

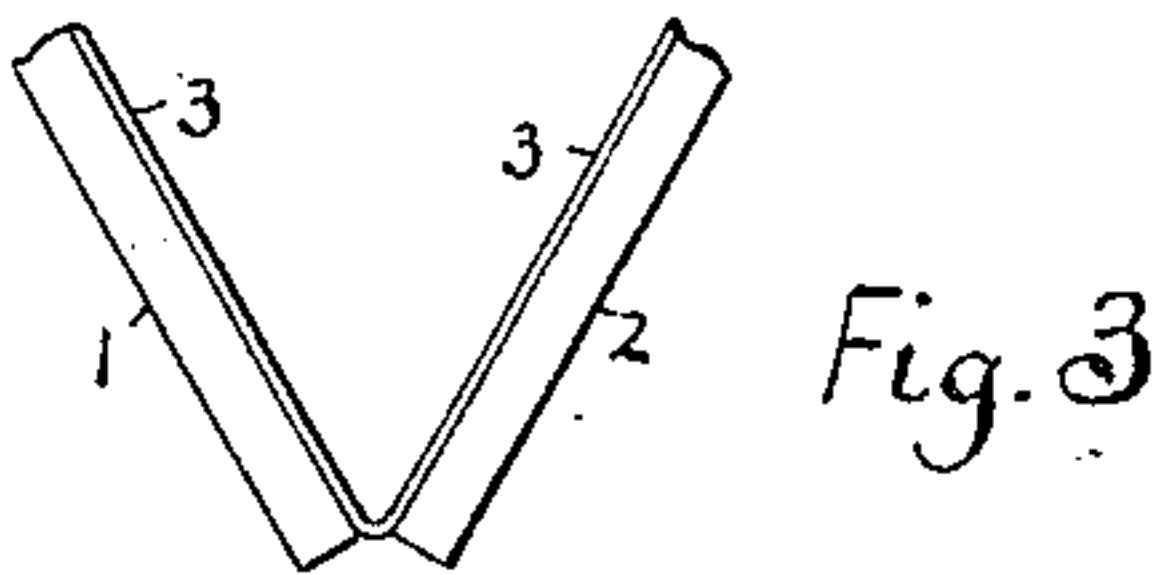
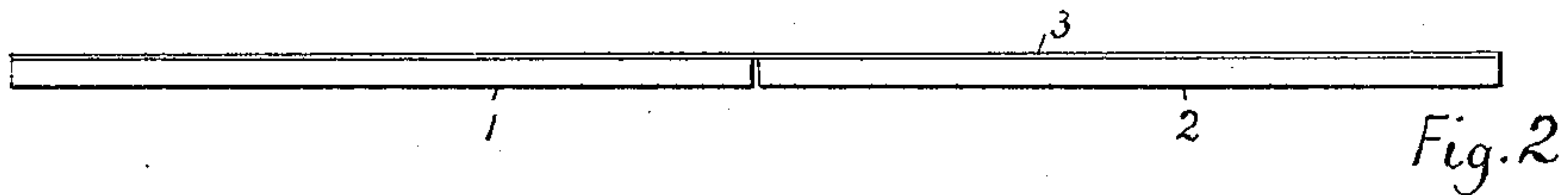
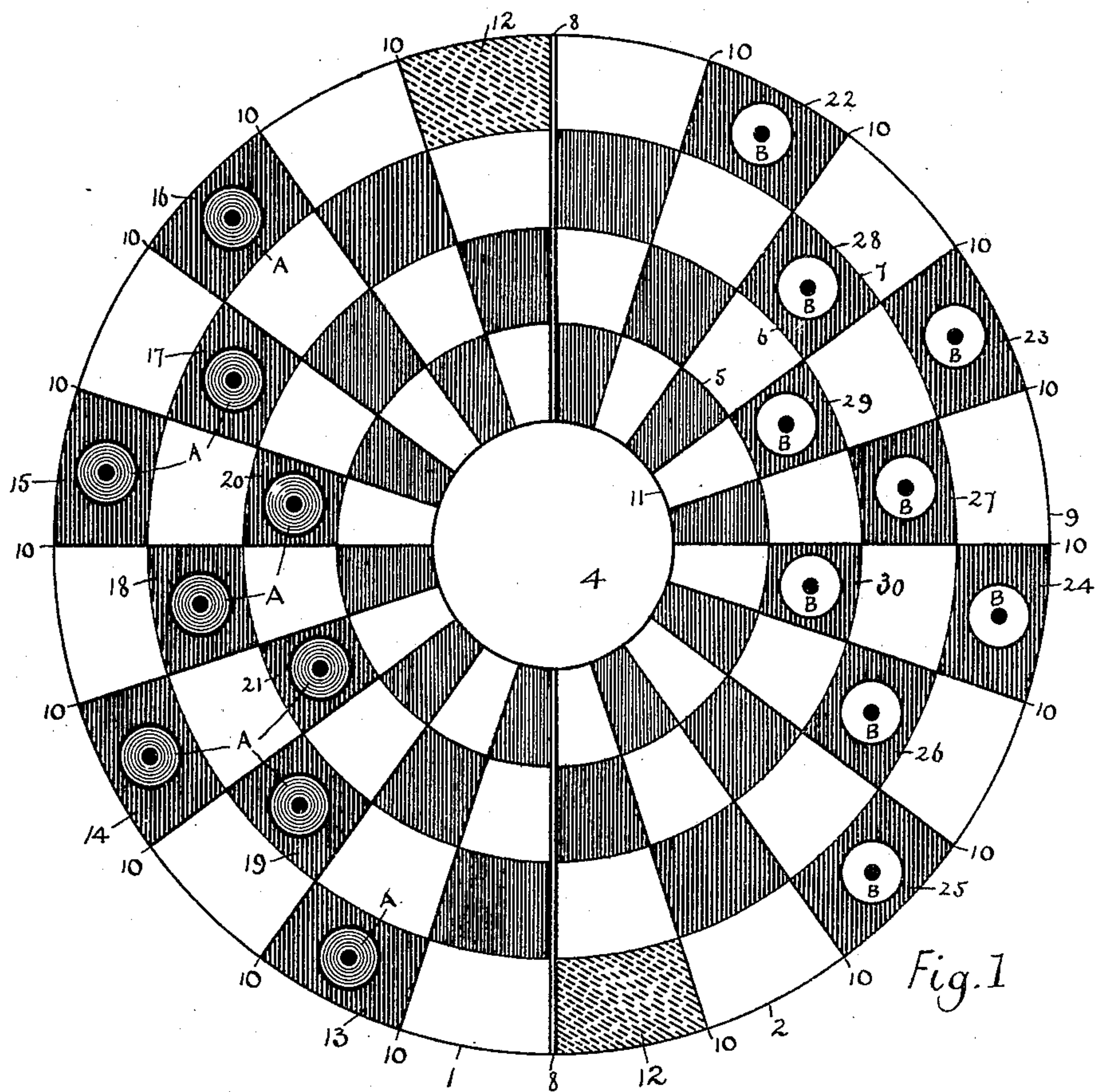
No. 611,758.

