

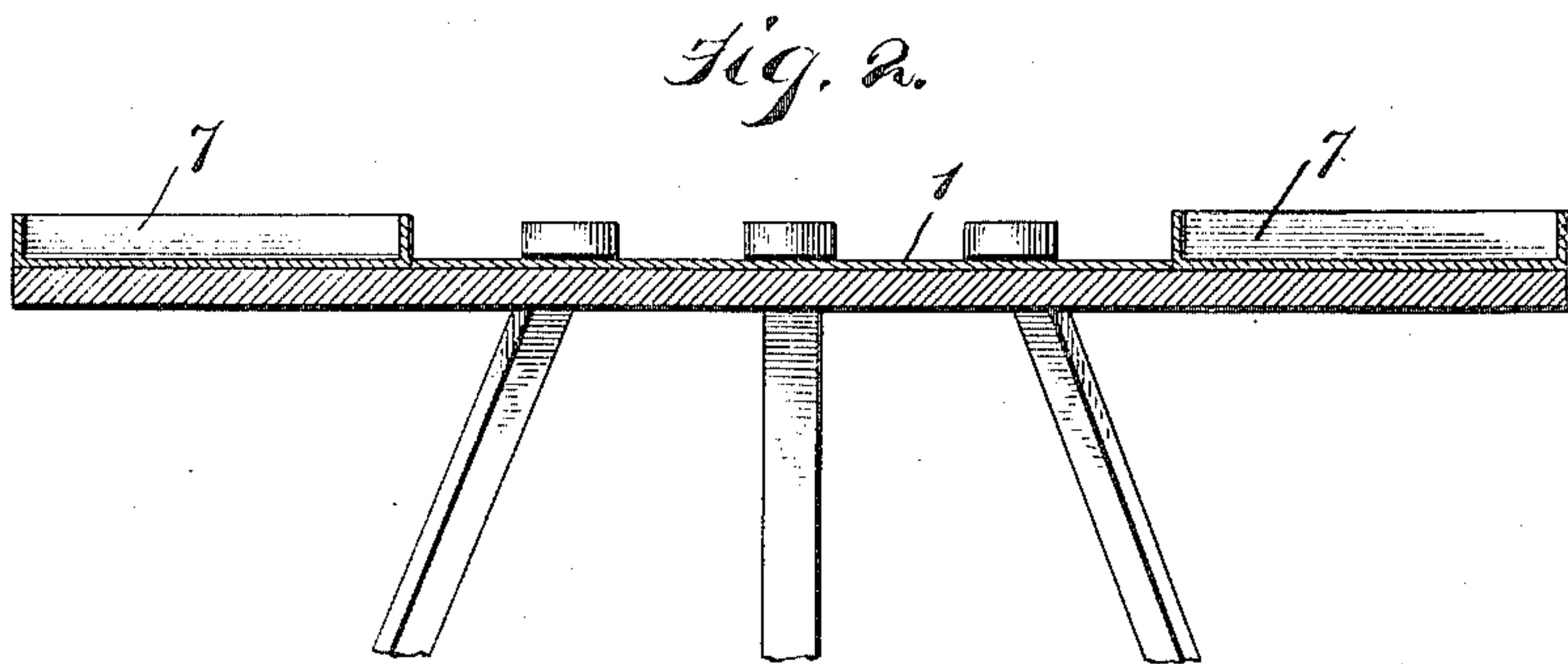
