

No. 671,855.

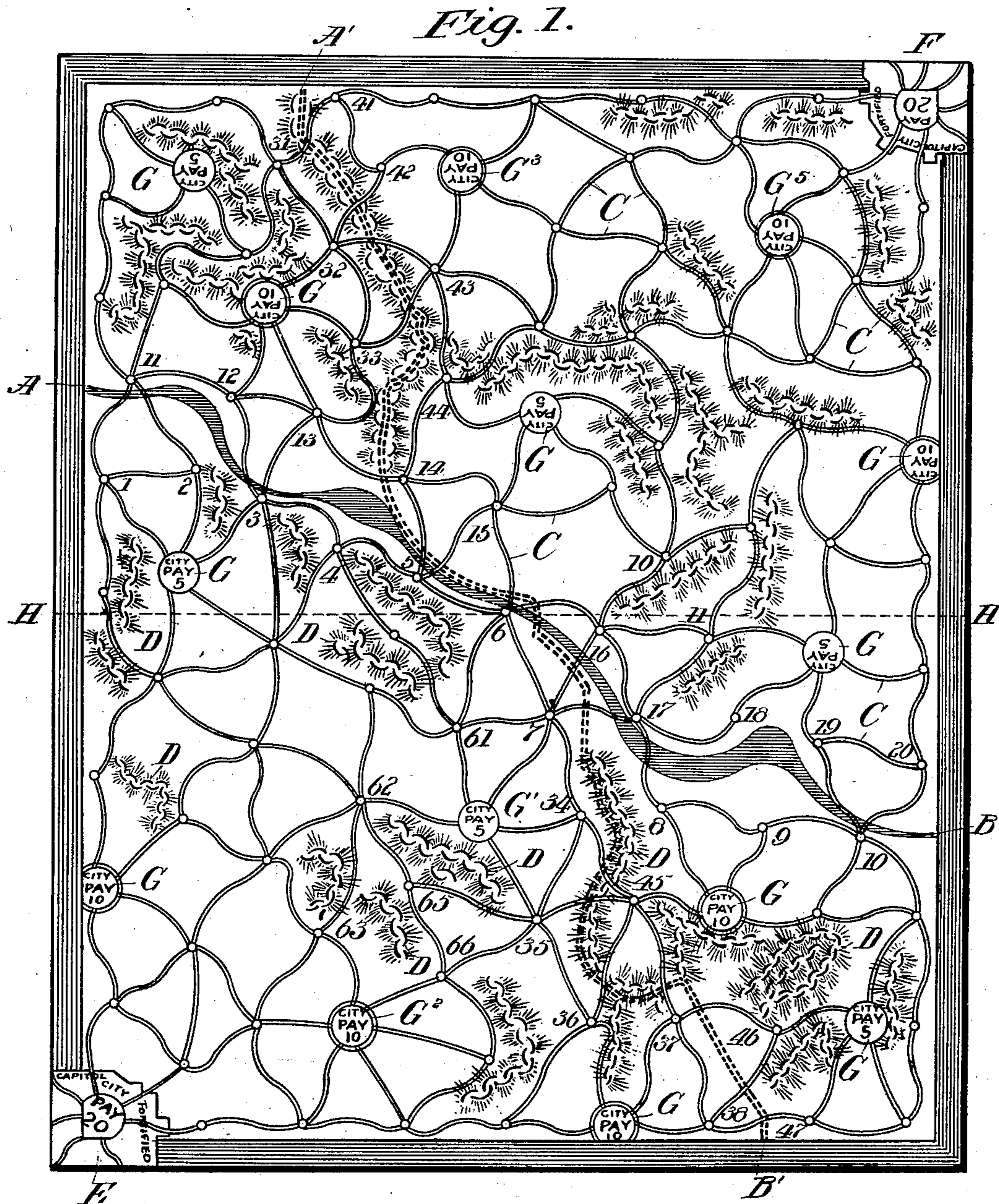
Patented Apr. 9, 1901.