Patented Oct. 4, 1898.

G. E. MURPHY.
GAME APPARATUS.

(Application filed Oct. 11, 1897.)

(No Model.)



Witnesses
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UNITED STATES PATENT OFFICE.

GEORGE E. MURPHY, OF LYONS, KANSAS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 611,758, dated October 4, 1898.

Application filed October 11, 1897. Serial No. 654,849. (No model.)

To all whom it may concern:

Be it known that I, GEORGE E. MURPHY, a citizen of the United States, residing at Lyons, in the county of Rice and State of Kansas, have invented certain new and useful Improvements in Game Apparatus; and I do 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, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

My invention relates to improvements in game apparatus; and it consists of a novel arrangement of the board to be played upon, the arrangement of the pieces to be played thereon, and of their movements, as will be hereinafter specified.

In the accompanying drawings, forming part of this specification, Figure 1 is the board in plan, showing the pieces as set for the commencement of the game. Fig. 2 is an edge view of the board when laid flat; and Fig. 3 is a partial edge view of the board, showing how it is closed.

The board is preferably made circular and formed of two semicircular parts 1 2 and hinged together by a yielding top 3, which permits of the parts 1 2 to be folded together, as shown in Fig. 3, or, if more desirable, in some cases hinges can be attached to parts 1 2 for the same purpose. The circular board has a central circular space 4 and exterior thereto concentric circular division-lines 5 6 7 through the center of the board. From its exterior to the outer boundary of space 4 are double lines 8. The outer line 9 is divided into ten spaces, and radial lines 10 are run to the boundary of central space 4, thus forming ten spaces in each of the four concentric rings bounded by lines 5 6 7 9 10 11. Alternate spaces are preferably colored black and white, with the exception of a space 12 on each side, which will preferably be colored green.

The pieces A, similar to those used in the game of checkers, in commencing the game will be placed on black spaces 13 14 15 16 17 18 19 20 21 and on spaces 22 23 24 25 26 27 28 29 30 on the opposite side; also, on black the

pieces B, similar to pieces A, but preferably being of a different color.

The pieces A B, being set as shown in Fig. 1, are permitted to be moved diagonally onto any dark space between their original position and central space 4. Until crowned they cannot cross double lines 8 nor in any event go upon spaces 12, while in space 4 they are free from capture, can move out from space 4 to any black space at the opposite side of board not already occupied, or can jump an opponent's pieces when outside of space 4 if a space is clear beyond, as in checkers, and when advanced to their opponent's outer row are crowned, and can then pass across the double lines 8 by moving or jumping, but cannot move upon spaces 12. When moved into central space 4, they are safe from capture. Any piece, crowned or uncrowned, is permitted to jump into but not out of central space 4. If one of the players is reduced to one piece, that one can move into or out of central space 4 onto a black spot, and when in central space 4 is free from capture, but must move after the opponent has made a move, except as specified. The moves forward and for crowned pieces are similar to the well-known game of checkers.

I claim—

1. In a game apparatus, a circular board formed of semicircular parts hinged to each other in manner to be folded one upon the other, spaces of different colors formed upon the board by diagonal and concentric lines, a central space to which the outer spaces converge, and double or partition lines from the central circle dividing the balance of the board into two equal parts, substantially as set forth.

2. In a game-board, a circular board formed of semicircular parts hinged to each other, a central space upon the board, exterior thereto alternate spaces of different colors formed and bounded by diagonal and concentric lines, division-lines from the central space to the outer edge of the board dividing it into two parts, and adjoining said dividing-lines upon the outer ring of spaces upon each part at opposite sides, one space differently colored from the spaces heretofore described, all substantially as set forth.

3. A game apparatus consisting of a circular board formed of semicircular parts hinged together, divided into spaces upon its face by a central circle, and thereafter by concentric
5 and radial lines, the spaces in alternation being differently colored, semidivision-lines from the central circle to the outer side, a differently-colored space adjoining each divisional line, upon each semispace, and pieces

to move on the spaces, in manner fully set forth.

In testimony whereof I affix my signature in presence of two witnesses.

GEORGE E. MURPHY.

Witnesses:

CALEB DAGG,
DANIEL B. KING.