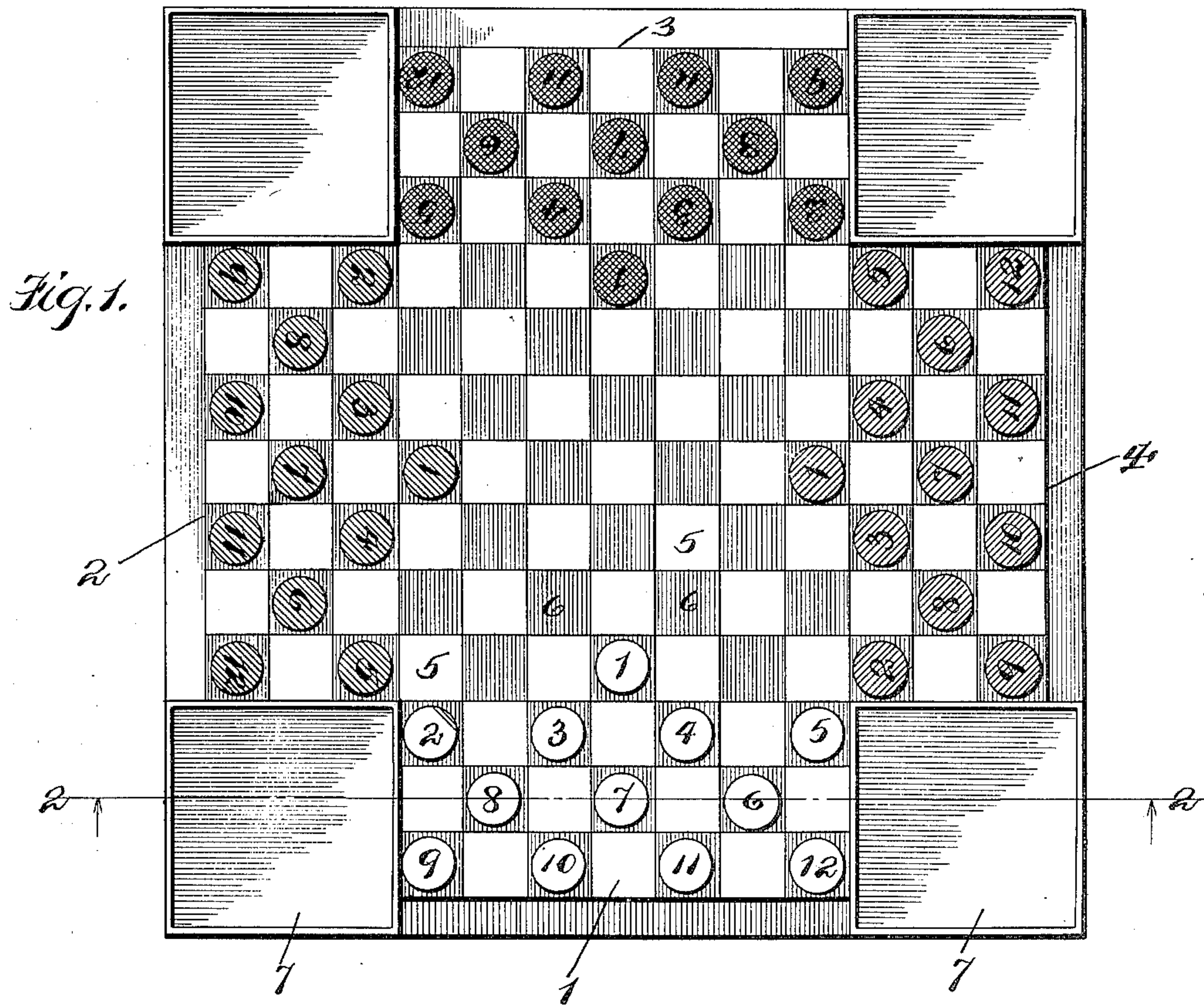
No. 701,414.

