No. 795,822. PATENTED AUG. 1, 1905.

C. A. DARIUS.

GAME APPARATUS.

APPLICATION FILED AUG. 6, 1904.

Fig. 1

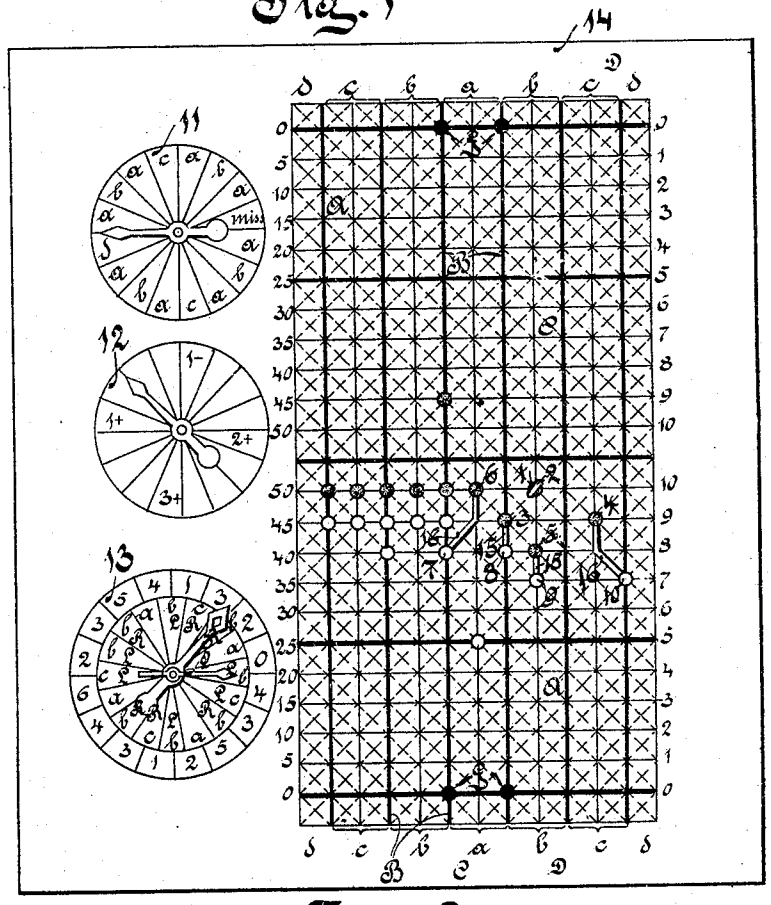


Fig. 2

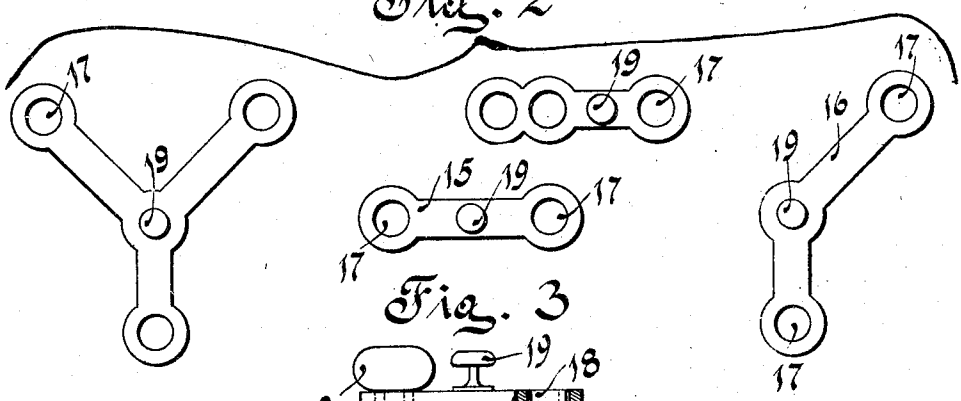
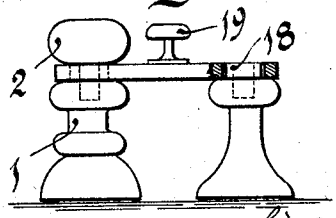


Fig. 3



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GAME APPARATUS.

