

No. 607,013.

Patented July 12, 1898.

J. H. C. BOIG.
GAME APPARATUS.

(Application filed Sept. 27, 1897.)

(No Model.)

Fig. 1.

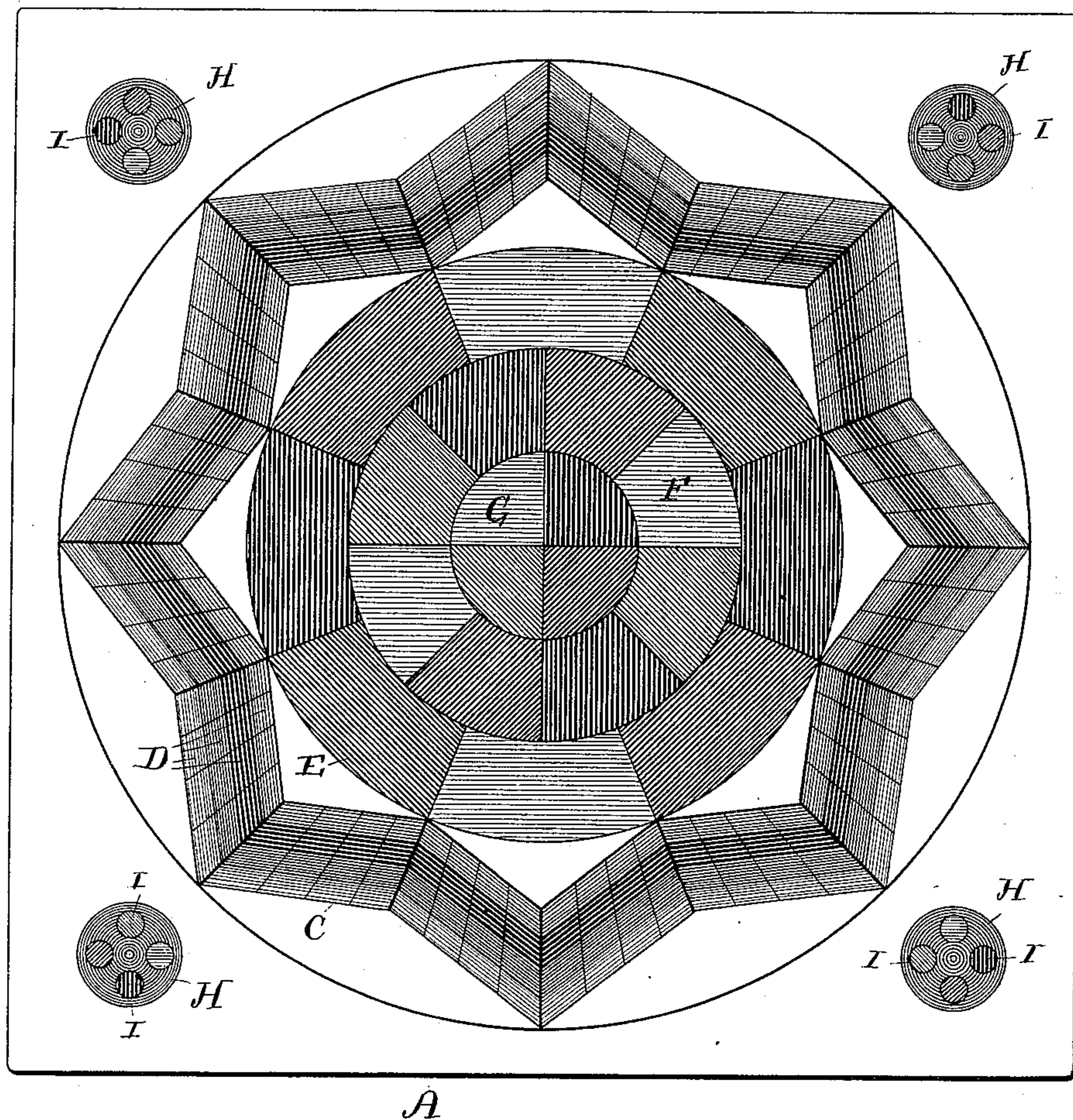


Fig. 2.



Fig. 3.



Witnesses

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 607,013, dated July 12, 1898.

