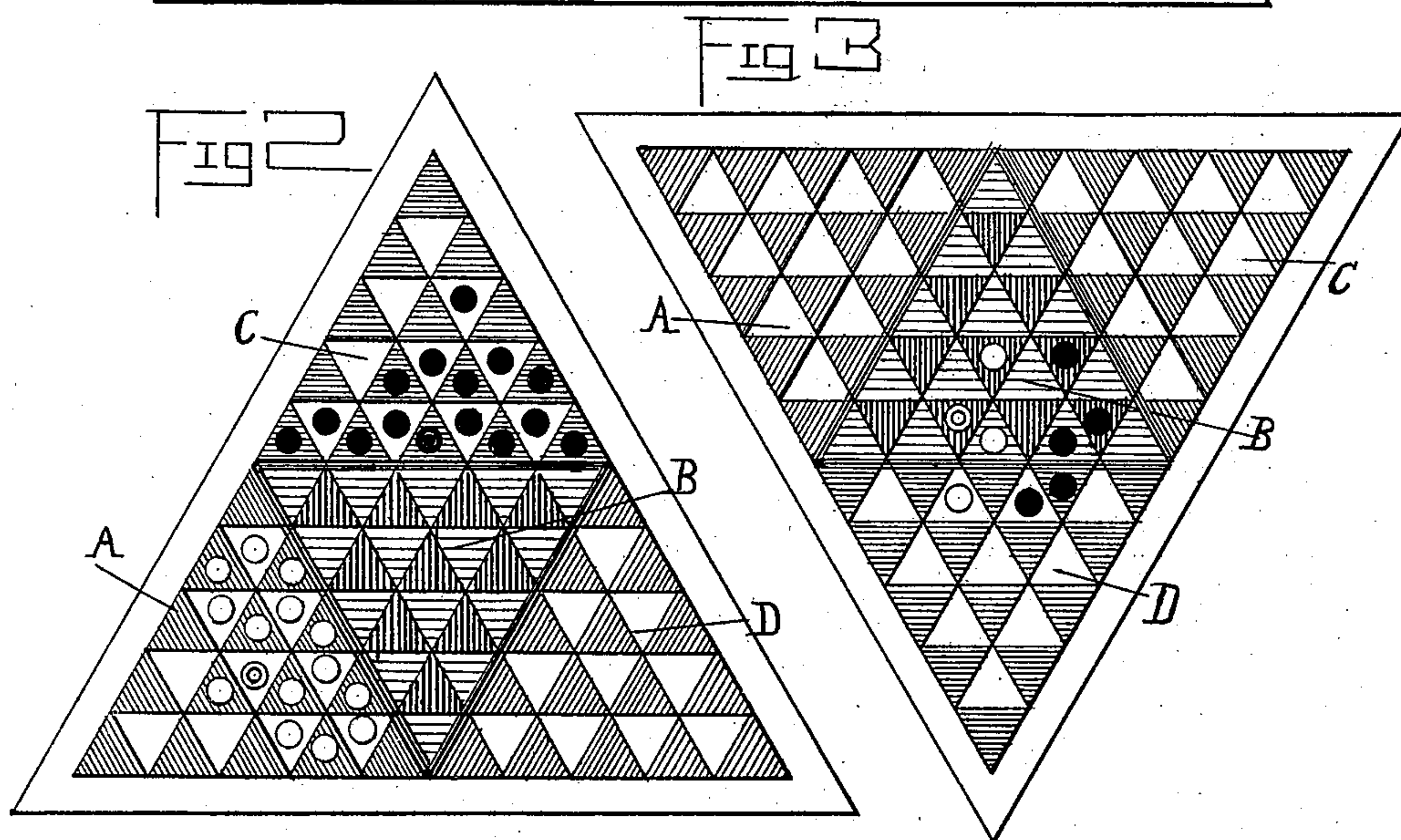