R. CUMMINS.  
PARLOR GAME.

(Application filed Nov. 5, 1900.)

(No Model.)

2 Sheets— Sheet 1.



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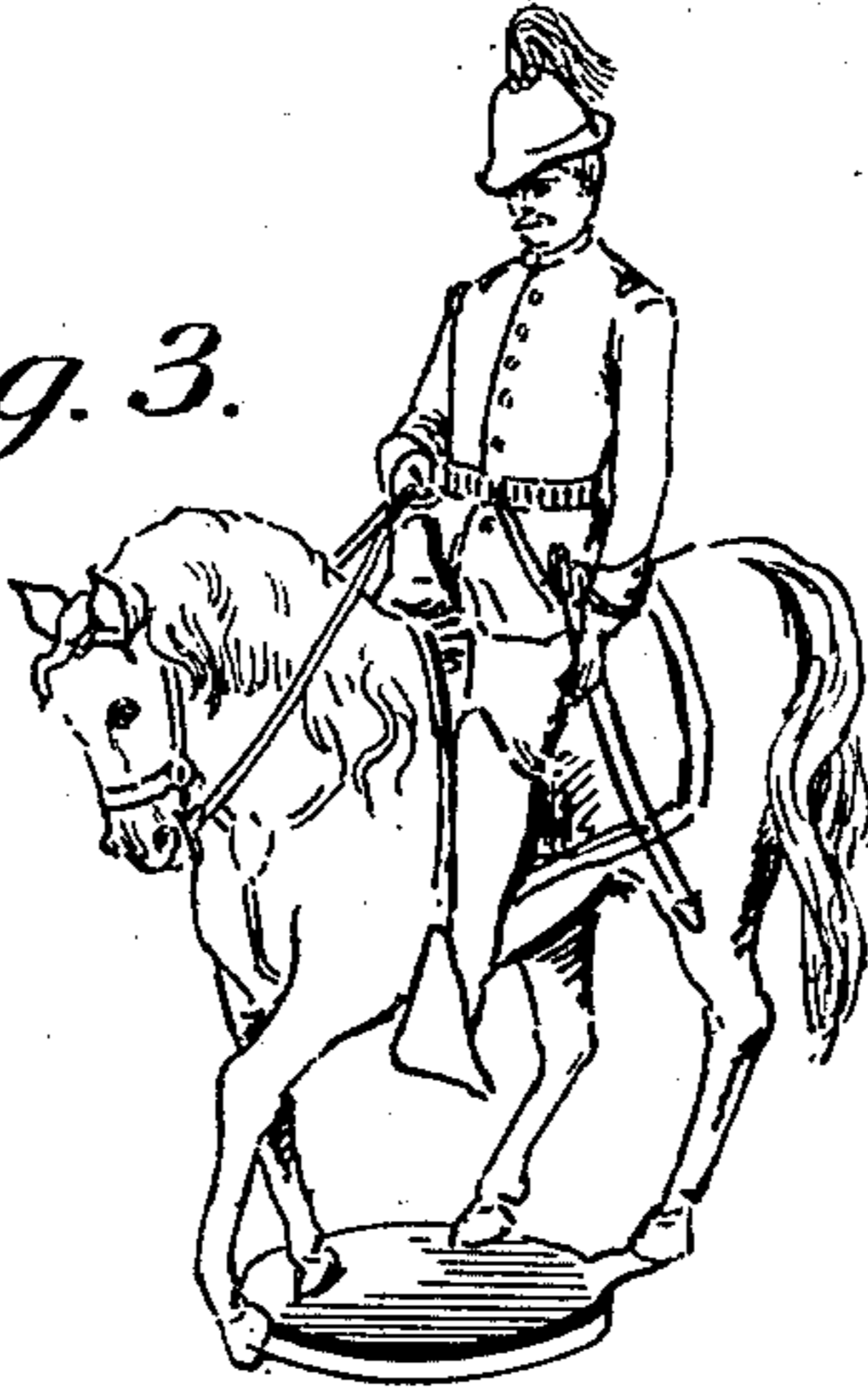
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2 Sheets—Sheet 2.

