

J. W. HANLEY,
 GAME APPARATUS.
 APPLICATION FILED JAN. 20, 1914.

1,114,608.

Patented Oct. 20, 1914.

Fig. 1.

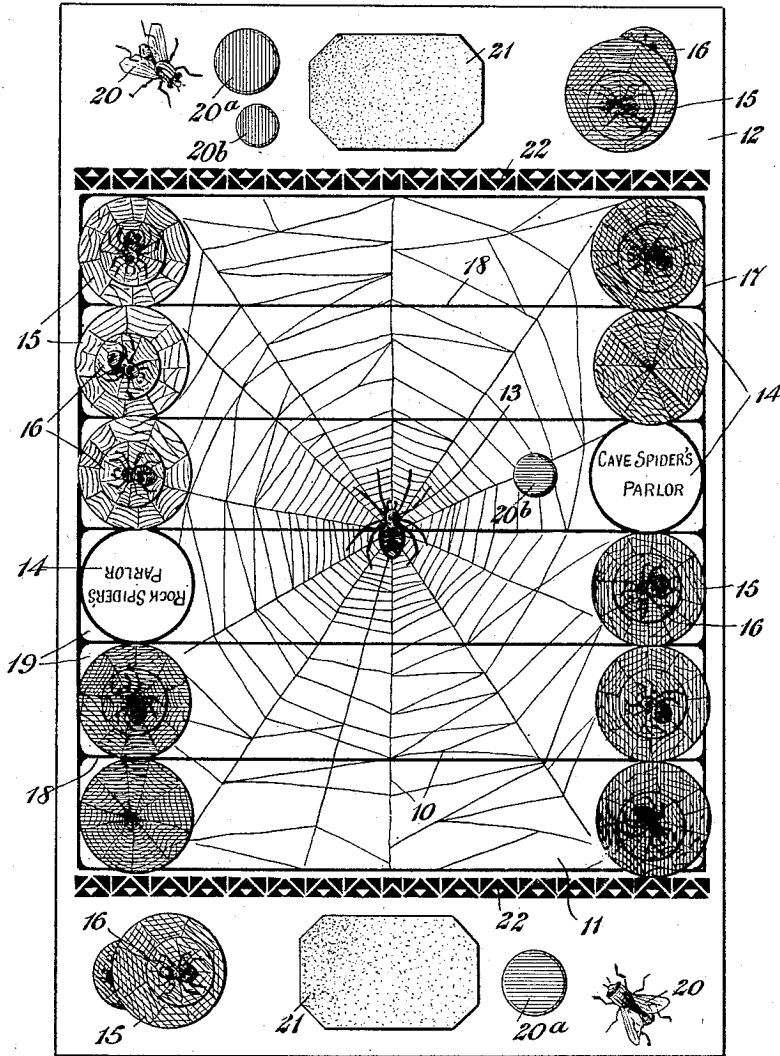
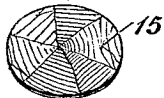


Fig. 3.



WITNESSES

Geo. W. Taylor
Geo. S. Beeler

Fig. 2.

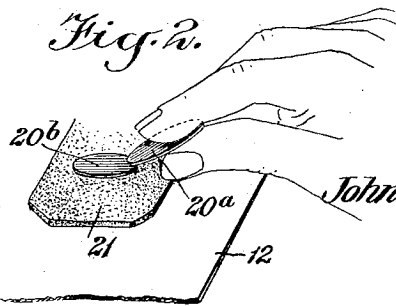


Fig. 4.



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

1,114,608.

Specification of Letters Patent.

Patented Oct. 20, 1914.

Application filed January 20, 1914. Serial No. 813,202.

To all whom it may concern:

Be it known that I, JOHN WILLIAM HANLEY, a citizen of the United States, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

This invention relates to games and toys and has particular reference to games of an educational as well as an amusing nature, and hence adapted especially for use by young children.

Among the objects of the invention is to provide a game aiming to teach the ultimate victory of good over evil or the optimistic domination of right conduct over evil conduct or influences.

Another object of the invention is to teach the natural characteristics of certain insects such as flies and spiders.

A still further object of the invention is to provide amusement and develop the skill of the eyes as well as of the fingers.