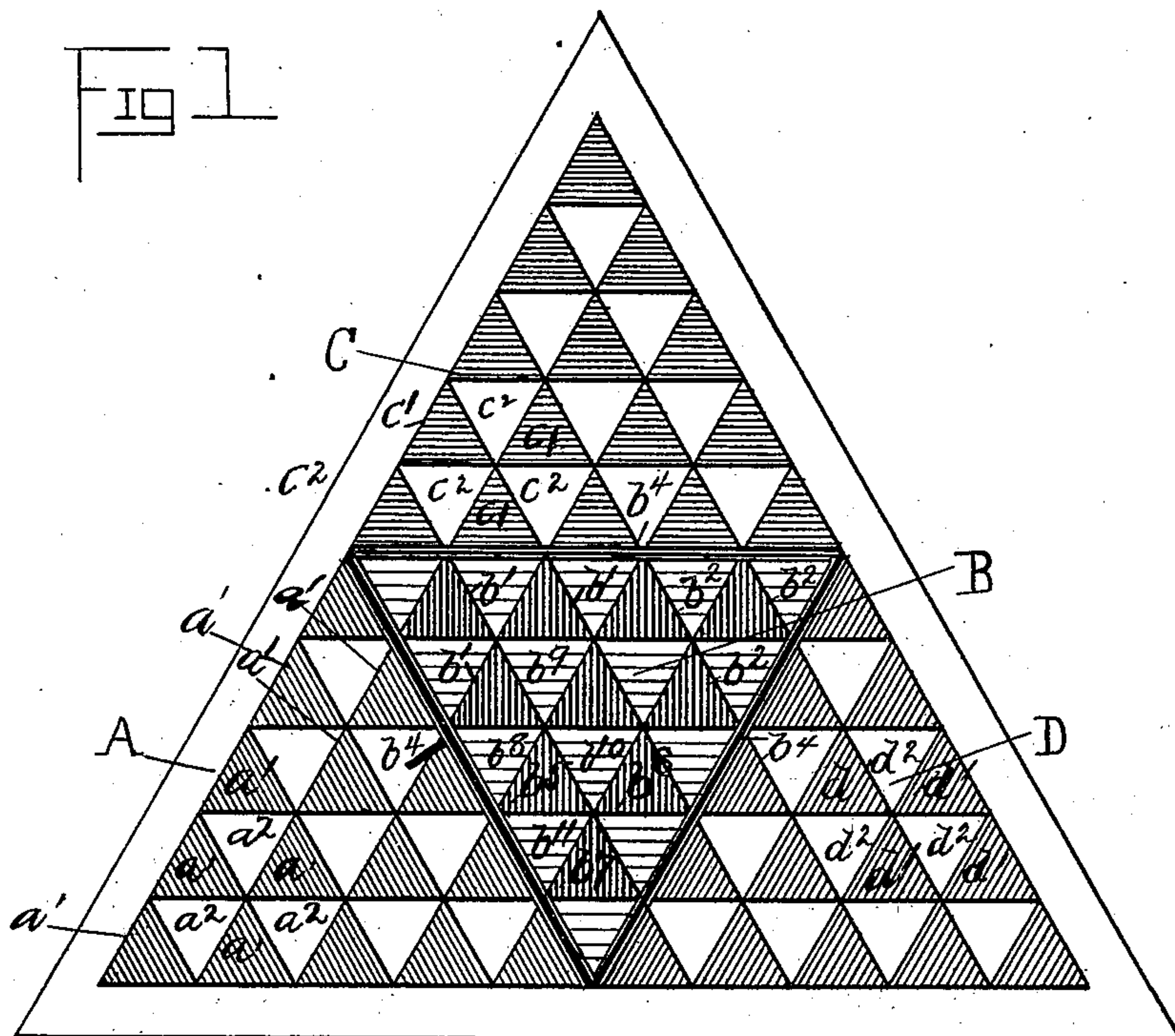


