

(No Model.)

A. C. HUNSBERGER.
GAME APPARATUS.

No. 486,471.

Patented Nov. 22, 1892.

Fig. 1.

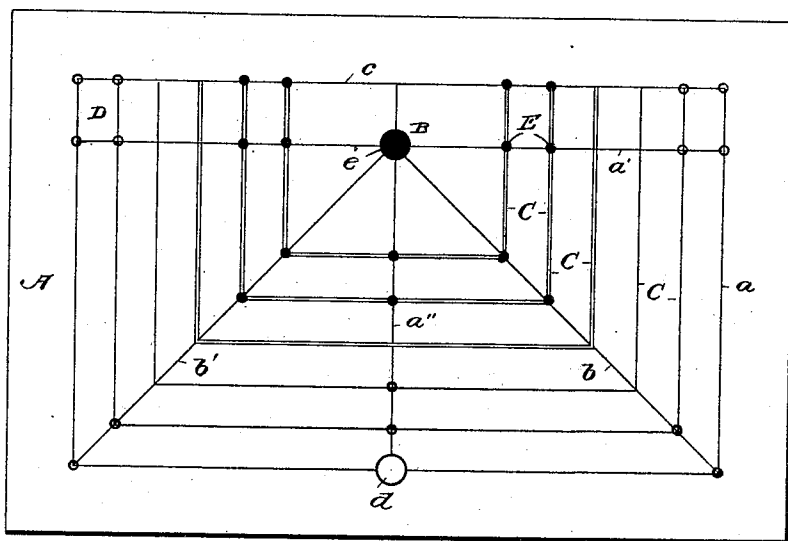
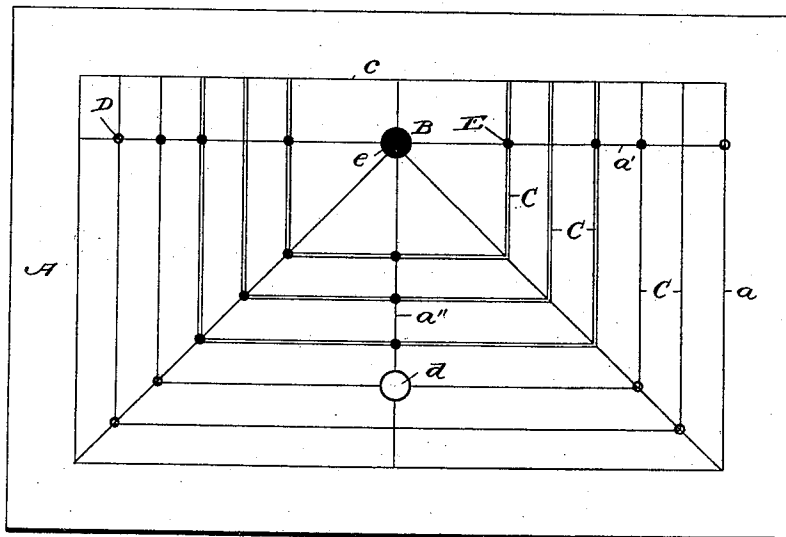


Fig. 2.



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 486,471, dated November 22, 1892.

Application filed March 19, 1892. Serial No. 425,509. (No model.)

To all whom it may concern:

Be it known that I, ABRAM C. HUNSBERGER, a citizen of the United States, residing at Portland, in the county of Northampton and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus; and I do 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, reference being had to the accompanying drawings, and to the letters of reference marked thereon, which form a part of this specification.

My invention relates to a game apparatus designed for amusement and calculated to tax the skill and judgment of the players.

The invention comprises a board divided into sections in a peculiar manner by different-colored lines and two sets of moving pieces, each having a principal piece or commander, which when the game is started are placed on opposite ends of a line drawn across the board.

My invention consists, further, of certain details of construction and arrangement of parts, as will be hereinafter described, and pointed out in the claim. The game may be played on a table-top, board, and other plane surface which is properly inscribed with the diagram.

In the accompanying drawings, Figure 1 is a view illustrating the pieces in position on the chart or diagram, said moving pieces being in their respective positions at the commencement of the game; and Fig. 2 is a similar view showing the position the moving pieces may assume after the game has been played for some length of time.

Referring to the drawings, in which like letters of reference denote corresponding parts in both of the figures, A designates the board, which is inscribed with a number of lines, forming a chart or diagram used for the purpose of carrying out my invention.

The outer rectangle a of the chart is preferably of the shape shown, and the board may correspond to this shape of the rectangle, if desired; but I do not care to limit myself to this particular form. This rectangle a is divided vertically and horizontally by the meet-

ing lines $a' a''$, the former line a' being arranged adjacent to one of the long sides of the rectangle a and the latter line a'' dividing said rectangle, preferably, into two equal parts. At the intersection B of these two right-angled lines are two diagonal lines $b b'$, extending to the outer opposite corners of the chart and across the angles formed by the lines $a' a''$. Within the outer rectangle a are a number of concentric rectangles C, the angles or corners of which are arranged at the diagonal lines $b b'$. One side c of the outer rectangle forms one side, $a'so$, of each of the other rectangles.

In the accompanying drawings I have shown six rectangles; but the number may be varied at will, and the outer three rectangles are preferably colored red, or only the dividing-lines between the rectangles may be colored, the same being indicated in the drawings by single and double lines, respectively. Thus the red lines constitute the field of one set of men and the blue lines the field of the other set. In playing this game two sets of moving pieces, designating soldiers, are employed, and they are arranged on the board at the intersection or angles of the lines, as indicated by the light and dark pieces D E. Each side has a commander $d e$, respectively, which is placed on the board, as shown in the drawings. When the play is in progress, the pieces are moved, as in the well-known game of checkers, on the lines forward or around at intersecting points, the pieces of one set D being moved inward to the position of the commander e and those of the set E being moved outward to the outer rectangle a and the position of the commander d ; but none of the pieces are moved backward, except the commanders, who may move in any direction until the pieces have reached the position of the commander of the other side, when they are promoted to the same privilege as the commander. As the play is progressing on three sides of the board or chart, the interest in the game is consequently increased and the skill of the players is correspondingly taxed to defeat each other. When all the men on either side are captured by "jumping," as in the game of checkers, the game is won and lost.

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

In game apparatus, the board having an
5 outer rectangle *a*, the concentric rectangles
C, the intersecting lines *a' a''*, and the diagonal lines *b b'*, extending from the intersection of the lines *a' a''* to the opposite corners
10 of the outer rectangle, and the two sets of
moving pieces distributed at the intersections

of said lines and embracing the two arbitrarily-movable pieces *d e*, substantially as described.

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

ABRAM C. HUNSBERGER.

Witnesses:

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PHILIP J. ALBERT.