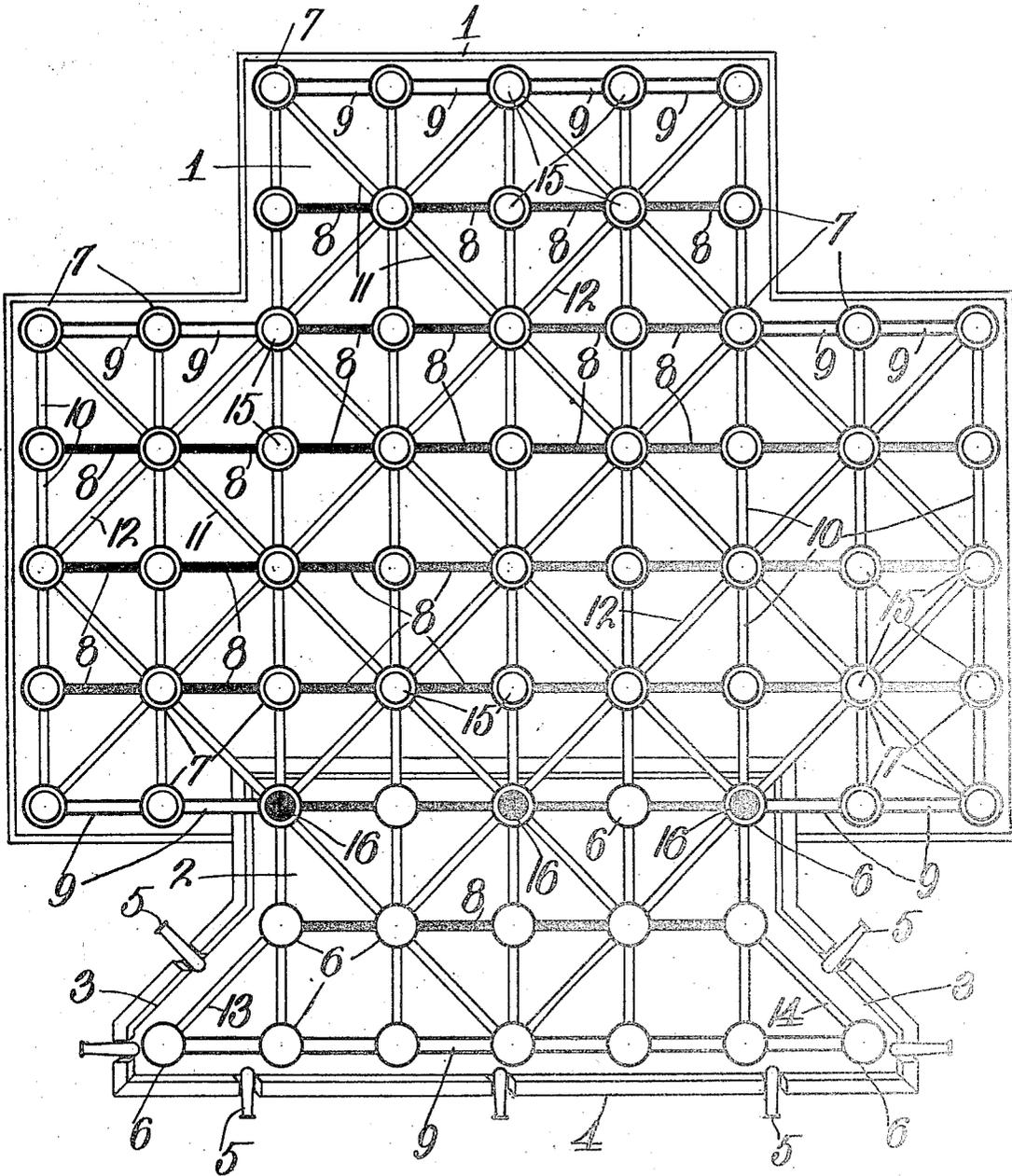


H. F. C. DUEBERG.
AMUSEMENT DEVICE.
APPLICATION FILED JULY 6, 1914.

1,131,603.

Patented Mar. 9, 1915.



WITNESSES:

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AMUSEMENT DEVICE.

1,131,603.

Specification of Letters Patent.

Patented Mar. 9, 1915.

Application filed July 6, 1914. Serial No. 849,087.

To all whom it may concern:

Be it known that I, HELMUTH F. C. DUEBERG, a citizen of the United States, residing at Kansas City, in the county of Jackson and State of Missouri, have invented certain new and useful Improvements in Amusement Devices, of which the following is a specification.

This invention relates to amusement devices, and more especially to games of such character that they may be played by children or by players who exercise more or less skill in the selection of possible moves, in other words, a game from the playing of which all classes of players may derive amusement as well as the mental training incidental to the playing of games where success is attained more by skill and forethought than by luck.

The primary object of the invention is to produce what may be termed a war game, in which three guardsmen defend a fortress from attack by fifty assailants, the attack being a success and the game won should the assailing force succeed in occupying every resting point within the fortress, or so many of said points that no move is left for the defending force. In the event the assailing force lose so many "men" that they are unable to occupy every point within the fortress, then the attack is a failure and the game is won by the defending force.