(No Model.)

S. P. ANDERTON.
GAME APPARATUS.

No. 598,969.

Patented Feb. 15, 1898.



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INVENTOR

WITNESSES:

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 598,969, dated February 15, 1898.

Application filed April 14, 1897. Serial No. 632,128. (No model.)

To all whom it may concern:

Be it known that I, STEPHEN P. ANDERTON, 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 a certain new and useful Game and Apparatus Therefor, of which the following is a specification.

My invention relates to a new and useful game and game apparatus, and more particularly to that class of games which are played by means of movements of men or figures upon certain figured boards or surfaces and according to well-defined and certain rules.

The object of my invention is to provide a game which will be useful and instructive as well as novel and attractive and which may become sufficiently scientific, when fully developed, to warrant close study and application.

I have illustrated my invention by the accompanying drawings, in which like letters of reference will refer to like parts throughout the various figures.

Figure 1 is a plan view of the board or surface upon which the game is played. Fig. 2 is also a plan view with figures or men placed in position to commence a game. Fig. 3 is a similar view showing the game well advanced and position of the various pieces.

The game may be compared to, and, in fact, is adapted closely to resemble, a battle between two opposing armies for the possession of some height or fortification or some position of importance, each striving and battling for the goal, the stronger and more strategic of the two finally winning the field and taking possession of the desired ground. Likewise the game is played by two forces of men, each contending against the other and each attempting to force its way through the hosts of the other to take possession of the goal, to the exclusion and annihilation of the opposing force.

The main field or surface upon which the game is played is in the shape of an equilateral triangle, and this is divided into four similar fields by connecting the middle points of the sides of the main field or triangle by the borders $b^4 b^4 b^4$, which separate the various fields. The specific object and duties of these borders or barriers will be more particularly

hereinafter described. It will be seen that these barriers divide the main triangle into four equilateral triangles A B C D, the triangles A and C being called the "camps" of the two forces and from which the movements of the men proceed, triangle D the "goal," and triangle B being called the "battle-ground" or simply the "field."

For the purpose of regulating and governing the movements of the men the various camps, fields, and goal are subdivided into small equilateral triangles, as shown, the alternate triangles being colored alike and connected at the apex of each triangle, as $a' a' a'$, $b' b' b'$, $c' c' c'$, and $d' d' d'$, and the adjacent triangles likewise colored alike, but of a different color, as $a^2 a^2 a^2$, $b^2 b^2 b^2$, $c^2 c^2 c^2$, and $d^2 d^2 d^2$ —that is to say, if $a' a' a'$ were dark colors $a^2 a^2 a^2$ would be light. It has been found preferable to color the field B in different colors from the camps A and C and the goal D, so as to preserve a distinction between the various fields and still retain the relative shades of light and dark. For instance, if the triangles in A were white and black those in the field B could be light red and dark green, or other suitable colors different from those in A, and the barriers $b^4 b^4 b^4$ each side of the border of still different color around the field B, tending to still further separate the camps from the field. The camps and goal may be colored alike.

A point essential to be taken into consideration is the fact that in the triangle or field B, as shown in the drawings, the number of light triangles does not equal the number of light triangles in the camps A and C and the goal D, but is greater than the same and equal to the number of small triangles of the adverse color in each of the triangles A, D, and C, and, adversely, the number of dark triangles is less than the number of dark triangles in each of the other camps A and C and the goal D and equal to the number of triangles of the adverse color, and upon this difference in color rests one of the principal features of the game—the placing and disposing of the men—as will more particularly be explained in detail with the operation of the game. In Fig. 2 the positions of the men or figures used are shown. Such position, however, is deter-

mined by the desires and plans of the players. I use figures of any shape desirable as the "men" with which to make the various movements and have found it desirable to use fifteen pieces on each side, consisting of fourteen men and an individual or principal piece of different shape as a "major," and also I have found that the game can best be played with the fields and camps and goal each divided into twenty-five equilateral triangles, making one hundred small triangles in all; but I do not wish to be understood as limiting myself to either the number of pieces or triangles on the board.

