Dec. 19, 1922. 1,439,616.

R. DIEHL.

GAME APPARATUS.

FILED APR. 4, 1921.

FIG. 1.

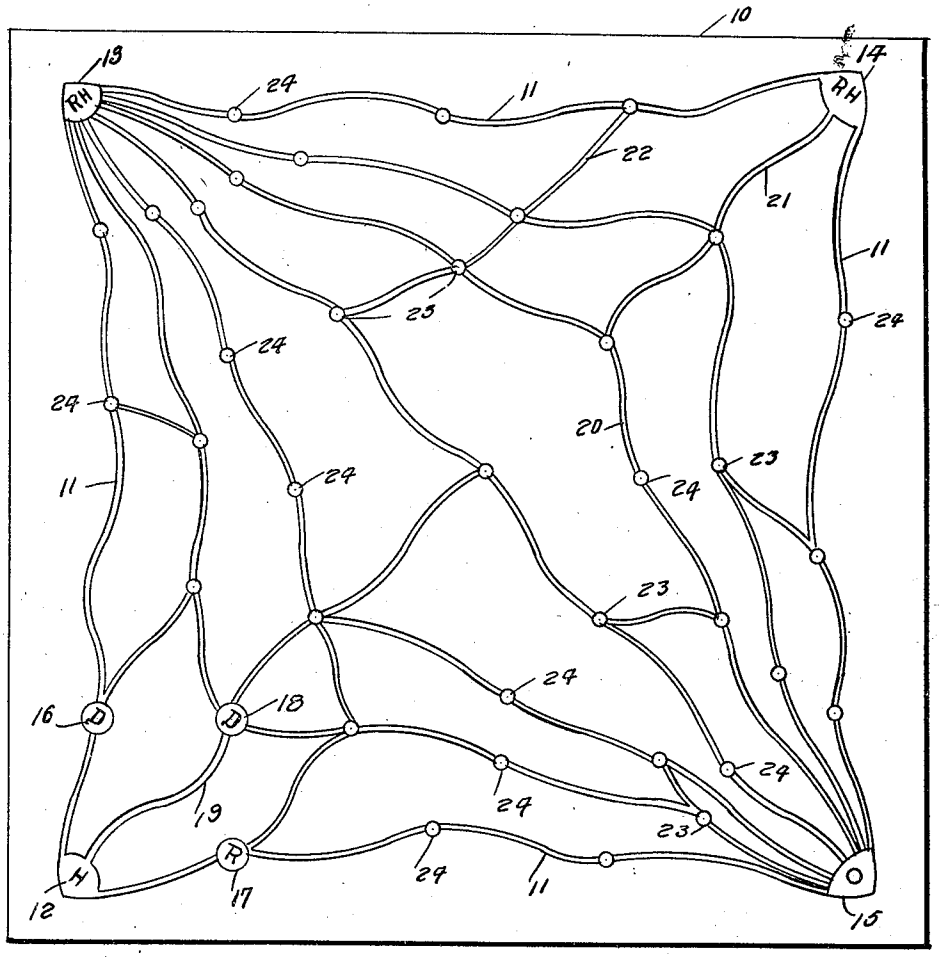


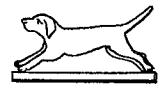
FIG. 3.

FIG. 2.





FIG. 4.



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UNITED STATES PATENT OFFICE.

RICHARD DIEHL, OF HILLSIDE, NEW JERSEY.

GAME APPARATUS.

Application filed April 4, 1921. Serial No. 458,230.

To all whom it may concern:

Be it known that I, RICHARD DIEHL, a citizen of the United States, residing at Hillside, in the county of Union and State of New Jersey, have invented certain new and useful Improvements in a Game Apparatus; 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.

The object of the invention is to provide a simple and entertaining apparatus for use in playing a hunting game of which the purpose is to simulate the chase of a rabbit or similar game by a hunter and dogs through a field representing a labyrinth of well defined trails to which the playing objects must be confined in their movement between the stops or stations, and the extent or relative movements of the pieces being determined by a suitable counter, dice or the like; and with this object in view the invention consists in a construction and arrangement of parts of which a preferred embodiment is shown in the accompanying drawing, wherein:

Figure 1 is a plan view of a playing board constituting the main feature of the apparatus.

Figures 2, 3 and 4 represent the pieces or playing objects for use in connection with the board.

