

H. DARNEAL.  
Game-Board.

No. 166,192.

Patented Aug. 3, 1875.

Fig. 1.

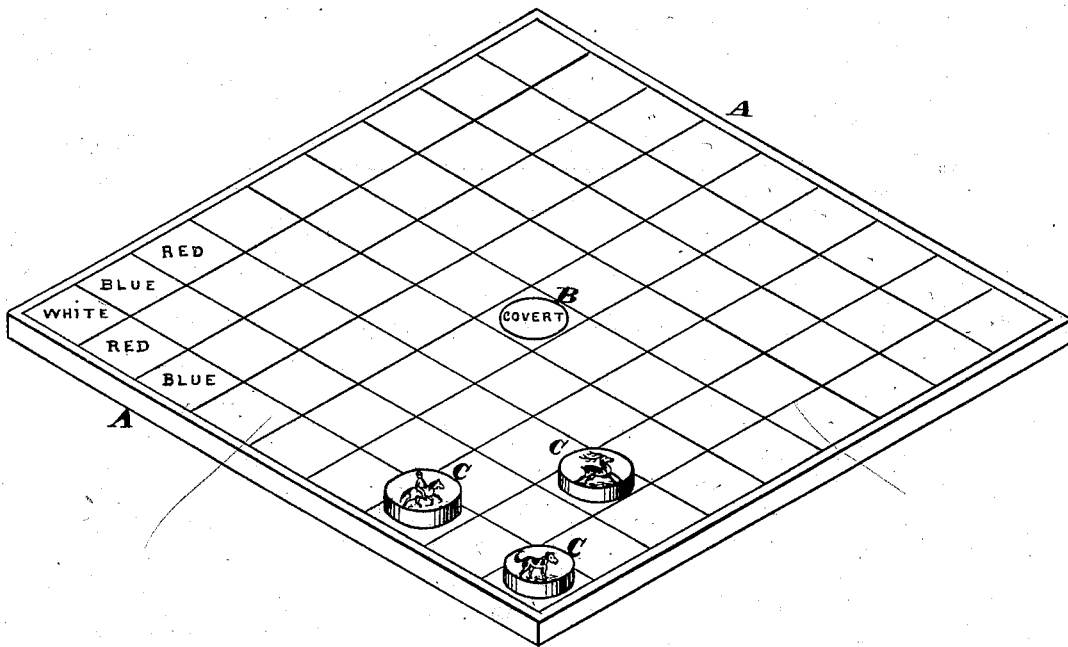


Fig. 2.

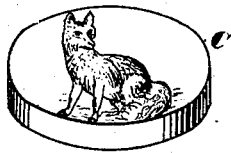
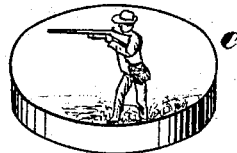


Fig. 3.



Witnesses

Geo. H. Strong.  
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Inventor

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# UNITED STATES PATENT OFFICE.

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## IMPROVEMENT IN GAME-BOARDS.

Specification forming part of Letters Patent No. **166,192**, dated August 3, 1875; application filed June 12, 1875.

*To all whom it may concern:*

Be it known that I, HERVEY DARNEAL, of San Francisco city and county, State of California, have invented an Improved Parlor-Game; and I do hereby declare the following description and accompanying drawings are sufficient to enable any person skilled in the art or science to which it most nearly appertains to make and use my said invention or improvement without further invention or experiment.

My invention relates to an improved board and playing pieces or blocks, which I use in playing my new game called "The Chase."

The board A which I use is constructed with squares similar to a chess or checker board, with the exception that I use three colors instead of the two which are used in making checker or chess boards. The square or spot B which is in the center of the board I make of an independent color, or otherwise distinguish it from the remainder of the squares, and this spot or square I call the "covert." Its purpose is to serve as a retreat for any piece which is being pushed by another, as according to the rules of the game it cannot be taken as long as it remains on the center square or "covert." A portion of the playing-pieces C which I use are either marked with suitable figures or are otherwise made to represent a party of hunters, while the remainder are made to represent animals of the chase or game, and the object of each player is to capture all the game of the other party.

In playing this game the pieces which represent the animals of the chase or game are

placed on the row of squares on the outer edge of the board next to the player. Upon the next row of squares in front of the game the pieces which represent the hunting-force are placed. Each piece has its peculiar move similar to the moves of the pieces in playing chess, but the pieces which represent game cannot capture pieces which represent the hunting-force, except in special cases. When a piece enters the covert or center square it cannot be taken as long as it remains there, but it can be forced to leave the covert by jumping it with one of the pieces of the hunting-party.

By making a covert or peculiar square in the center of an ordinary checker-board it could be used in playing this game, but my board has a larger number of squares than the checker-board, and is altogether preferable.

I, however, disclaim an ordinary checker or chess board, and claim as a new article of manufacture—

1. The board A, having squares or spots painted in three different colors, and provided with a "covert" or independent spot, B, in its center.

2. In combination with the checkered board A, with its covert or center spot B, the playing-pieces C, when said pieces are marked or otherwise constructed to represent a party of hunters and animals of the chase or game, substantially as and for the purpose described.

HERVEY DARNEAL.

Witnesses:

GEO. H. STRONG,  
JNO. L. BOONE.