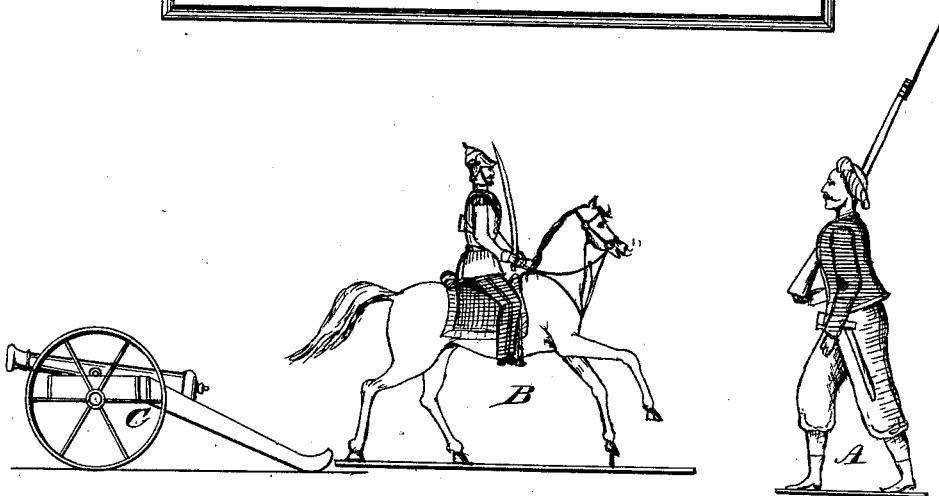
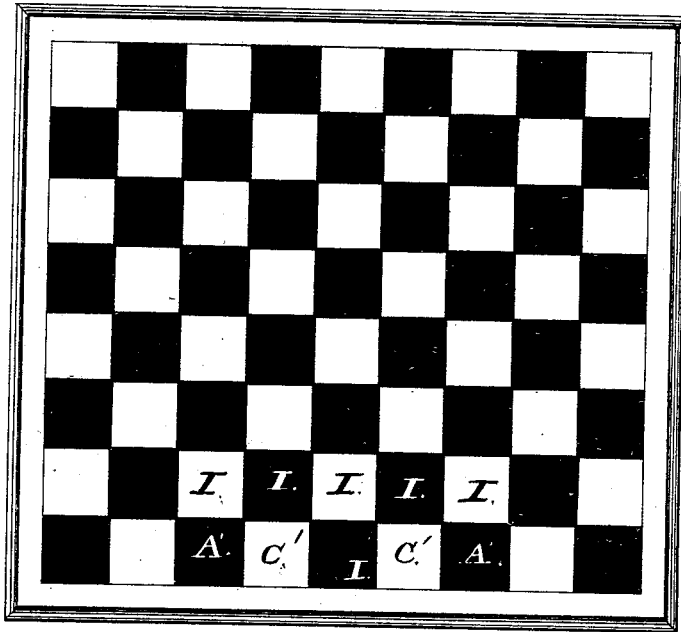


B. F. UNDERWOOD.  
GAME APPARATUS.

No. 186,181.

Patented Jan. 9, 1877.



*Witnesses*  
*Walter Hutton*  
*B. Wood*

*Inventor*  
*Benoni F. Underwood*

# UNITED STATES PATENT OFFICE.

BENONI F. UNDERWOOD, OF BROOKLYN, NEW YORK.

## IMPROVEMENT IN GAME APPARATUS.

Specification forming part of Letters Patent No. **186,181**, dated January 9, 1877; application filed May 5, 1876.

*To all whom it may concern:*

Be it known that I, BENONI F. UNDERWOOD, of the city of Brooklyn, in the county of Kings and State of New York, have originated and designed a new and instructive game, which I propose to call the "game of war," the description of which and mode of playing is fully set forth in the following specification, reference being had to the accompanying drawing.

The principle of this game is the representing of a military engagement upon a game-board, and the employment (in the place of the "men" usually employed in this class of game) of miniature representative figures of soldiers, with moves representing the comparative value of the figures so employed, all as hereinafter described. The men or pieces are to be played upon a rectangular board of seventy-two squares of alternate colors, the pieces to be carved, formed, or molded from wood, metal, or any suitable material. I use in this game three figures, the first, A, being a miniature foot-soldier, representing infantry; the second, B, a horse and rider, representing cavalry; and the third, C, a cannon, to represent artillery—the number of pieces required being six of infantry, two of cavalry, and two of artillery upon each side, a total of twenty, the sides distinguished by the color, and approximately representing the formation of a brigade.

In setting up the game for play, the pieces are placed upon the squares, as marked in the drawing, I, C', and A', standing, respectively, for infantry, cavalry, and artillery. The game will then be played by alternate moves of the players, the infantry moving one square in any direction; the cavalry three squares in any direction, and the artillery two squares in straight lines only, the moves designed to represent the comparative value and rapidity of the several arms of military service. Any piece has the power to "take" any other piece coming within the range of its moves, the capturing-piece taking the position occupied by the piece captured, the option of capturing or moving the full limit or not being with the player of the piece moving.

I am aware of the patent to Charles Richardson, No. 60,247, December 4, 1866, and do not claim anything covered thereby; but

I claim as my invention—

The game apparatus herein described, consisting of the rectangular board having seventy-two squares, the cavalry, infantry, and ordnance pieces, all constructed and arranged substantially as described.

BENONI F. UNDERWOOD.

Witnesses:

L. E. WOOD,  
W. HUTTON.