No. 795,822. Specification of Letters Patent. Patented Aug. 1, 1905.

Application filed August 6, 1904. Serial No. 219,785.

To all whom it may concern:

Be it known that I, CHARLES A. DARIUS, a citizen of the United States, residing at Jersey City, New Jersey, have invented certain new and useful Improvements in Game Apparatus, of which the following is a clear, full, and exact description.

My invention relates to an improved game apparatus, and particularly to constructions which will facilitate or complicate the play. It is particularly intended for use in playing a game similar in some respects to foot-ball; and one of my objects is to give visual expression and physical representation to some of the forces or powers exercised in the game, which is played with pieces or men by any piece or player over another player, and also indicating, if desired, the lines or paths along which said forces or powers may be directed.

My invention will be defined in the claims.

In the embodiment of my invention which I now prefer and which is illustrated in the drawings, Figure 1 is a form of board which I may use in playing the game. Fig. 2 shows several of the connecting links or bonds which may connect any two players, and Fig. 3 is a side elevation of two of the players connected by a link or bond.

Referring to the preferred embodiment shown in the drawings, 14 is a board for playing the game, which may have on it a longitudinal figure representing the field and divided off into spaces, preferably by intersecting lines. I provide two sets of play-pieces, as shown thereon, each set consisting of the same number of pieces, preferably eleven, in each set. Each of the pieces of each set has a visual characteristic different from that of any one of the other set, so that the two sets may be readily distinguished, and preferably the pieces of each set have a common visual characteristic, and I have shown the pieces of one set as stippled while the pieces of the other set are not stippled; but it will be obvious that I do not wish to limit myself to this visual characteristic.

The different pieces may, according to the rules of the game, be endowed with different capabilities of movement. For instance, the players representing the "heavy" men—such as the tackles or guards—may be capable of movement only a certain distance and along certain lines, while others of the pieces—such as the "light" men—may be capable of a greater movement and along additional spaces or lines. Each piece may have a certain capability of "holding" or restraining the movement of one of the pieces of the other set. For example, the tackles or guards may have the capability of movement over only one space along one line and may also be capable of holding any other man at a distance from it equal to one line or space, while the half-backs or ends may be capable of moving one space or line and transversely across another space and be capable of holding a man of the other set which may be within that distance of movement. In order to give visual representation of this capability of holding, and, if desired, to also represent the line of movement allowed to different men, I have provided links or bonds which are adapted to connect a piece of one set when standing on the board with a piece of the other set when also standing on the board at a distance from the first piece. In Fig. 2 I have shown enlarged several different forms of links or bonds, the bond 15 representing the holding power of, for instance, a tackle, and the link 16 representing the holding power and the direction of movement of, for instance, an end or half-back. These bonds or links are preferably of a length sufficient to connect any two pieces when standing on two different points of intersection of said lines on the board. They may be of many different constructions, but are preferably made light, so as to be attached to and easily removable from the players. In the present instance I have, as in the bond 15, provided them with holes 17, and, as seen in Fig. 3, each of the men is provided with a projection 18, over which an end of the bond or link may be placed. The bond may also be provided with a suitable portion 19, which may be grasped by the finger to readily remove the same. 2 is a separate play-piece representing a "ball" which may be attached to any of the pieces, and in Fig. 3 it is shown as attached to one piece by a pin resting in a hole in the piece 1.

