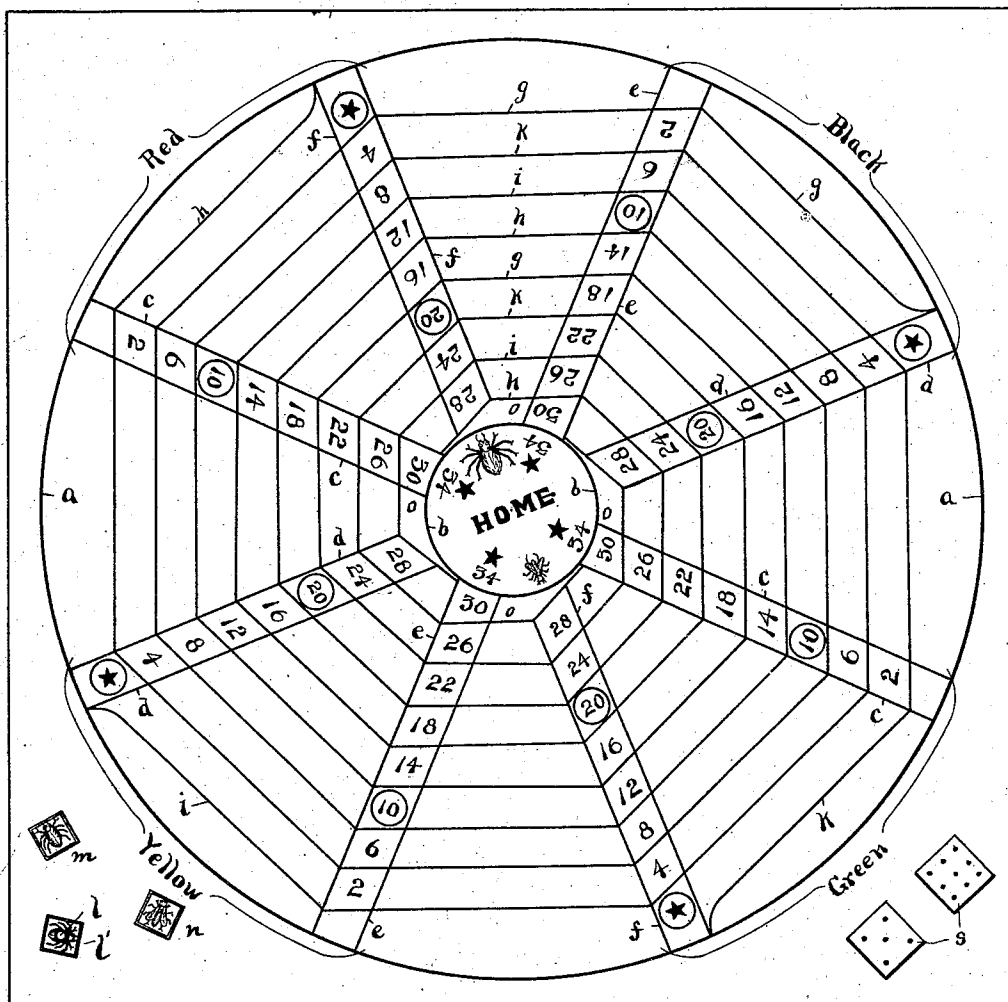


(No Model.)

W. SCHAAF & G. A. RITZ.
GAME APPARATUS.

No. 506,797.

Patented Oct. 17, 1893.



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ASSIGNORS, BY DIRECT AND MESNE ASSIGNMENTS, TO MARY ANGELE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 506,797, dated October 17, 1893.

Application filed August 10, 1892. Serial No. 442,668. (No model.)

To all whom it may concern:

Be it known that we, WILLIAM SCHAAF and GEORGE A. RITZ, residents of Rochester, in the county of Monroe and State of New York, have invented certain new and useful Improvements in Game Apparatus; and we 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 pertains to make and use the same.

The invention relates to devices for playing games in which movable pieces and arithmetical calculations are employed and has for its object to provide a board or the like adapted to a variety of such games; and it consists in the matter hereinafter described and particularly pointed out.

The drawing is a plan of the board which may be made of any suitable material and preferably of paper. It may also be made in two or more folding sections. Instead of a sheet of flat paper board the top of a stand, table or box may be suitably marked as hereinafter described with the same effect. In the present instance the outline of the board is shown as rectangular and within it is an inscribed circle *a* having within it a smaller circle *b* near its center. The annular space between these circles is symmetrically divided by pairs of radially disposed parallel lines *c, d, e, f*. These are joined and crossed by lines *g, h, i, k*, extending around between the circles in the manner illustrated. Each of these latter lines begins at the foot of one of the radially disposed pairs and is extended toward the center in a helical manner, the several lines being kept at a uniform distance from the others and each terminating in one of the radial lines near the inner circle. These helically disposed lines are shown as bent in the present instance but they may be formed as continuous curves. The number of said lines, as shown, equals half the number of the pairs of radial lines, but this is not material and the numbers of both the helical lines and of the pairs of radial lines may be varied both absolutely and relatively, but in all cases an equal number of spaces for every complete circuit of the board will be included between the circumferential and radial lines or marks. Thus in the illustration it will be

seen that eight numbered spaces extend once around the center at whatever point the count is begun. This feature is essential to the circumferential and radial moves required in the games for which the board is intended. The first space between the radial and helical lines near the beginning of a helical line may if desired receive a distinctive mark such as a star. The succeeding spaces toward the inner circle are marked 4, 8, 12 and so on to 28. The spaces between the next pair of lines are marked from 2 to 30 and these two arrangements of numerals in the spaces formed by the pairs of radial lines crossed by the transverse lines are repeated around the entire board. Preferably a different color will be appropriated to the numbers of each section or group which latter in the present instance embrace two pairs of radial lines and the playing pieces such as *l', m*, and *n* may be divided into groups equal in number to the groups of spaces and have colors corresponding to the colors of the numbers. The sixth space from and including an entering space marked by a star is marked 20 and the third wholly-enclosed space between the next pair of radial lines at the right is marked 10 and similarly situated spaces are marked in like manner around the whole board. These may be styled safety spaces and have preferably a special mark such as produced by color corresponding to the color of the numerals marked therein respectively. Thus if the numbers between the pair of lines marked *c* are in red, their pieces having a like color will be entered in the entering spaces marked with a star having the same color and the spaces 20 and 10 may be conveniently marked with the color also. It is however only important that these parts be distinguished whether by colors or other marks.