I have found it advisable and therefore describe the play of the game as follows: The game is commenced by two persons, each having fifteen pieces, (fourteen of which are termed or called "men" and one piece called a "major.") Lots are drawn by the players in any of the well-known ways, and the winner has his option to choose either his right to play first or what is termed the "disposal." After determining his choice the alternate right belongs to his opponent—that is to say, if the player having the right should choose to move first the other would have the right of disposal, and vice versa. For the purpose of explanation, if the right of disposal is chosen then his opponent has to commence the game. The opponent arranges his fifteen pieces to suit his own plans on any of the twenty-five triangles within his camp, one piece only on a triangle, keeping behind the barrier b^4 , and on either color he sees fit—that is, he may place eight on black and seven on white, or twelve on white and three on black, or any number on either, just as he wishes; but after a piece is once placed on a space the movement of that piece is limited to the space or triangle of the same color, and in no case can the piece be placed on the triangle of the opposite color, except that it is the privilege of the major to be moved or to be placed on any triangle of either color at any time of the game and to move from one color to the other. The piece advances by moving to the adjacent space of the same color, one space or triangle at a time, as from b^5 to b^6 or b^7 or b^{11} , and should any of the opponent's pieces stand on the triangles to which any piece can be moved the opponent's piece may be removed or captured and the capturing piece takes its place. After the first player has arranged his men—say in camp A—the other player in the game, having the right of disposal, arranges or shapes his men according to what he believes will give him the most protection or advantage after studying the position of his opponent's pieces and the arrangement of them on the dark and light spaces and their respective positions, what the line of attack is to be, and after he has so arranged his pieces his opponent makes his first move, which is followed by his own, each player having alternate moves, no more than one move at a time, the object of the game being to advance the men

across the field B into the goal D to take possession of it and at the same time to capture and dispose of as many of the opponent's men as possible. After passing across the barrier b^4 b^4 from the various camps into the field B the men cannot again return to said camps; but while the men remain in their camps they can be moved either in the direction of the barriers b^4 b^4 or parallel to it, but not backward. When the men are in the field, they can be moved in any direction, but must keep to the spaces of their color. There is no jumping spaces, as in checkers. When a man is captured, the capturing piece must take the position of the captured one.

It is evident that in crossing field B with the men many strategic movements may be made—such as a flank movement to divert the attack in order to allow some of the men to advance freely, or a judicious sacrifice of a piece—and various plans and plots to cross the field may be devised similar to movements in chess and military tactics in order to defeat an opponent in the field, and thereby win the game finally by keeping the greater number of the men in the goal. The main battle is generally fought in the field, but the last struggle is between the opponent's men who reach the goal after passing b^4 , separating it from field B, the system of playing being exactly the same as when the men are in the field B. After the men have crossed this barrier they cannot return. The game is then continued until the opponent's force is annihilated and nothing remains but the men of the winner. It sometimes happens that opponent's men of adverse colors are left upon the field—that is, one man in black and the opponent in white. They cannot capture each other and the game is then "drawn." The player having the greater number of pieces in goal at the end of the game is the winner thereof.

The game is governed and regulated by proper rules and instructions which tend to make the game simple as well as interesting and scientific.

What I claim, and desire to secure by Letters Patent, is—

1. In a game and the apparatus therefor of the kind described, a game-board with a triangular field which is divided into four distinct separate and equal fields triangular in shape, the said fields being separated from each other by a border, and subdivided into smaller triangles, together with pieces or men for playing the game, substantially as described.

2. In a game and apparatus therefor, a center field triangular in shape and subdivided into smaller triangles and three adjacent fields of similar shape and subdivided into smaller triangles, and separated from the center field by a border or division line, and all said fields forming a large main field triangular in shape, together with pieces or men substantially as described.

3. In a game and the apparatus therefor,
a game-board with an equilateral triangular
field, subdivided into four equilateral tri-
angular fields, and these fields subdivided
5 into equilateral triangular spaces, the alter-
nate triangles in each one of said fields being
colored alike, and the adjacent triangles of a
different color, the center field being colored
differently from the surrounding fields, and
10 separated from said fields by a border, to-

gether with the pieces or men for playing the
game, substantially as described.

Signed at New York, in the county of New
York and State of New York, this 26th day of
March, A. D. 1897.

STEPHEN P. ANDERTON.

Witnesses:

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