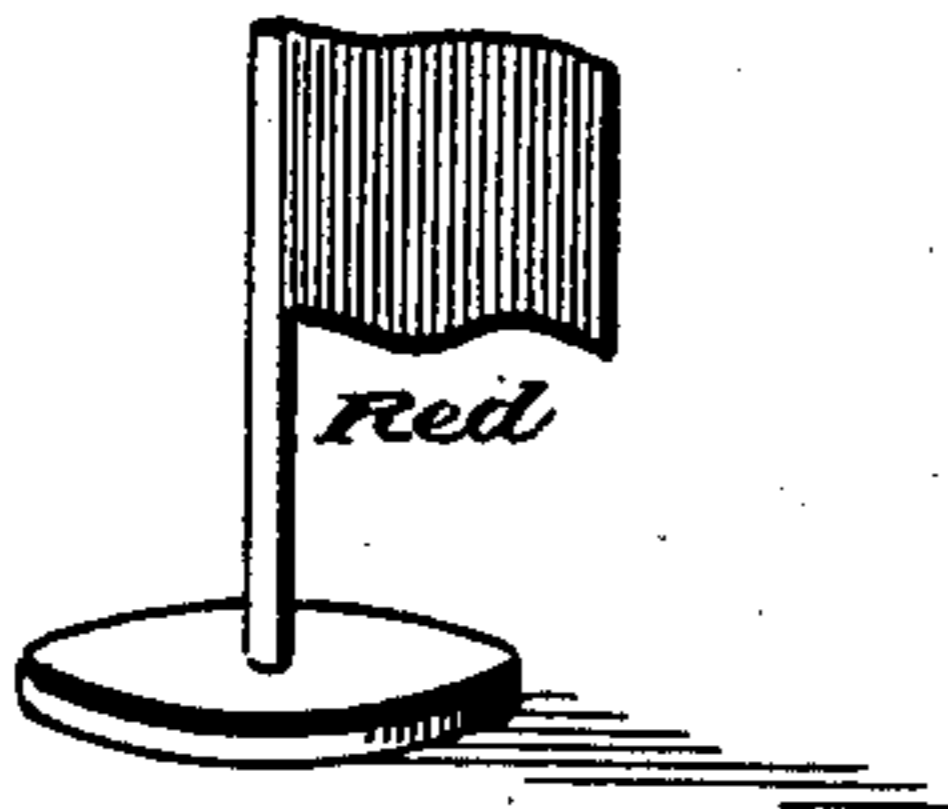
*Fig. 2.*



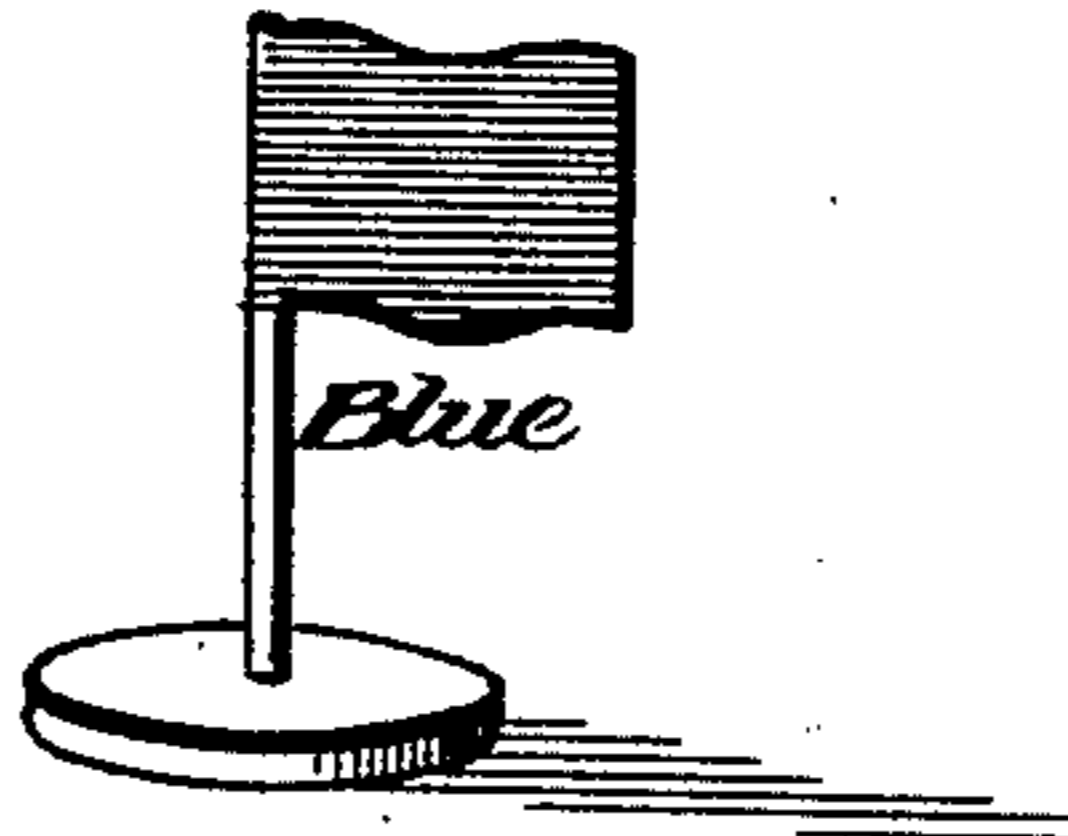
*Fig. 3.*



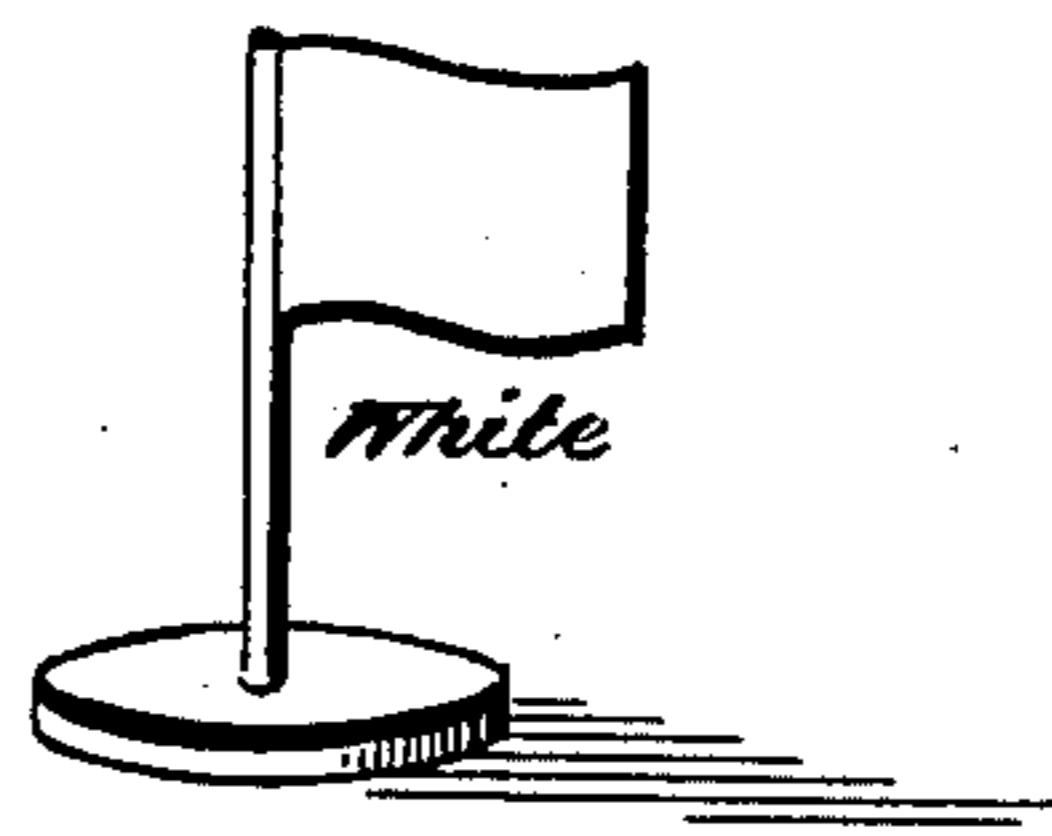
*Fig. 4.*



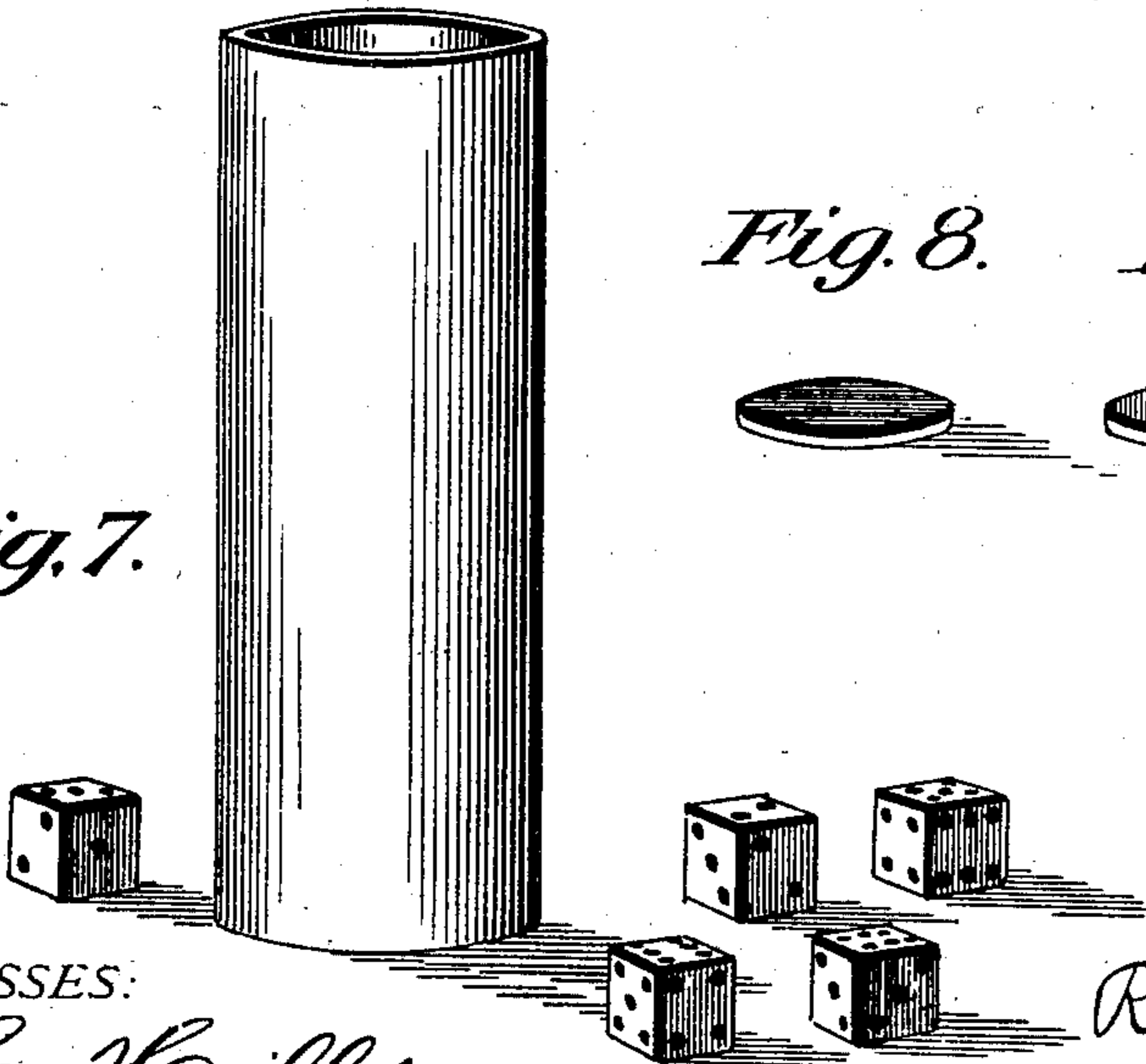
*Fig. 5.*



*Fig. 6.*



*Fig. 7.*



*Fig. 8.*

*Fig. 9. Fig. 10.*



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# UNITED STATES PATENT OFFICE.

RANDOLPH CUMMINS, OF PHILADELPHIA, PENNSYLVANIA.

## PARLOR GAME.

SPECIFICATION forming part of Letters Patent No. 671,855, dated April 9, 1901.

Application filed November 5, 1900. Serial No. 35,508. (No model.)

*To all whom it may concern:*

Be it known that I, RANDOLPH CUMMINS, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Parlor 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 parlor games; and it consists, essentially, in game apparatus adapted to illustrate the action of troops in the field during a campaign. It is especially adapted to illustrate the effect of the advantages of the