With the object of producing a game of the character outlined, the invention consists in certain peculiar and novel features hereinafter described and claimed; and in order that it may be fully understood, reference is to be had to the accompanying drawing which represents a plan view of a game board embodying my invention and also shows the attacking force of fifty "men," indicated by "white" disks and the defending force or "three guardsmen" indicated by "black" disks.

The gameboard may be of card board, wood or any other suitable material, and the field of play is preferably in the form of a cross, the attacking field 1 thereof consisting of the upper and two side arms of the cross, and the defending field or fortress 2 consisting of the lower arm of the cross. For convenience of reference and to present a more at-

tractive appearance, the two walls will be differently colored and hereinafter the attacking field will be referred to as the "yellow" field, and the defending field as the "green" field, though the drawing does not represent the fields colored, as indicated as they will be in the real game.

The lower part of the "green" field is widened at opposite lower corners at 3, for a purpose hereinafter explained. The "green" field is inclosed by a wall 4, dotted with cannon 5, and contains seventeen resting points 6, two of them occurring in the widened portions 3. The "yellow" field contains fifty resting points 7, arranged in seven horizontal rows and resting points of the horizontal rows are connected by horizontal lines, certain of which are indicated by the reference character 8, while the remainder are identified by the reference character 9, the horizontal lines of the "green" field or fortress being likewise identified.

The resting points are arranged in a lined series vertically as well as horizontally and are connected by vertical lines 10, and every alternate horizontal series intersecting the central resting point of the cross and extending at angles of forty-five degrees to the vertical and horizontal lines are diagonal lines 11 and 12, the same terminating at the resting points at the junctions of the four arms of the cross, and said diagonal lines also extend through the intermediate resting points, and paralleling said diagonal lines are similar diagonal lines, these diagonal lines being so spaced that half of the total number of resting points of both fields—exclusive of the two on the widened portions, of the "green" field—are intersected by them, the remaining half being intersected only by the vertical and horizontal lines, two additional diagonal lines 13 and 14 respectively, connecting the resting points on the widened portions of the "green" field or fortress, with the endmost resting points of the intermediate horizontal row of resting points on said field.

15 indicate fifty "men" consisting of the attacking force and 16 indicate the three guardsmen initially stationed on the central and two end resting points at the upper margin of the "green" field.

Before explaining in detail how the game is played, it is desired to state that the defending force have the privilege of moving and taking members of the attacking force but that the members of the latter force have not such privilege. Initially, the attacking "men" rest upon all of the fifty resting points of the "yellow" field and these have the privilege of moving on lines 10, 11 and 12, only in the direction of the fortress or "green" field. On the lines 9 the attacking force may move either to the right or to the left and cannot move at all on lines 8.

The defending force can move in any direction on any line, one step at a time, and also have the privilege of jumping their opponents wherever the resting point in a straight line behind the opponent is unoccupied, as in this case such opponent is unprotected. The defending force can jump and take their opponents off the board within the fortress, as well as without, if they are unprotected as above indicated. Any member of the defending force has the privilege of jumping a number of his opponents whether they stand in a straight line or not, provided each are unprotected, as hereinbefore indicated, and this multiple jump counts as a single move.

If the defending force or any one or more members thereof becomes closed in within the fortress by opponents, so that no move or jump can be made because every other resting point within the fortress is occupied by the assailing force, the resting point thus occupied by the defending force or any one or more of its members, will be counted as occupied by the attacking force. In the case last suggested, the attacking force wins the game. In the event the attacking force loses so many "men" that there will not be sufficient remaining to occupy every point within the fortress, or every point within the fortress unoccupied by a member of the defending force, then the defending force wins the game.

From the above description it will be apparent that I have produced an amusement

device or game which will be found entertaining by both young and old.

I claim:

1. An amusement device, comprising a game board divided to represent an attacking field and a defending field, the former being provided with fifty resting points arranged in horizontal and vertical series, and the defending field fifteen resting points and having widened portions at its lower corners, each containing an extra resting point, an attacking force of fifty "men" adapted to initially occupy the resting points of the attacking field, and a defending force of three men adapted initially to occupy the central and two endmost resting points of the defending field where such field meets the attacking field.

2. An amusement device, comprising a game board divided to represent an attacking field and a defending field, the former having fifty resting points and the defending field seventeen resting points; all of the resting points being arranged in nine horizontal series with the points of each of such series connected by horizontal lines, and in nine vertical series with the points of each of such series connected by vertical lines; intersecting diagonal lines also extending at angles of forty-five degrees to the vertical and horizontal lines and through certain of said resting points, certain of the horizontal lines being differentiated from the remaining horizontal lines, an attacking force initially upon and corresponding in number to the resting points of the attacking field, and a defending force upon some of the resting points of the defending field, there being a much greater number of resting points in the defending field than there are members of the defending force.

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

HELMUTH F. C. DUEBERG.

Witnesses:

A. C. RODGERS,
G. Y. THORPE.