J. W. FISCHER.

GAME.

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Fig. 1.

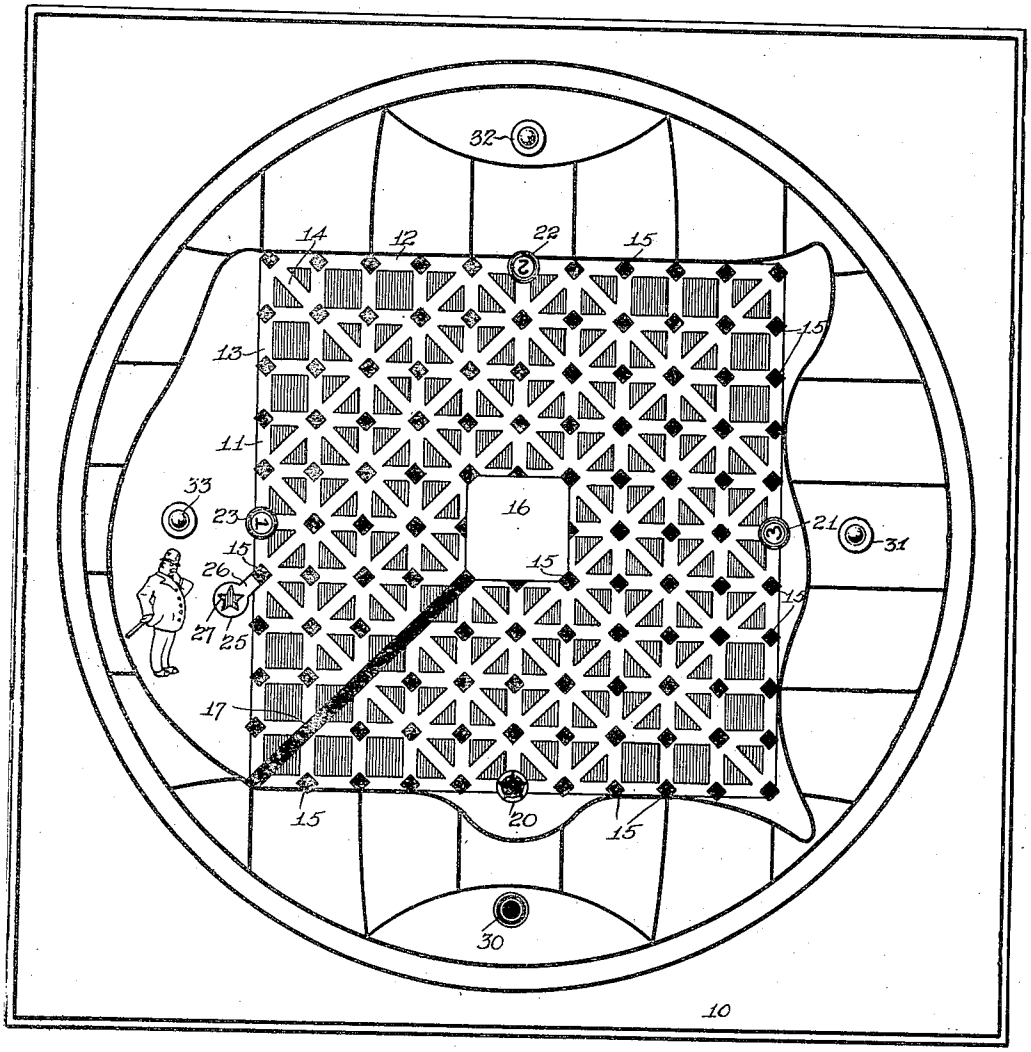
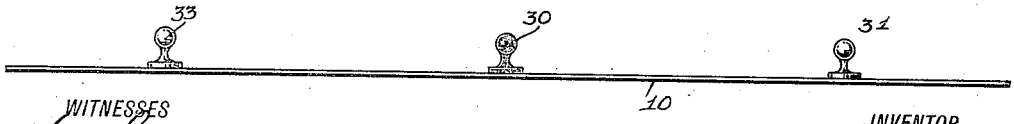


Fig. 2.



WITNESSES

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GAME.

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To all whom it may concern:

Be it known that I, JOSEPH WILLIAM FISCHER, a citizen of the United States, and a resident of the city of New York, borough of Brooklyn, in the county of Kings and State of New York, have invented a new and Improved Game, of which the following is a full, clear, and exact description.

The invention relates to parlor games and its object is to provide a new and improved game arranged to permit two or more persons to play the game and to afford considerable interest and amusement to the players and onlookers.