concentration of forces, the desirableness of being able to keep up a communication throughout one's own lines, and to keep open a safe line of retreat—important conditions in actual warfare. In order to introduce the element of chance which would otherwise be lacking, I combine with the other game apparatus a dice-box and dice.

My invention will be more clearly understood after a reference to the accompanying drawings, in which the same parts are indicated by the same letters throughout the several views.

Figure 1 represents a plan view of the board on which is designated one or more frontier-lines, a number of roads leading to cities, and impassable country between these roads, which are represented diagrammatically. Fig. 2 represents a dummy infantryman used as a "piece" in the game. Fig. 3 represents a dummy cavalryman also used as a piece in the game. Figs. 4, 5, and 6 represent white, blue, and red flags, respectively. Fig. 7 represents a dice-box and dice. Figs. 8, 9, and 10 represent red, blue, and white chips or counters, which are used in keeping the score of the game.

Referring now to Fig. 1, A B represents a river or other frontier separating the lines of the combatants at the beginning of the game. The country on which the campaign is to be conducted is shown as intersected by roads C, crossing each other at the small circles or cross-roads, while D represents mountain-ranges, hills, or other country impassable to the armies.

E and F represent the rival capitals, which are supposed to be fortified, while G, G', and G<sup>2</sup>, &c., represent the various cities. It is desired to capture enough cities or to defeat the enemy a sufficient number of times to exhaust his sinews of war, which are represented by the chips or counters aforesaid. Any arbitrary number of these may be chosen, thus making the game long or short, as desired; but for convenience sake we will assume that each side starts out with fifty white chips or with the equivalent of fifty white chips in blue and red chips—say ten white chips, each valued at one; two red chips, valued at ten each, and four blue chips, valued at five each.

The first army that loses all of its chips is defeated and that side loses the game. In playing the game I provide a number of foot-soldiers or dummy infantrymen, each of which is supposed to represent a division of infantry. These infantry divisions move only one space at a time, the space being determined by the distance between the circles on the roads, and I also provide a number of dummy cavalymen, each of which is supposed to represent a division of cavalry. These cavalry divisions move either one or two spaces at a time, as may be desired, subject to certain limitations hereinafter to be stated. I may also provide dummy artillerymen to move three spaces at a time; but the game will ordinarily be complicated enough if played only with cavalry and infantry.