Patented June 3, 1902.

H. W. STANDIDGE.
GAME APPARATUS.

(Application filed Dec. 15, 1900.)

(No Model.)



Witnesses
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Fig 3
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UNITED STATES PATENT OFFICE.

HARRY W. STANDIDGE, OF CHICAGO, ILLINOIS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 701,414, dated June 3, 1902.

Application filed December 15, 1900. Serial No. 39,937. (No model.)

To all whom it may concern:

Be it known that I, HARRY W. STANDIDGE, a citizen of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game Apparatus, of which the following is a full, clear, and exact specification.

My invention relates more particularly to that class of game apparatus in which are employed a checkered playing-board and a plurality of different sets of movable men or game-pieces designed to be moved across the board from certain of its spaces to others thereon; and my invention has for its object to provide entertaining games of skill, which consist in certain features of novelty in the construction, combination, and arrangement of parts by which the said objects and certain other objects hereinafter mentioned are attained, all as fully described with reference to the accompanying drawings, and more particularly pointed out in the claims.

In said drawings, Figure 1 is a plan view of my improved game apparatus. Fig. 2 is a cross-section thereof on the line 2 2, Fig. 1; and Fig. 3 is a detail view of two of the men employed, showing the obverse sides thereof.

In carrying out my invention I employ a checkered board which is preferably formed with outwardly-projecting wings 1 2 3 4, arranged diametrically opposite each other and making the general plan of the board somewhat like a Greek cross, leaving between the inner corners of the arms of the cross a perfect square. The surface of the board thus formed is provided throughout with alternating blank and men spaces 5 6, which are of course interchangeable and which, if desired, may be like the spaces on an ordinary checker-board, but which in my improved game are so arranged that one of the men-spaces 6 will fall in each corner of each of the wings 1 2 3 4, thus bringing two men-spaces contiguous to each other at the corner where the wings or arms adjoin one another, and thereby forming, in effect, a "double corner" at each intersection of the wings and a "single corner" at each of the two outer corners of each of the wings. The common surface of the board is square and

seven rows of squares long each way of its length and breadth, and the wings are three rows of spaces long one way and seven rows of spaces long the other. It therefore differs from previously-constructed game-boards in having an odd number of men-spaces and blank spaces collectively in the various rows of said main part and wings and also in having a common center all corner-spaces of which are alike and from the four different sides of which wings uniformly project, and said board being symmetrical and uniform in all of its corresponding parts, including its single and double corners.

The board as thus constructed is used in connection with a plurality of different sets of movable men, preferably four different sets, one for each of the wings of the board. Any means for enabling the players to discriminate between their own men may be resorted to. In the drawings I have shown one set of men with plain surfaces, another with diagonal lines extending in one direction, and another with diagonal lines extending in another direction, and the fourth with cross-hatching on them, it being understood that the method of using conventional lines representing different colors followed in the Patent Office drawings may be regarded as an illustration of different colors or shades herein, which would be preferable in practice. The men of each set or series have different numbers on different sides thereof, as shown in Figs. 1 and 3. I prefer to employ twelve men, numbered from "1" to "12" on one side and from "13" to "24" on the opposite side, respectively, in each set or series; but any other series of numbers will of course answer. The obverse side of each of the men is thus numbered with a number higher than that which appears on the face and also greater than any of the face-numbers. Thus, as shown in Fig. 3, the man which is numbered "1" on its face is numbered "13" on its obverse side, and that which is numbered "12" on its face is numbered "24" on its obverse side, and so, also, as to the intermediate numbers. This is a most important feature, as the value of one man may determine the result of an entire game. For example, while a man numbered "11" or "12" is greater in nu-

merical value than men numbered "1," "2," "3," and "4" combined, yet "1" may become greater than either by reaching the last row of an opposing player, when the number on its obverse side may be turned upward, and it will then have a value of "13," and this is correspondingly true of others of the men. These numbers on the men and their changeable values also practically eliminate the drawn game, so frequent in checkers, and numerous novel and interesting games, including progressive games for a time limit or otherwise under varying rules, may be very successfully played with them, and such games may be simple or exceedingly intricate, according to such rules of playing. The different sets or series of men may be disposed upon their respective wings of the board in the manner shown in Fig. 1, with all of the men, excepting the leader or man numbered "1," arranged on the three lines of men-spaces which fall wholly upon the wing and with this number "1" or leader arranged in advance of the others in the next line of men-spaces and at the mid-length of the group, and when the men are thus disposed there is in the center of the board a free field common to all of the players.

The men as captured are placed where their facial numbers may be conveniently read by the other players, and as a convenience for this I have provided each corner of the board with a tray 7.

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

1. A checkered game-board having a main part and wings and each of said wings having a "single corner" or man-space in each outer corner and a "double corner" or double man-

space at each intersection of the wings, substantially as set forth.

2. A checkered game-board having a square common center the spaces in all corners of which are alike and having a wing extending from each of the different sides thereof, substantially as set forth.

3. A checkered game-board having a main part and wings and an odd number of men-spaces and blank spaces collectively in each row thereof extending longitudinally of the edge of the board in said main part and in each of said wings, including all of such spaces in each of said rows, substantially as set forth.

4. A checkered game-board having a main part and wings and a blank space at each corner of said main part and a man-space at each corner of each of said wings, substantially as set forth.

5. In a game apparatus differently-distinguished sets of movable men having different numerals on different sides thereof and each of such men having one numeral on one side and a higher numeral on the other side, and the numerals on the men of each set corresponding with the numerals on the men of each other set, substantially as set forth.

6. In a game apparatus differently-distinguished sets of movable men having marks of different numerical value on different sides thereof and such marks of value on the different sides of each man also being of different numerical value, all substantially as set forth.

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Witnesses:

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