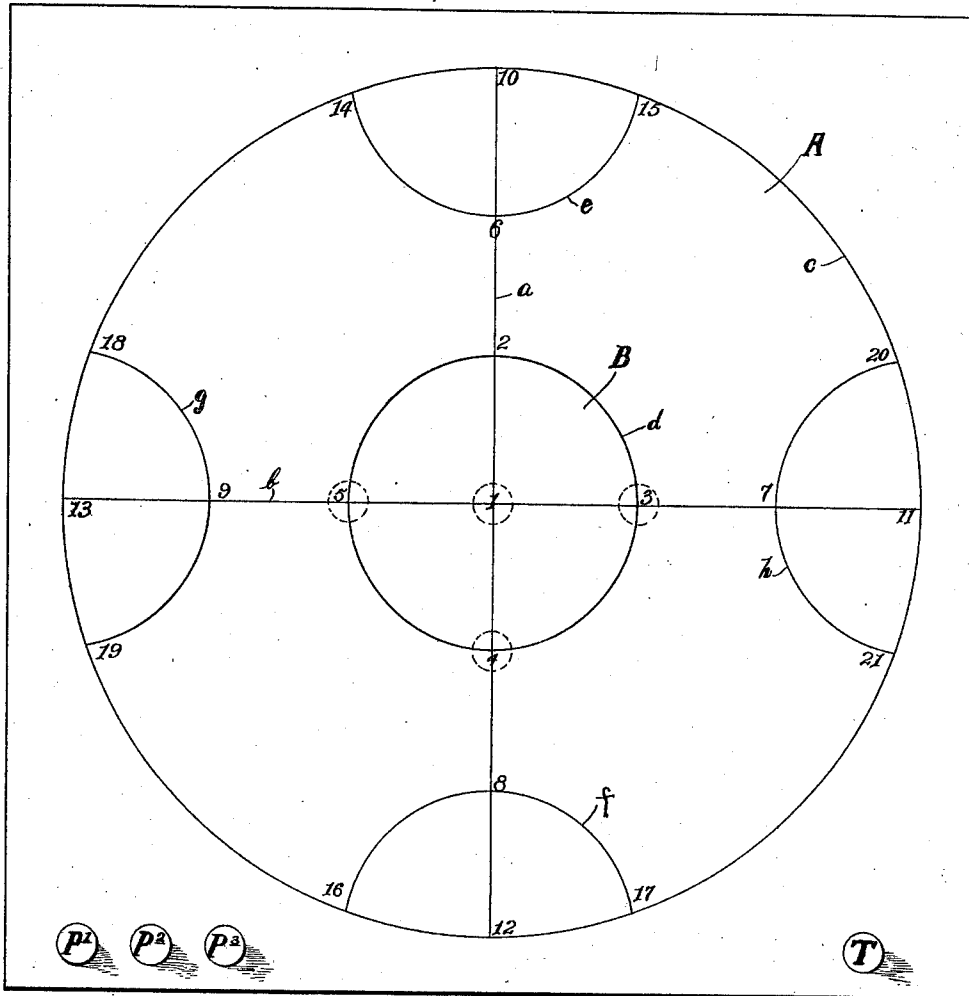


E. F. BRUNELLO.
AMUSEMENT DEVICE.
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1,030,970.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, EMILIO F. BRUNELLO, a subject of the King of Italy, residing at Appalachia, in the county of Wise and State of Virginia, have invented certain new and useful Improvements in Amusement Devices; 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.

This invention relates to amusement devices, and more particularly to indoor games.

An object of this invention is the provision of a game which employs the use of a board and a plurality of travelers, one of which is adapted to be moved over the board by a player, while the remaining travelers are adapted to be moved after the first mentioned traveler by a player or players, the object being to corner the first-mentioned traveler upon points located on the board before this said traveler can return to the starting place or place of safety.

Another object of this invention is the provision of a game which will be comparatively simple and inexpensive to manufacture, and which will require considerable skill and afford considerable amusement to the players.

With the above and other objects in view, this invention resides in the novel features of construction, formations, combinations and arrangements of parts to be hereinafter more fully described, claimed, and illustrated in the accompanying drawings, in which the figure is a plan view of my invention.

Referring to the drawing by characters of reference, the letter A designates generally a field, which, in the present instance, is circular in formation, being provided with a concentric field, which, for convenience, we will term the refuge, and which is designated by the letter B. The fields A and B are bisected by a radially extending line or road *a*, and this road *a* is bisected by a similar road *b*, which extends in perpendicular relation thereto, and serves, with the previously mentioned road, to divide the fields into four equal parts.

Alleys *e*, *f*, *g* and *h* extend from the roads *a* and *b*, as clearly illustrated upon the drawing. The alleys are preferably curved in form, being struck from a point at the

junction of the terminals of the roads *a* and *b* and the boundry road *c* of the field A.

