



# UNITED STATES PATENT OFFICE.

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## GAME.

1,322,150.

Specification of Letters Patent.

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*To all whom it may concern:*

Be it known that I, HARRISON F. THOMPSON, a citizen of the United States, residing at Vineland, in the county of Cumberland and State of New Jersey, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games and toys, and more particularly to a game apparatus, and it may be entitled "Hunting the Hun" or "The Race to Berlin."

The object of the invention is to provide an entertaining and interesting war game to be played by four persons.

Another object is to provide a game board upon which a game may be played with pieces simulating the men of allied armies, operating from individual bases representing various allied nations, each ally represented endeavoring to reach the capital of the enemy first.

Another object is to provide a board for playing such a game having means for distinguishing the space or fields used in connection with each base means and for indicating the different character of moves to be made by the men when located at different points on the board.

With the foregoing and other objects in view, which will appear as the description proceeds, the invention resides in the combination and arrangement of parts and in the details of construction hereinafter described and claimed, it being understood that changes in the precise embodiment of the invention herein disclosed may be made within the scope of what is claimed without departing from the spirit of the invention.

In the accompanying drawings:—

Figure 1 represents a front elevation on an enlarged scale of one section of the game board forming a part of this invention,

Fig. 2 is a perspective view on a small scale of the complete board, and

Fig. 3 is a side elevation of one of the playing pieces used.

In the embodiment illustrated, a board 1<sup>a</sup> is shown about sixteen inches square, more or less, and which is divided into four sections or fields 1', 2', 3' and 4', with a common center 5' having the word "Berlin" or other suitable matter written on said center to indicate the objective point of the players of the four fields which are the contestants. The four outer corners of these

sections indicate bases 6', 7', 8' and 9' on which are placed letters such as B on base 6' which indicates the British base, F at 7' indicating the French base, I at 8' indicating the Italian base, and A at base 9' indicating the American base.

The fields are exactly alike, one only being shown in detail in Fig. 1. This section 4' is divided by intersecting lines 11' and 12' into blocks or squares, each of which has a number thereon from 1 to 99, and some have legends to indicate various stations, military strongholds, fortified places, or prisoners' camps.

Playing pieces 10' in the form of small metal soldiers are preferably used, and a box and dice, not shown, are also employed, said box and dice being of the usual construction. Four playing pieces for each nation are preferably used, and the board may be decorated or colored in any suitable or desired manner to render it attractive. Each contestant has his own field and all players throw dice simultaneously and move their playing pieces together, one man each, the idea being to give the game a race feature. The squares 13' are provided with means for indicating the direction of movement of the men in journeying to the center 5' which is the enemy's stronghold. Each square has one or more gaps 14' in its boundary to form an entrance or exit for the playing piece, and such piece can only be moved through said gaps to reach an objective point. Fig. 1 shows the squares numbered and the numbers disposed irregularly so that to reach the objective point a circuitous route must be followed.

Should any two or more players reach a point where there is a penalty, the player who is nearest moves, and the others do not. This affords an opportunity for the player who is a little behind to forge ahead.

The men can be moved singly or all at the same time at the option of the player, and the player who succeeds in moving all of his men into Berlin first wins the game.

Each man played will move out only when 1 is thrown. After reaching the block numbered 95 a player can only move by throwing 1, 2, 3 or 4, and cannot use 5 or 6 to finish the game. The skill and judgment of a player will count largely in winning.

The squares or blocks 13' formed by the intersecting lines 12' and 11' may be numbered or not, but are preferably numbered,

as the numbers show the location of the move.

This game may be played in various ways to suit the players and will be especially interesting in view of the recent world's war, which it is intended to represent.

From the foregoing description, taken in connection with the accompanying drawings, the advantages of the construction and of the method of operation will be readily apparent to those skilled in the art to which the invention appertains and while I have described the principle of operation of the invention together with the device which I now consider to be the best embodiment thereof, I desire to have it understood that the device shown is merely illustrative and that such changes may be made as are within the scope of the claimed invention.

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

1. The combination with a plurality of playing pieces; of a rectangular game board divided into four sections having a common center forming an objective point for the four sections, each section having a base at its outer corner and each equipped with means for indicating the different moves to be made by the playing pieces when said pieces are located at different points on the board.

2. A rectangular game board divided into four sections having a common center and each having a base at its outer corner, each section being divided into blocks, each equipped with a number from one to ninety-nine and some of said blocks having legends to indicate various stations, military strongholds, fortified places, and prison camps, with gaps in their boundaries to indicate the path in which the playing piece may be moved.

3. A rectangular game board divided into four sections having a common center and each having a base at its outer corner, each section being divided into blocks, each equipped with a number from one to ninety-nine and some of said blocks having legends to indicate various stations, military strongholds, fortified places, and prison camps, said blocks being numbered irregularly with gaps in their boundaries for indicating the direction of movement for journeying to the center, said gaps being so located as to form a circuitous or indirect route to said center.

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

HARRISON F. THOMPSON.

Witnesses:

EDWIN E. TOMBLESON,  
F. P. KRUSEN.