In practice I have found it satisfactory to use on each side nine divisions of infantry or nine pieces, having the right to move a single space at a time, and three cavalry divisions, or three pieces, having the right to move either two spaces or one space at a time, as may be desired by the player. It is obvious that a greater or less number of "divisions" or pieces may be used for this purpose. I may also provide flags—say of red—to indicate the cities or positions attacked; flags—say of blue—to represent the cities captured, and a white flag to indicate the downfall of either party; but these flags are not necessary to playing the game and they may be omitted, if desired.

In playing the game two armies are distributed as each player may think best on opposite sides of the frontier-line represented—

for instance, by the line A B on the map. Assuming that the river A B is the boundary, the first party arranges his troops at the circles or cross-roads near this frontier, grouping them as he thinks best, and when he has so distributed all of his forces he has made his first move. In distributing his forces, he would place them at some or all of the various cross-roads 1 2 3 4 5 6 7 8 9 10, although he may not cover all of these stations, and he may place as many pieces at each station as he thinks best. By grouping pieces at any one station he prepares for an attack in force on a given point near by, but at the same time he weakens his line of defense elsewhere, and it requires great skill to divide up the forces most effectively, so as to be prepared both for attack and defense, the essence of the game being that he who strikes first and strikes hardest wins. One side having made its first move, the other side then groups his soldiers along the opposite side of the frontier, distributing them as he thinks best adapted either to resist the enemy's attack or to perforate the enemy's lines—as, for instance, at some of the cross-roads 11 12 13 14 15 16 17 18 19 20, but not necessarily covering them all. As soon as he has arranged all of his troops he has completed his first move, and it is his adversary's turn for the second move. The first player now has the option of moving any of his infantry-pieces one space or he may move any of the cavalry-pieces either one or two spaces, provided that he does not move the same piece twice, and provided, further, that he does not cross the position occupied by the enemy. Thus he can concentrate several infantry pieces or divisions and several of the cavalry pieces or divisions on a given point threatening battle or he can scatter his men or advance or retreat as he may elect, provided, however, that he does not pass any position occupied by the enemy without giving battle. Then having completed his move the adversary moves in a similar manner. Either side may move along any road in any direction and he may move as many pieces as desired. Thus from the point 7 any infantry-piece can move either to 6 16 17 34 G' or 61, while any cavalry-piece can move from 7 to the same points as the infantry-piece, if desired, or one space farther, if desired, as from 7 to 5 or to 15 70 71 18 8, &c. Thus the cavalry can be brought to support either an attack or a defense much more quickly than the infantry, and the outcome of the game largely depends upon skill in handling the cavalry. A battle or engagement is brought on or fought when one or more divisions of the opposing armies are advanced or moved up until they touch each other at any point on the field, when either party having the move may deliver an attack on the other; but you cannot move up and attack a given point in the same move. Having moved up or come in touch with your opponent at any point, cross-roads,

or town and it now being his turn to move, he may do any one of four things—attack you, hold his position, retreat, or reinforce his position with any troops he may have within supporting distance; but he cannot reinforce and attack at the same time. Having given or accepted the attack, the outcome is decided by throwing the dice, each side putting one die in the box for each of his own pieces engaged, and the player throwing the largest number of spots on the dice wins the battle. If one side has four pieces engaged in the battle and the other two or three, the chances are, of course, in favor of the player throwing the larger number of dice; but it is quite possible that the player throwing the smaller number of dice may make the larger “throw,” and thus a factor of chance enters which in a measure makes up for the certain defeat that would otherwise occur from the superior play of a more experienced or more skilful player.

