(No Model.)

H. SPERL.

GAME BOARD.

No. 437,838. Patented Oct. 7, 1890.

Fig. 1.

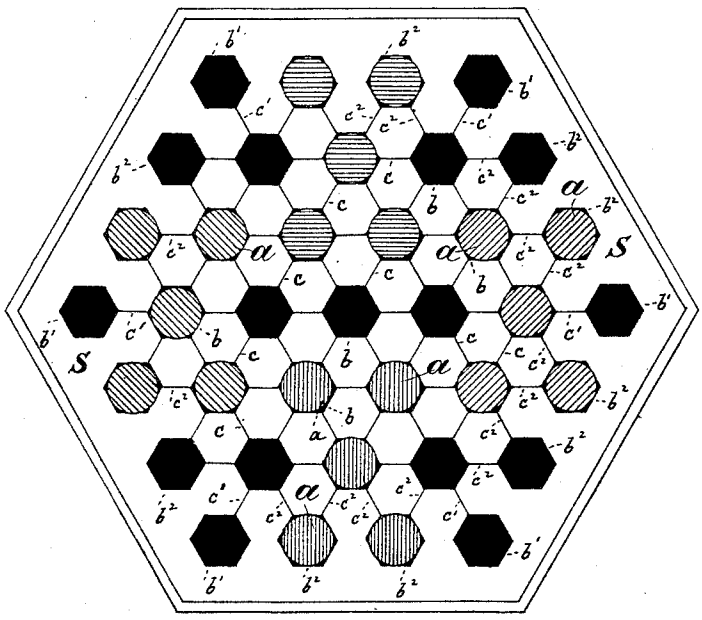


Fig. 2.



Fig. 3.



Witnesses:
Wm. Wagner
Wm. H. Lowe

Inventor:
H. Sperl
by his attorneys.
Roeder & Briesen

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

HEINRICH SPERL, OF MUNICH, GERMANY.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 437,838, dated October 7, 1890.

Application filed May 27, 1890. Serial No. 353,310. (No model.)

To all whom it may concern:

Be it known that I, HEINRICH SPERL, of Munich, Bavaria, Germany, have invented an Improved Game-Board, of which the following is a specification.

This invention relates to a game-board of novel construction; and it consists in the various features of improvement more fully pointed out in the claims.

In the accompanying drawings, Figure 1 is a face view of my improved game-board. Fig. 2 is a top view, and Fig. 3 a cross-section, of one of the men. Fig. 1 is drawn on a smaller scale than the other figures.

The letter S represents a game-board of hexagonal shape and having, in lieu of the ordinary black squares, a series of black hexagons b. Each point of each hexagon is connected to the opposite point of the next hexagon by a radial line c, so that in this way six white hexagons are formed around each black hexagon by six radial lines. Upon the lines c men a, of ordinary shape, move from one black field to any one of the next unoccupied black fields. The corner hexagons b' are, however, connected only by a single line c' to the corner of the opposite hexagon, so that there is only one inlet and outlet to and from such corner hexagons. The side hexagons b^2, between the corner hexagons b', are connected by only two lines c^2 to the corners of the opposite two hexagons, so that there are only two inlets and outlets to and from such side hexagons. It will be seen that the corner hexagons b' and the side hexagons b^2 are not connected directly with one another.

Any number of players may participate in the game. Fig. 1 shows one arrangement of the men for four players, put upon the board preparatory to starting the game. The men of each player are differently hatched and are readily distinguishable.

One player makes a move after the other. The men move from one black field upon either of the lines c c' c^2 to any adjacent unoccupied black field. If there is an opponent's man on an adjacent field and a free field behind it in a straight line the player can take the opponent's man, as in the game of checkers; but in taking the opponent's man the latter is not removed from the board, but the player's man is put on top of it and both men are placed upon the proper field. The column thus built is, for the time being, owned by the player whose man is on top. A column can be moved the same as a single man, and the player can take with it any number of other men, each victim being added to the foot of the column. If, however, a column is taken by a player the top man only is removed. The remainder of the column is owned by the player whose man is now on top, and thus the columns may change ownership. If a player has no more men, single or on top of columns, he ceases to participate until one of his men is again liberated or exposed on top of any of the columns. When the men of but one party remain exposed on the board the game is ended in his favor.

The game will be found entertaining, especially as it suggests, for the sake of self-preservation, frequent alliances with some of the other players, which, however, must be as rapidly made as broken.

What I claim is—

A game-board provided with a series of hexagons b, corner hexagons b', and end hexagons b^2, the central hexagons being connected by six lines c, the corner hexagons by one line c', and the end hexagons by two lines c^2, substantially as specified.

In testimony whereof I have signed this specification in the presence of two subscribing witnesses.

HEINRICH SPERL.

Witnesses:

ANCIE REULIN,

H. WRECKEL.