Application filed September 27, 1897. Serial No. 653,118. (No model.)

To all whom it may concern:

Be it known that I, JAMES H. C. BOIG, a subject of the Queen of Great Britain, residing at Liverpool, England, have invented a certain new and amusing Game Apparatus, of which the following is a specification.

My invention relates to a new and amusing game apparatus upon which the game of cacho may be played, requiring both skill and chance for the winning thereof.

In the accompanying drawings, Figure 1 represents a plan of the apparatus; Fig. 2, an edge view thereof when folded, and Fig. 3 a perspective of one of the pawns.

The game apparatus consists of any suitable board or surface A, upon which is printed, lithographed, or otherwise inscribed a circle B, having therein an eight-pointed star C, which is formed by a zigzag band being subdivided into colored stripes D, preferably four in number, each being of a different color, and within this zigzag band is a circular band E, divided into eight sections made up of four alternating colors, and again within the last-named band is still another band F, which is likewise divided into eight spaces represented by four alternating colors, and finally a central disk G is divided into four sections, each represented by a different color. Upon the outside of the circles are located the disks H, each having four spots I therein, said spots corresponding in color to the four colors used upon the zigzag band and the central bands, and in playing the game four indicators or pawns of the design shown in Fig. 3 and lettered J are used.

Two, three, or four players may take part in the game, each player taking four pawns of the same color, placing them on the colored stripes within the zigzag band or star, the color of the pawns corresponding to the color of these stripes. This is the starting-point for each player, and the object of the game is that he finishes at the same point, and this zigzag band is called the "course." The first player being provided with a die and box shakes said box and throws the die into the center of the circle without placing the die upon any particular portion of said circle, so that whatever color the die rests upon in the twenty colored spaces the player moves his corresponding pawns along the course as

many squares as the die indicated—as, for instance, if one die goes upon green with six up and the other upon blue with three up the player moves his pawn standing upon green in the course six squares and the one on blue three squares. If both the dice should get on two separate yellows or on same yellow, the player moves his pawn in the course the total of the dice, and likewise for other colors. The pawns are moved to the left and the last player passes the dice-box to the player upon the right, who proceeds as just described. If two sixes are thrown, either in sections or on lines, the player has the privilege of a second throw; but if they are outside of the circle then only the one outside is permitted a second throw. If either die touches the line, however slight, this is a lost throw against that particular die, or both if both go on the line. No second throw is allowed except when two sixes are thrown. If the dice come outside the colored sections, it is a lost throw. If one pawn overtakes another and gets upon the same square, it is to be placed on top the other. The first pawn cannot thereafter move until set free by the second pawn moving from off the space. When any pawn has gone completely around and arrived at the last square or is able to go beyond, the pawn must be taken off the course and placed at the left hand of the player and same color as retired from—as, for instance, if a red pawn has reached the starting-point on red it is placed on a red spot in home circle. Whichever player gets the pawns home first wins the game. A fresh game may be now commenced or the present game continued to the end—that is, until all but one of the players have reached their home circles.

It often happens that an interesting and exciting game is lost by a would-be and expectant winner who has three pawns upon the home circle and only wants to get his last pawn upon said circle; but in throwing the dice they fail to fall in the particular color desired, therefore precluding the moving of the pawn, for if a player has three pawns upon the home circle and has only one left in blue to win the game the dice must go on a blue section; otherwise the player cannot count.

For convenience the board may be so made

as to be capable of being folded, as shown in Fig. 2, or, if desired, it may be solid.

Having thus fully described my invention, what I claim is—

- 5 In combination with a game-board having a band indicated thereon said band being divided into transverse spaces and also a number of concentric paths designated from each other, a circle contained within said band,
10 said circle being divided into spaces, said spaces being taken in groups, each group containing the same number of spaces as paths, and the spaces of each group being desig-

nated to correspond with said paths, groups of spots also designated to correspond with 15 the paths arranged in each corner, and blocks or disks for each group of spots designated similarly thereto, as and for the purpose described.

In testimony whereof I have hereunto affixed my signature in the presence of two subscribing witnesses. 20

JAMES H. C. BOIG.

Witnesses:

R. M. PIERCE,

ALLISON W. McCURDY.