The base or board 10 carries a substantially rectangular playing field having more or less irregular or sinuous bounding lines representing boundary trails 11 which at the angles of the field connect with stations which are respectively designated as 12, 13, 14 and 15. As illustrated the stations 13 and 14 may be designated in the field by the letters RH representing for example rabbit home or rabbit hole to indicate that when the game such as the rabbit safely reaches either of these stations the game is won by the player or participant in the game who is representing the rabbit or who has the rabbit piece to move. The station 12 may also be designated within the field by the letter H to represent hunter, and this station preferably forms one of four stations of which the others are marked respectively D, D and R as the starting points of the playing pieces when the game initiated. The station 16 which is also marked D is arranged on one of the boundary trails 11, the station 17 also designated by the letter R is arranged on another boundary trail at approximately the same distance from the station H as is the station 16, and the fourth starting station 18 is arranged upon a lead trail 19 extending diagonally inward across the field from the starting station H.

The station 15 may be blank as indicated and may represent that position on the playing board surface in which the rabbit or game may be cornered and caught so as to give the player representing the hunter and dogs, indicated in Figures 2, 3 and 4 and initially placed upon the stations H, D and D the advantage over the player representing the game.

Extending diagonally across the playing field from the station 13 to the station 15 which in common with the station 14 may be regarded as a terminal station, for the reason that upon reaching either of them the game or rabbit representing the game is either caught or is safe, are the main trails 20 of which there may be any desired number, and are of sinuous or irregular form, as indicated, designed to represent or simulate rabbit runs, several of these main trails being intersected by the lead trail 19, and correspondingly from the station 14 representing a rabbit hole there may diagonally extend an escape trail 21 also intersecting one or more of the main trails as shown, while connecting the main trails with each other at intervals and also connecting the main trails with the boundary trails in a more or less irregular or arbitrary way are the cross or short cut trails 22 which may be varied in length and arrangement according to the preference of the designer and with a view to rendering more or less difficult or easy the solution of the problem of enabling the hunter assisted by the dogs to corner or trap the game in accordance with the rules of pay which may be laid down for the guidance of the participants of the game.

At the intersections of all of the trails or in other words at all points of intersection of two trails or portions of trails there arranged rest stations 23 of which obviously there may be quite a considerable number, and in addition thereto supplemental rest stations 24 may be arranged upon the main and boundary trails as indicated, said stations representing points at which the play-

ing objects representing the hunter, dogs and rabbit may stop, and further representing the points at which stops must be made in view of the method of playing the game if moves as intended, be governed for example by the throw of dice or the operation of a counter,—each participant in the game either throwing the dice or operating the counter to determine how many stations or steps he may take in the advancement of his playing piece in the direction in which he desires to go in order to accomplish the object, that is either of carrying the game object or rabbit out of the reach of the other objects or of disposing the objects representing the hunter and dogs in such a way as to catch or trap the game object.

It will be obvious that by adopting more or less restrictive rules of play the game may be made as difficult as desired and will afford entertainment in the fact that the intersections of the trails forming means of escape and of approach are varied in different portions of the playing surface and thus, like chess and other games, make it necessary for the player to calculate in advance the moves which should be made in order to accomplish the desired object whether of escape or capture.

Having thus described the invention, what I claim is:—

1. A game apparatus having a playing field for traverse by playing objects respectively representing game and hunter and provided with starting, safe and danger stations connected by trails arranged in intersecting relations with rest stations at the points of intersection thereof, a plurality of main trails being disposed diagonally in connection with opposite corner stations and lead and escape trails being extended from the intermediate corner stations in intersecting relation respectively with certain of the main trails, and cross or short cut trails being arranged in connection with intermediate rest stations of the main trails.

2. A game apparatus having a playing field for traverse by playing objects respectively representing game and hunter and provided with starting, safe and danger stations connected by trails arranged in intersecting relations with rest stations at the points of intersection thereof, the corner stations being connected by boundary trails, diagonally opposite stations being connected by main trails, and the main trails being intersected by lead and escape trails extending respectively from the intermediate corner stations.

3. A game apparatus having a playing field for traverse by playing objects respectively representing game and hunter and provided with starting, safe and danger stations connected by trails arranged in intersecting relations with rest stations at the points of intersection thereof, the corner stations being connected by boundary trails, diagonally opposite stations being connected by main trails, and the main trails being intersected by lead and escape trails extending respectively from the intermediate corner stations, with rest stations arranged at the points of intersection of the several trails and at intermediate points on the main and boundary trails.

4. A game apparatus having a playing field for traverse by playing objects respectively representing game and hunter and provided with starting, safe and danger stations connected by trails arranged in intersecting relations with rest stations at the points of intersection thereof, the corner stations being connected by boundary trails, diagonally opposite stations being connected by main trails, and the main trails being intersected by lead and escape trails extending respectively from the intermediate corner station, with rest stations arranged at the points of intersection of the several trails and at intermediate points on the main and boundary trails, and starting stations being arranged adjacent to one of said intermediate corner stations and respectively at intersections of other trails with the boundary and lead trails.

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

RICHARD DIEHL.

Witnesses:
WM. HASCHER,
ALBERT A. LACOMBE.