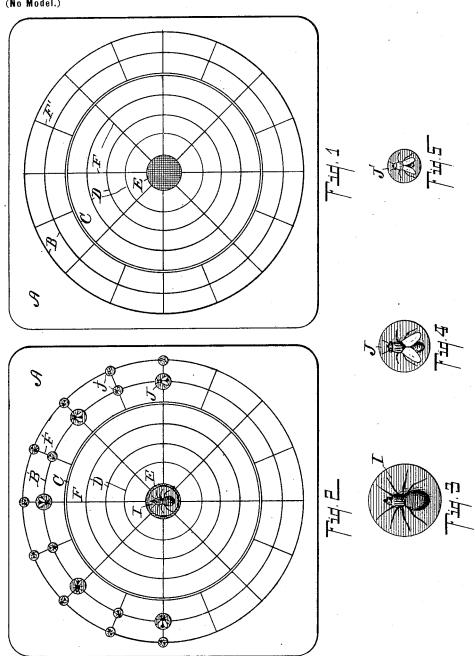
F. D. FULLER. GAME.

(Application filed Sept. 1, 1899.)

(No Model.)



Witnesses:

Otrs a Barl. Cassa M. Chappell.

Inventor.

Frank D. Fuller

By Fred L. Cappell

Att y.

United States Patent Office.

FRANK D. FULLER, OF CHICAGO, ILLINOIS, ASSIGNOR TO THE LUDINGTON NOVELTY COMPANY, OF LUDINGTON, MICHIGAN.

GAME.

SPECIFICATION forming part of Letters Patent No. 676,581, dated June 18, 1901. Application filed September 1, 1899. Serial No. 729,253. (No model.)

To all whom it may concern:

Be it known that I, FRANK D. FULLER, a citizen of the United States, residing at the city of Chicago, in the county of Cook and 5 State of Illinois, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to improvements in

One object of the invention is to provide a novel game of skill belonging to the same general class as checkers or chess, though differing much from them.

Minor objects will definitely appear in the

15 detailed description to follow.

I accomplish the objects of my invention by the devices and means described in this specification.

The invention is clearly defined and point-

20 ed out in the claim.

A structure embodying my invention is fully illustrated in the accompanying drawings, forming a part of this specification, in

Figure 1 is a plan view of the board with a diagram for playing my improved game printed upon it. Fig. 2 is a similar view with the men in position for playing. Figs. 3, 4, and 5 are views illustrating the different men or

30 pieces for use in playing my improved game. In the drawings similar letters of reference refer to similar parts throughout the several

views.

I have designated my game in the trade as

35 the "spider and the flies."

In describing the game I will refer to the center piece I as the "spider," the next larger disks or pieces J as the "blue flies," and the smaller disks or pieces J' as "common flies," 40 as it will be of convenience in explaining the rules of the game.

The game is played upon the diagram, which consists of a series of concentric circles, the center spot or goal E being called the "den" 45 and the circles or field of the board being divided by double circles or a heavy circle at C, the concentric circles within the same being designated by the letter D and the two concentric circles outside being designated by 50 the reference-letter B. These circles are fly, he must jump all the flies, no matter in crossed by eight radial lines F, extending what direction it takes him, stopping at the

outward from the center, and in the outer field are short radial lines F', alternating with the lines F. Wherever the radial lines and circles cross are stations or resting-places for 55 the men.

In playing the game the common flies, disks J', are arranged in the outer circle, nine in number, and on the next circle are arranged four common flies J' and the blue flies 60 J alternately, the blue flies being placed on the intersection of the radial lines F with this circle. The spider I is placed in the center. The game is adapted for two players, one of whom plays the spider and the other the flies. 65

The object of the game on the part of the flies is for the flies to crowd into the center or den to capture the spider, it taking fifteen flies to control him, and the object on the part of the spider is to prevent this by cap- 70 turing the flies. In this connection each blue fly is equivalent to three common flies. When a fly succeeds in entering the den he cannot be disturbed by the spider. The moves are somewhat similar to those of checkers. The 75 spider is able to jump the flies and is obliged to jump whenever there is a chance. The flies cannot jump. They move only one space at a time. Common flies may move around the circle either way and toward the 80 center, but not away, from the center. Blue flies may move around the circle or toward the center or away from the center. In moving the flies move first. The spider may move on any of the lines running toward the 85 center as far as he pleases, unless the line is obstructed by flies; but he cannot pass over the double circle either going out or coming in, but must stop at that point one move if he desires to pass from the inside to the out- 90 side or from the outside back to the center. On all the circles except the double circle C the spider may only move one space; but on the double circle he may move one-fourth of the way around at one move. The spider 95 may jump as many times in any direction as his moves entitle him to; but he is required to stop at the next crossing beyond each fly jumped. If several flies are in position to be jumped with but one space between each 100 fly, he must jump all the flies, no matter in

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first crossing beyond the last fly. I desire to state in this connection that a handicap can be afforded by removing one or more of the flies where the players differ in skill and ex-5 perience. From this it will appear that the number of flies can be varied and the game can be complicated by increasing the size of the diagram and of course dividing it into an inner and outer field, which would increase 10 the number of stations for moves and permit of a larger number of men being used on both sides of the contest. However, the size which I have shown is all that is required to make an entirely satisfactory game in which great 15 skill can be developed and which is so simple also as to make a very attractive juvenile

game.

It will be obvious that in place of indicating the stations by crossing lines they might be dots or other marks at the points where the lines now intersect and the divisions be-

tween the inner and outer fields be indicated in various ways without departing from my invention.

Having thus described my invention, what 25 I claim as new, and desire to secure by Letters Patent, is—

A game-board the diagram thereon made up of concentric circles or lines with the central goal, the diagram formed by the concentric circles being divided into an inner and outer field, radial lines in the concentric field and radial lines in the outer field exceeding

field, as specified.

In witness whereof I have hereunto set my hand and seal in the presence of two witnesses.

the number of the radial lines in the inner

FRANK D. FULLER. [L. s.]

Witnesses:

G. C. S. METCALF, HARRIET V. GILL.