Referring to the pieces, as shown on Fig. 1, a run around the end has just been started, the half-back 1 having the ball 2. 3 is the tackle, 4 the end, 5 the other half-back, and 6 the quarter-back of the same set, and 7, 8, 9, and 10 are pieces of the other set. The tackle 3 and the half-back 5 may be capable of holding any man of the other set which is one space or line from him, and a link 15 has therefore been shown connecting each of these

players with a player of the other set (pieces 8 and 9) which are then "held" and incapable of movement until an unbonded piece of the attacked side is moved up to within a certain distance of the attacking-piece. Similarly the quarter-back 6 is capable of holding the player 7, and the end 4 is capable of holding the piece 10, and they are linked together by links 16, which not only indicate that the pieces 10 and 7 are held, but also indicate the line of movement with which the pieces 4 and 6 are endowed. With the men in the position they are, the half-back 1 carrying the ball is then free to move until one of the unbonded pieces of the other set is moved to such a position as to destroy the holding power of one of the attacking-pieces.

11, 12, and 13 are suitable cards which may, if desired, be used for governing the moves of the ball. For example, when the game is started the pivoted pointer of card 12 may be spun until it stops, for example, over the space marked 1+. This means that the ball has been advanced one yard. If, however, it stops over a space unmarked, it means no gain. The card marked 13 may be used for representing the movement of the ball in a "punt." The two independently-pivoted pointers are spun, and the place where they stop determines the position where the ball stops. For example, supposing they stopped, as indicated on the card 13, the longer arm pointing to space 3 and the shorter arm pointing to space marked L^b, this means that the ball has stopped on the line marked 3, and L^b means the longitudinal space marked *b* at the left of the goal-post. The ball would therefore stop on the line 3 in this left-hand space. The card marked 11 is used for a "try at goal" after a touch-down. For example, supposing a touch-down has been made in one of the spaces marked *b* on the board the pointer is spun and if it stops over one of the spaces marked *b* the goal has been kicked, but not otherwise. It will be observed that on this card there are eight spaces marked *a*, four spaces marked *b*, two spaces marked *c*, and one space marked *d*. Therefore the difficulty of kicking the goal is increased the further the touch-down has been made from the goal-posts, as there is only one chance in sixteen of kicking a goal when a touch-down has been made at *d*, two chances if at *c*, four chances if at *b*, and eight chances if directly behind the goal in the space marked *a*.

It will be obvious that many changes may be made in the constructions herein disclosed without departing from the spirit of my invention, and I therefore do not limit myself to the devices as herein illustrated.

What I claim is—

1. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of the same number of pieces, the pieces of each set having a visual characteristic different from that of the other set, a device adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said device being removable from said pieces.

2. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of the same number of pieces, the pieces of each set having a visual characteristic different from that of the other set, a device adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said device being removable from said pieces and being of a length sufficient to connect said pieces when standing on two different points of intersection of said lines.

3. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of the same number of pieces, the pieces of each set having a visual characteristic different from that of the other set, a device adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said device being removable from said pieces and shaped to represent the line of movement of one of said pieces.

4. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of the same number of pieces, the pieces of each set having a visual characteristic different from that of the other set, a device adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said device being removable from said pieces and being of a length sufficient to connect said pieces when standing on two adjacent points of intersection of said lines.

5. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of the same number of pieces, the pieces of each set having a visual characteristic different from that of the other set, a plurality of devices of different lengths, each adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said devices being removable from said pieces.

6. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of the same number of pieces, the pieces of each set having a visual characteristic different from that of the other set, a

device adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said device being removable from said pieces, and a separate piece adapted to be attached to any one of some of said other pieces.

7. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, each set consisting of eleven pieces, the pieces of each set having a common visual characteristic different from that of the other set, a plurality of devices of different lengths each adapted to connect one of the pieces of one set, when standing on said board, with a piece of said other set when standing on said board at a distance from said first piece, said devices being removable from said pieces, and a separate piece adapted to be attached to any one of some of said other pieces.

8. In a game apparatus in combination, a board having a playing-field divided off into spaces, two sets of movable play-pieces, the pieces of each set having a visual characteristic different from that of the other set, a device adapted to connect one of the pieces with another of said pieces when standing on said board at a distance from said first piece, said device being removable from at least one of said pieces.

Signed at New York, N. Y., this 25th day of July, 1904.

CHARLES A. DARIUS.

Witnesses:
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BEATRICE MIRVIS.