The refuge B is bounded by a circular road *d* struck from the junction of the roads *a* and *b*. The crossings on the various roads will be numbered as follows: The bisection of the roads *a* and *b* is designated by the numeral 1, from which point the said roads extend radially, intersecting the road *d* at the points 2, 3, 4 and 5. The roads *a* and *b* extend through the alleys *e*, *f*, *g* and *h*, crossing the same at the points 6, 7, 8 and 9 until they reach the boundary road *c*, with which they are connected at the points 10, 11, 12 and 13. The alleys *e*, *f*, *g* and *h* are each connected to the boundary road *c* by the points 14, 15, 16, 17, 18, 19, 20 and 21.

In playing my improved game I employ the use of a series of travelers, one of which is designated by the letter T, while the remaining three are designated by the characters P¹, P² and P³. In playing the game the traveler T, which, in the present instance, designates a thief, is placed upon the point 1, while the travelers P¹, P² and P³, which designate policemen, are placed upon any three of the points 2, 3, 4 and 5.

The object of the game is to allow the thief to move out of the refuge B, crossing the boundary *d* thereof, and to travel around the board in any desired direction and to return to the refuge, in which case the game is won by the thief, the object of the policemen being to corner the thief by surrounding him upon any point at which he is located.

In moving, the traveler can only move along the radial roads or around the roads *c* and *d*, or alleys *e*, *f*, *g* and *h*, none of them being permitted to cut across from the points at the ends of the alleys to points upon the boundary of the refuge B, or from points upon the said boundary to the boundary road *c*.

The player who moves the traveler designated by T is allowed to have one move to each move of the travelers which designate the policemen.

The following is a description of the series of moves illustrating the manner in which the thief may be cornered at one of the points, and in which the player moving the policemen wins the game: In starting the game the traveler T is placed upon the point 1, while the travelers P¹, P² and P³ are placed upon the points 5, 4 and 3 re-

spectively. The traveler T is first moved to the point 2, being followed by the traveler P², who first moves upon the point 1. The thief is next advanced to the point 6, while the traveler P² is moved to the point 2, to prevent the traveler T from returning into the refuge B. The thief next advances to the point 14, while the traveler P¹ follows to the point 9, in order to head the thief off as he advances around the boundary *c*. The thief is next advanced to the point 18, while in order to prevent him from continuing along the said boundary, the traveler P¹ is advanced to the point 13. The thief is next moved along the alley *g* to the point 9, while in order to prevent him from returning to the refuge, the traveler P² is advanced to the point 5, the thief then passing from between the travelers P¹ and P² located upon the points 13 and 5 respectively to the point 19, after which, in order to prevent him from advancing around the border and back into the refuge, the traveler P³ is moved to the point 7 at the juncture of the radial road *b* and the alley *h*. The thief is continued around the boundary *c* to the point 16, after which the traveler P³ is moved to the point 21, thus preventing any further progress around the boundary which would permit him to enter the refuge in the rear of the travelers which designate the policemen. The thief next advances along the boundary road *c* to the point 12, being followed by the traveler P¹, which is advanced to the point 19. The thief next moves to the point 17, while the traveler P² passes from the point 5 to the point 4 for the purpose of preventing the thief from entering the refuge at that side. The thief, having no other alternative, is moved backward along the boundary road *c* to the point 12, being immediately followed by the traveler P¹, which is advanced from the point 19 to the point 16. As the thief is now nearly cornered, he either has to move to one of the points 8 or 17. For illustration, the thief is moved to the point 17, at which time the traveler P² advances to the point 18, and as the thief has only one move left: namely, back again to the point 12, the policeman P³ immediately closes in, advancing from the point 21 to the point 17, and manifestly the thief is surrounded on the point 12 by the travelers P¹, P² and P³, upon the points 16, 8 and 17 respectively.

The previous disclosure illustrates the game as it is played when the player or

players moving the travelers which represent policemen are successful in cornering the thief, but, however, should the player moving the said travelers which represent the policemen, make any false move, permitting the thief to return to any of the points along the boundary *d*, the player moving the thief is successful in winning the game.

From the foregoing disclosure, taken in connection with the accompanying drawings, it will be evident that a game of the nature described is provided which will afford considerable amusement and require skill in playing.

The above disclosures illustrate one form in which the board or field may be marked off, but it should be understood that as many radial lines, as many letters and as many points of refuge may be provided within the field as is desired to make the game more or less complicated.

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

1. A game apparatus consisting of a board having the representation of a circular field on its upper surface, the representation of an inner or secondary field located concentrically within said first mentioned field, a plurality of lines extending from the center of said fields and intersecting the lines constituting boundaries of said fields, said last mentioned lines representing roads, means representing alleys intersecting the lines representing roads and terminating at the boundary line of the first mentioned field.

2. A game apparatus comprising a board having the representation of a circular field on its upper surface, a representation of an inner or secondary circular field located concentrically within the first mentioned circular field, a plurality of intersecting cross diameters intersecting the boundary line of the inner field and terminating at the boundary line of the first mentioned field, and semi-circular lines representing alleys located at each terminal of said cross lines intersecting the latter lines and terminating at the boundary line of the outer field.

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

EMILIO F. BRUNELLO.

Witnesses:

W. G. LONG,

GEO. JENKINS.