Another object is to require considerable skill on the part of the players to successfully play the game.

Another object is to provide a game which is very simple in construction and requires but little space on a table or other support.

With these and other objects in view, the invention consists of certain novel features of construction, as hereinafter shown and described and then specifically pointed out in the claims.

A practical embodiment of the invention is represented in the accompanying drawings forming a part of this specification, in which similar characters of reference indicate corresponding parts in both views.

Figure 1 is a plan view of the game; and Figure 2 is a side elevation of the same.

The game board 10 of wood, cardboard, paper or other suitable material is preferably made square and is provided on its face with a main field 11, preferably made square, and provided with intersecting horizontal pathways 12, vertical pathways 13, and diagonal pathways 14 with stopping stations 15 at the point of intersection. The main field 11 is further provided at its middle with an auxiliary field or blank space 16, preferably made square, and a barrier 17, preferably in the form of a heavy black line, extends from one corner of the main field 11 to one corner of the central field 16. Along the border pathways 12 and 13 are arranged starting stations 20, 21, 22 and 23, preferably in the form of circles and differently marked to identify the same. Thus the starting station 20 is marked with a star while the other stations 21, 22 and 23 are marked with different identifying numerals or characters. A goal 25 is arranged adjacent the main field 11, preferably between the starting station 23 and the barrier 17, and this goal is connected by a short pathway 26 with an adjacent border stopping station 15. The goal 25 is identified by a suitable mark, character or the like, for instance, as shown in Figure 1, by a shaded star 27.

In playing the game use is made of pawns or similar members 30, 31, 32 and 33, of which the members 31, 32 and 33 are alike in form and color while the member 30 is preferably of the same form but of a different color. Thus, as shown in the drawings, the member 30 is black while the members 31, 32 and 33 are white. The member 30 is placed by one player onto the starting station 20 and one, two or three players handle the other members 31, 32 and 33, and in starting the game place the same on the stations 21, 22 and 23. The members are moved one at a time from one stopping station 15 to the next adjacent one in any desired direction, and the object is to have the member 30 travel along the pathways from one stopping station to the other around the center field 16 to reach the goal 25, while the other members 31, 32 and 33 tend to prevent the member 30 from reaching the goal by blocking the corresponding pathways. It is understood that when two players are playing the game one manipulates the member 30 while the other player manipulates all three members 31, 32 and 33 in succession, but in case four players are engaged one player manipulates the member 30 while each of the other players manipulates one of the members 31, 32 or 33, but in each case the object is the same, that is, to prevent the member 30 from reaching the goal 25. None of the members 30, 31, 32 and 33 can, however, cross the field 16 or the barrier 17.

It will be noticed that the game requires considerable skill on the part of the players to successfully play the game, that is, the player controlling the member 30 seeks to avoid being blocked by the members 31, 32 and 33, and the players controlling the members 31, 32 and 33 seek to block the member 30 to prevent the latter from reaching the goal 25.

The face of the game board 10 may be ornamented in any suitable manner to render the game board attractive.

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

1. A game comprising a game board and members adapted to be moved over the said board by the players, the board having a main field provided with intersecting vertical, horizontal, and diagonal pathways for the said members to be moved on, a barrier extending across a portion of the said field from the border of the said main field, spaced starting stations at the said main field and of which one is located to one side of the said barrier and is for one of the said members to start from; the remaining stations being for the other members to start from, and a goal on the other side of the said barriers.

2. A game comprising a game board and members adapted to be moved over the said board by the players, the board having a main field provided with intersecting vertical, horizontal, and diagonal pathways for the said members to be moved on, a barrier extending across a portion of the said field from the border of the said main field, spaced starting stations located at the border of the main field, and a goal located outside the field.

3. A game comprising a game board having a main square field provided with intersecting horizontal, vertical, and diagonal pathways, an auxiliary field arranged at the center of the said main field, starting stations located approximately at the middle of the border pathways of the main field, a barrier extending diagonally from the the central field to one corner of the said main field, and goal outside one of the border pathways adjacent the barrier.

4. A game comprising a game board having a main square field provided with intersecting horizontal, vertical and diagonal pathways, an auxiliary field arranged at the center of the said main field, starting stations located approximately at the midile of the border pathways of the main field, a barrier extending diagonally from the central field to one corner of the said main field, a goal outside one of the border pathways adjacent the barrier, and stopping stations at the intersections of the pathways.

JOSEPH WILLIAM FISCHER.