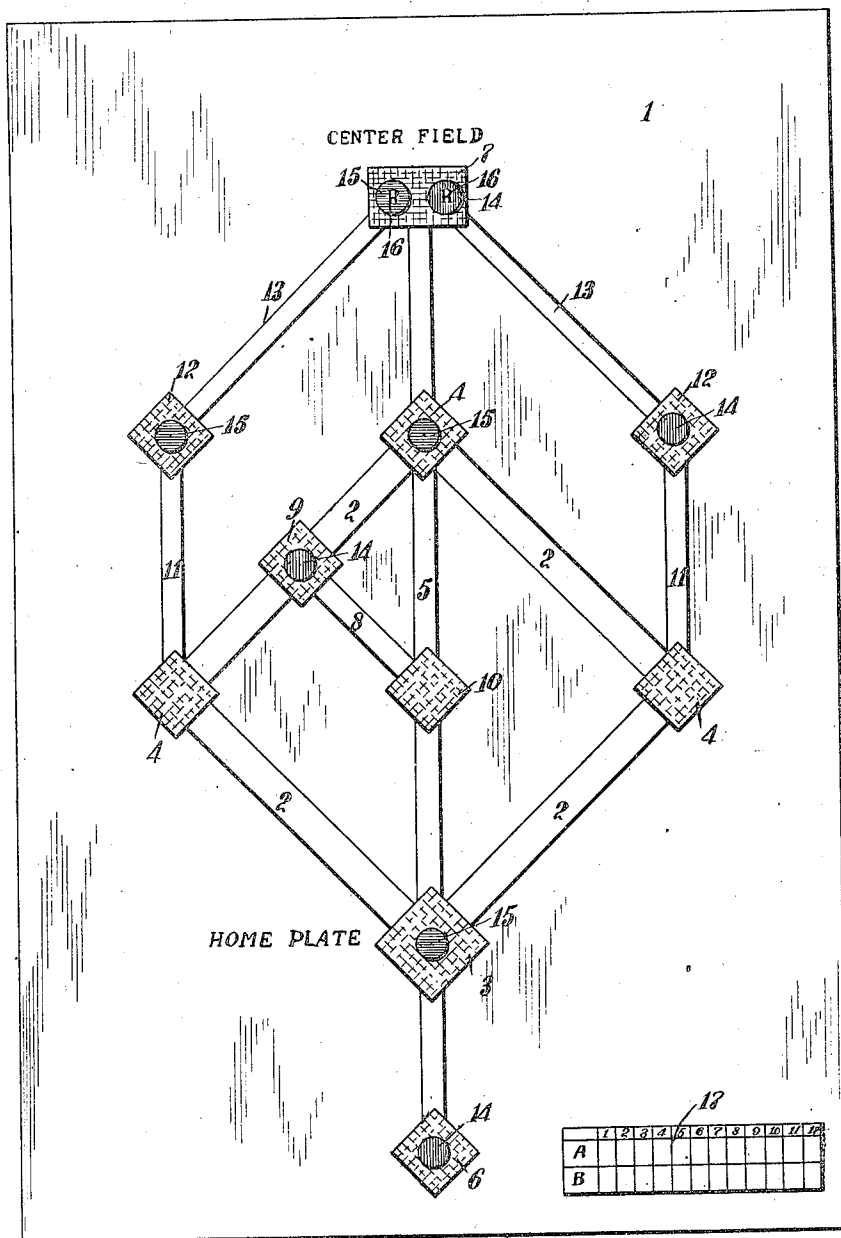


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 GAME APPARATUS.
 APPLICATION FILED JULY 9, 1909.

949,602.

Patented Feb. 15, 1910.



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GAME APPARATUS.

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Specification of Letters Patent.

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Application filed July 9, 1909. Serial No. 506,658.

To all whom it may concern:

Be it known that I, WILLIAM F. SCHNELLE, a citizen of the United States, and a resident of Cincinnati, in the county of Hamilton and State of Ohio, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

My invention relates to games, and it has for its object to provide a board and movable pieces, which may be constructed at little expense, and which may be used to play an interesting and novel game.

Still other objects of the invention will appear in the following complete description.

In this specification I will describe the preferred form of my invention, the scope of the invention being defined in the appended claims.

The figure shows a plan view of the board, with the pieces disposed thereon.

By referring to the drawing it may be seen that the board 1, has a rectangular pathway or marking 2 thereon which represents the base lines in a baseball field; this marking 2 having a home-plate 3 and bases 4 which represent the first, second and third bases of a baseball field. Through the home-plate 3 and the second base a pathway or marking 5 extends, this pathway or marking having its terminals disposed beyond the second base and the home-plate, respectively. The forward terminal of this pathway or marking 5 has a base 6, and its rear terminal has a base 7. A marking or pathway 8 connects the pathway 2 between the second and third bases, with the marking or pathway 5, there being bases 9 and 10 at the terminals of this pathway 8. Markings or pathways 11 extend rearwardly from the second and third bases, the said markings or pathways 8 being substantially parallel with the marking or pathway 5, and at the rear terminals of these markings or pathways 11 there are bases 12, the pathways or markings 13 being provided to connect the bases 12 with the base 7.