Each capital being “fortified,” the troops in the capital are supposed to be of double the efficiency of those outside, and so when the capital is attacked and engagement offered the party besieged therein shakes with two dice for each of his men inside the capital, while the party outside is only allowed to shake with one die for each of his divisions or pieces engaged. Being A's move, and he attacks and wins, his opponent must withdraw his defeated divisions a half-space, choosing his line of retreat. B covers the point, cross-roads, or town, (if not already held by A,) capturing the town. Being A's move, and he attacks and loses the fight, he withdraws or retreats a full space at once, (cavalry allowed but one space in case of defeat,) except when B has blocked or cut off A's retreat, in which case A surrenders such defeated divisions at once. Divisions are only surrendered on the field (prisoners of war) after defeat and having no point open to move to. Not being A's move, all A's defeated divisions at any point must be half-spaced until his turn to move, when he must withdraw such divisions the full space.

Care should be taken in half-spacing defeated divisions, for the opponent may not be through moving and may cut off retreat.

Either army may half-space on a point held by the enemy when in position to clear the same with his next move.

Scoring: This is done with any suitable chips or counters, such as those shown in Figs. 8 to 10, as follows: The party losing an engagement must discard one counter or white chip for each division engaged, and if at a city or the capital discard as above and in addition five, ten, or twenty counters, according to the value of the city lost. Neither army may hold any city in the enemy's country as such. A city or capital can only be taken once during a campaign. The defeated army only pays once for their loss, though both hostile armies may move through them thereafter. Either army may hold any city, cross-

roads, or point by moving to and covering the same. The enemy cannot pass. He must either drive the opposing forces from their position or move by some other road. The counters are the treasury or "sinews of war." When either side has discarded fifty, that country is bankrupt, that cause is lost, and that army must lay down its arms and surrender its armies.

A brief practical experience with the game will clearly illustrate the opportunities it affords for skilful play. In practice I have found that a superior player can give an inferior player the odds of one or more pieces, or the odds of an extra spot on each die thrown, and still win almost invariably. As to the number of possible combinations and the concentration of forces on a given point, it resembles in a large degree the game of chess, although it is otherwise essentially different therefrom.

In order to provide for the varying conditions under which each player fights, the board may be turned end for end, when the conditions may be reversed, or two or more boundary-lines may be shown on the board, such as the river A B and the dotted lines A' B', and the players after playing from both sides of the frontier A B may swing the board through ninety degrees and play from both sides of the frontier A' B', thus giving four distinct battle-grounds for each player on a board having two frontier lines only.

It will be obvious that three or more frontier-lines may be shown, and also that the opposite face of the board may be covered with a different map with one or more frontier-lines thereon.

It will be obvious that the maps for the game might be adopted from railroad or other maps, in which the roads only are to be followed and the obstructions avoided.

These and various other modifications in the herein-described apparatus may be made without departing from the spirit of my invention.

Having described my invention, what I claim, and desire to secure by Letters Patent of the United States, is—

1. A game apparatus comprising a board or table having delineated thereon a geodetical map showing intersecting roads and intervening obstructions, with cities and cross-roads, with a plurality of "pieces" to be moved along said roads, a number of dice, and chips or counters, substantially as and for the purpose described.

2. A game apparatus comprising a reversible table or board having delineated thereon a geodetical map showing intersecting roads and intervening obstructions, with cities indicated thereon, and a plurality of frontier-lines separating said map into pairs of oppositely-disposed fields for the opposing armies, with a plurality of "pieces" to be moved along said roads, substantially as described.

3. A game apparatus comprising a reversible table or board having delineated thereon a geodetical map showing intersecting roads and intervening obstructions, with cities indicated thereon, and a plurality of frontier-lines separating said map into pairs of oppositely-disposed fields for the opposing armies, with a plurality of "pieces" to be moved along said roads, a number of dice, and chips or counters, substantially as and for the purpose described.

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

RANDOLPH CUMMINS.

Witnesses:

GEO. S. DOUGHERTY,  
JOHN G. DECKERT.