As illustrated every alternate pair of radial lines terminates in the inner circle the others terminating at a little distance from it whereby spaces 0 are formed. Near the inner end of each pair of lines that touch the inner circle and within the latter, numeral 34 is placed with a color or mark corresponding to that of the figures nearest. A star is also represented and may have a corresponding color or mark. In some cases the pieces

will be entered in playing, within or from the inner circle and moved outwardly but in general it is preferred to enter them according to their color or distinguishing mark in the proper spaces near the outer circle marked with a star. The particular character of the distinguishing mark of the various parts is not however essential. As the arrangement of the lines above described has resemblance to a spider's web the pieces for playing games are appropriately marked as spiders and flies and each piece may have a fly upon one side and a spider upon the other whereby they are adapted to be used under each character as the exigencies of any game may require. Some of the pieces will by preference have a special mark such as a circular opening *l* to indicate any special use or privilege conferred upon it in any game that may require such. Such pieces are usually called kings. The board also contemplates the use of some mechanical device such as a die or top or other movable piece marked with a series of figures on its several sides as is an ordinary playing die, one of which is indicated at *s*.

The entry of pieces upon the board and their subsequent movement may be determined by the number indicated by the throw of the die or of the dice or by other devices of like character. Thus for example if number 1 be uppermost when the die is thrown let the player enter a fly in the exterior entering space marked in the illustration with a star and having a color or mark corresponding to his pieces. Let a throw of 4 indicate a movement of one space directly toward the inner circle or of two spaces to the right which it will be perceived is in effect a movement of one space toward the center. It will be noted that this play corresponds to the difference between the space numbers which have a common increment of four toward the center and of two in a circumferential direction. If 6 be thrown let the piece be moved one space toward the center and one toward the right or three toward the right. If an odd number be thrown enter one piece if any remain to be entered and move another piece according to the number left after subtracting a unit for said entry. In other cases odd throws are useless. If a move as above outlined carries a piece upon a space occupied by an opponent's piece, that is captured and must be removed and can only be re-entered upon the board as at first. A piece upon a safety space 10 or 20 cannot be captured. No piece can be jumped. Each capture entitles the player to convert his own capturing fly into a spider, if the nomenclature suggested be employed, and three spiders entitles the player to a king which is a piece specially marked with a hole or otherwise and which cannot be captured. If the player has no piece in play out of the home or inner circle that can be turned to convert it into a spider upon capturing an opponent the capture can be otherwise noted to indicate when the three captures have been

made which entitles the player to a king. Every fly or spider captured and sent back for re-entry will enter in its original character as a fly. A king upon 30 blocks the sending home to the inner circle of a piece on 28 or 26. A piece cannot be moved across a space 0. The game is won when any player has entered in the center circle or otherwise disposed of the number agreed upon. Several players can play at the same time either as partners or each for himself. The use of the board is not confined to the game above indicated, as such game may be varied by additional conditions and others can be readily devised for which the described board would be suitable. Thus all of the spaces in each of the several sections having a special color or mark may be made places of safety for pieces of that color or mark. Or if desired the spaces 30 may be treated as safety spaces as well as the star or entering space. More than one die may be thrown and higher numbers obtained by adding those disclosed by the throw and the moves extended to correspond. The board also can be varied in size and in the number of its spaces and other changes of like immaterial character may be adopted. The board provided with radial pairs of lines intersected by helical lines whereby series of spaces are inclosed, said series of spaces having such relation to each other that several moves circumferentially from space to space along a helical line carries the piece moved toward the center a distance equal to one space in the radial series is characteristic of the invention.

The particular numbers employed are not essential, nor is it necessary that even numbers be used. Neither is it essential that the circles *a* and *b* be employed as polygons could be substituted. Neither are the radial lines absolutely necessary, since were helical lines arranged substantially as illustrated the angles in the same might be treated as stations and the pieces moved from angle to angle either circumferentially or radially, and marks other than angles might be used to indicate similarly situated stations.

Having thus described our invention, what we claim, and desire to secure by Letters Patent, is—

1. The board for playing games having radial lines disposed in pairs intersected by a series of helical lines whereby are formed or bounded several series of helically arranged spaces extending indirectly from the circumference of the board toward its center the same spaces also constituting other series extending directly from said circumference toward the center; substantially as set forth.

2. The board for playing games having a series of helical lines arranged between two circumferential lines each of the series having one end at or near the outer circumferential line and the other end at or near the inner circumferential line, the helices being divided by series of radially disposed marks

into parts regularly decreasing in length toward the center, the spaces bounded by the marks and separate portions of the helical lines being the same in number for every
5 circumferential series; substantially as set forth.

In testimony whereof we have signed this

specification in the presence of two subscribing witnesses.

WM. SCHAAF.
GEORGE A. RITZ.

Witnesses:

ANTON WAGNER,
MERIMON G. WATTERS.