On the board are disposed four pieces 14, and there is an additional set of four

pieces 15, which are distinguishable from the pieces 14 by a difference in color. In each set of pieces there is one distinguishable from the other pieces in the same set by the character "R" represented at 16. On the board, at its front, there is represented a scoring part 17. The pieces with the "R's" thereon are called the runners. At the commencement of the game the pieces with the R's thereon (called the runners) are both disposed on the base 7, and the remaining pieces are disposed on the other bases. First one player places one of his pieces on one of the bases, and then the other player places one of his pieces on one of the unoccupied bases, and so on, alternately, until the several pieces disposed on the bases represented on the board. The player having the right to the first play, then moves one of his pieces over one of the markings or pathways from one base to another, but he is not permitted to move a piece except from one to a neighboring base, with the exception of where there is a piece of his adversary's on a neighboring base with the next neighboring base in the same line unoccupied, in which case it is permissible for the player to "jump" his opponent's piece, disposing his piece on the unoccupied base. When one player has moved his piece, the other player moves one of his pieces, the object of the game being to move the pieces which are termed "runners" and which are moved in the same way as the other pieces, to the front of the board, and on to the home-plate, which scores two points provided the player runner who has reached the home-plate has not jumped his opponent's runner, but if he has jumped his opponent's runner he is entitled to only one point. Should all the players with the exception of those termed the "runners" be removed from the board, the inning is ended and a new inning is commenced by placing the pieces on the board as before stated. When three pieces of one color representing players are removed from the board the play is called "three out" and the inning is ended.

It will be seen that it is possible to jump the opponent's players and thereby be en-

titled to their removal from the board, only; on the line from the second to the third base, and along the pathway 5, which crosses the home-plate in the second base. When two
 5 of the opponent's pieces are so disposed that there is one unoccupied base between them, with a player's piece disposed on a neighboring base on the same line, and with the other neighboring bases on the same line
 10 unoccupied, such as along the pathway 5, it is possible for the player to jump two of his opponent's players, and thereby obtain their removal. Such a move is called a "double play."

15 The player cannot move any of his pieces to the base 7 until both of the pieces designated as the runners are moved therefrom. Neither player is permitted to move to a bag which is at that time occupied by another
 20 piece. When a player has removed one of his pieces designated as a runner from the base 7, he is not permitted to move the said piece back to the said base when there is another piece thereon. Should one player
 25 be "blocked", that is, find his pieces in such a position that it is impossible for him to move, the other player moves until he is in his regular order—able to move one of his pieces.

30 If one of the player's pieces termed the runner is taken by the opponent, the game is continued, but in such a case the opponent is entitled to be credited with only one run, when the piece termed the "runner"
 35 reaches the home-plate. On the arrival of the pieces called the "runners", at the home-plate, they are removed from the game, which is called the "scoring". When a player succeeds in moving one of his pieces
 40 termed a "runner" to the home-plate he is entitled to two runs, except in the case mentioned above, where he has previously jumped his opponent's runner, and which has been removed from the board.

45 Having thus described my invention, I claim as new, and desire to secure by Letters Patent:

1. In a game apparatus, a board provided on one of its faces with a rectangular marking
 50 or pathway, there being a second marking or pathway running through opposite corners and across the rectangular marking or pathway, and extending beyond said corners, a third marking or pathway connecting
 55 one of the sides of the rectangle with the second-mentioned marking or pathway between the said corners, two additional markings or pathways which extend rearwardly from the other corners of the
 60 rectangle, and markings or pathways which connect the second-mentioned and the said two additional markings or pathways.

2. In a game apparatus, a board having on one of its faces a rectangular marking or
 65 pathway, there being a second marking or

pathway running from one corner of the rectangle, across to the opposite corner, and extending beyond the said corner, two additional pathways or markings which extend
 70 rearwardly from the other corners of the rectangle, and markings or pathways which connect the second-mentioned and the said two additional markings or pathways.

3. In a game apparatus, a board having on one of its faces a rectangular marking or
 75 pathway, there being a second marking or pathway running from one of the corners of the rectangle, across to the opposite corner, and extending therebeyond, there being a third marking or pathway connecting one
 80 of the sides of the rectangle with the second-mentioned marking or pathway between the said corners, two additional markings or pathways which extend rearwardly from the other markings or pathways of the rectangle,
 85 and markings or pathways which connect the second-mentioned and the said two additional markings or pathways.

4. In a game apparatus, a board having on one of its faces a rectangular marking
 90 or pathway, there being a second marking or pathway running through opposite corners and across the rectangle, and extending beyond each of the said corners, two additional markings or pathways which extend
 95 rearwardly from the other corners of the rectangle, and markings or pathways which connect the second-mentioned and the said two additional markings or pathways.

5. In a game apparatus, a board having
 100 on one of its faces a rectangular marking or pathway, there being a second marking or pathway running through opposite corners across the rectangle and extending beyond the said corners, there being a third
 105 marking or pathway connecting one of the sides of the rectangle with the second-mentioned marking or pathway between the said corners, and two additional markings or pathways which extend rearwardly from the
 110 other corners of the rectangle, markings or pathways which connect the second-mentioned and the said two additional markings or pathways, there being enlargements at the corners of the intersections and the terminals
 115 of the said markings or pathways.

6. In a game apparatus, a board having on one of its faces a rectangular marking
 120 or pathway, there being a second marking or pathway running through opposite corners across the rectangle and extending beyond the said corners, there being a third marking or pathway connecting one of the
 125 sides of the rectangle with the second-mentioned marking or pathway between the said corners, two additional markings or pathways which extend rearwardly from the other corners of the rectangle, markings or
 130 pathways which connect the second-mentioned and the said two additional markings

or pathways, there being enlargements at the corners of the intersections and the terminals of the said markings or pathways, and two sets of pieces, there being four in each set, one set being distinguishable from the other set, there being one piece in each set distinguishable from the other pieces in the same set.

In testimony whereof I have signed my name to this specification in the presence of 10 two subscribing witnesses.

WILLIAM F. SCHNELLE.

Witnesses:

FREDERICH T. MEYER,
MARTIN FLUCK.