The foregoing and other objects of the invention will hereinafter be more fully described and claimed and illustrated in the drawings forming a part of this specification in which like characters of reference indicate corresponding parts in all the views, and in which—

Figure 1 is a plan view of a game board having thereon the various properties constituting a complete game; Fig. 2 is a perspective view indicating the manner of making the individual plays; and Figs. 3 and 4 are perspective views of certain parts described below.

The several parts of the device may be made of any suitable materials, and the relative sizes and proportions, as well as the general design of the mechanism, may be varied to a considerable extent without departing from the spirit of the invention hereinafter more fully set forth and specifically claimed.

By way of a brief description of the nature of the game in its ethical aspects, it may be stated that the principle of the game is a huge spider web 10 substantially covering the field 11 of the game board 12, said web being woven by the wicked "spy spider" 13 and constituting his "parlor." To this main web the spider will be understood to have added groups or series of secret parlors 14 shown as located along the side edges of the field 11, six in number, but as

to the precise number I do not wish to be limited. Each of said secret parlors 14 is to be presumed to be provided, when the game is set for operation, with a smaller web 15 in the form of a disk and to be covered or guarded by a small spider represented on another disk 16. These disks 15 and 16 are preferably of various colors, and the spiders represented upon the disks 16 may likewise be of a different color or species.

The main web 10 is surmounted by a grid-iron 17 including a series of transverse parallel bars or marks 18 dividing the field into six panels 19, each panel of which has two of the secret parlors 14 at its ends. Within these secret parlors are printed or otherwise formed the names of the various species of spiders which are presumed to be invited to a great feast by the wicked spy spider 13 who holds the center of the large web or parlor.

This game is intended to be played preferably by two persons seated at opposite ends of the board, and at each player's right hand is represented at 20 a large blue bottle fly which has the power to break and destroy a spider web. Each player is provided with a pair of disks 20^a and 20^b, the latter of which is to be considered the direct representative of the good "spy flyder" 20. The disks 20^a and 20^b are operated upon a strip of cloth or felt 21 in the manner indicated in Fig. 2, and the smaller disk 20^b in the practical operation of the game is snapped across the fence 22 for the purpose of alighting upon one of the panels 19, and in accordance with the preferred rules for playing the game, when the disk 20^b so alights, the player will be privileged to remove from the right hand series of secret parlors the spiders or spider disks 16 and then the webs 15 pertaining thereto, thereby destroying so much of the main web 10, the object of the game being to bring about the victory of the good spy flyder over the wicked spy spider by totally destroying his web and defeating his ulterior purpose in inviting the fly into his parlor.

The rules for playing the game may, of course, be modified to a great extent, but by way of suggestion or illustration it may be observed that the players will play in alternation, the player at one end snapping his disk 20^b, and each time said disk alights on a clear panel 19 the player may remove the spider from the right hand end of said

panel, or if the spider has been removed, then the web 15. Said player may continue to play so long as the disk 20^b alights within a clear panel having a web 15 thereon or
 5 does not touch one of the gridiron bars 18. The player who first skilfully succeeds in removing the six webs or six spiders from his or her side of the board wins the game.

Having thus described my invention, I
 10 claim as new and desire to secure by Letters Patent:—

1. The herein described game apparatus comprising a board having represented thereon a field, a large spider web covering
 15 said field, a gridiron including a series of parallel bars traversing said field and forming the field into a plurality of rectangular panels, a plurality of sets of disks arranged in pairs, said several pairs of disks being lo-
 20 cated at the ends of said panels, and one or more pairs of snapping disks, substantially as and for the purposes set forth.

2. The herein described game apparatus comprising a board having a home station at
 25 each end and a strip of felt thereon, the main

portion of the board constituting a field hav-
 ing represented thereon a huge spider web
 and spider and also a series of transverse
 bars subdividing said field into transverse
 panels, a plurality of sets of variously col- 30
 ored disks representing small spider webs
 located at the ends of said panels and re-
 movable therefrom, a plurality of series of
 smaller disks representing different species
 of spiders and variously colored to corre- 35
 spond with the several previously mentioned
 disks and located upon and removable from
 said disks while the game progresses, and
 means adapted to be despatched from the
 player's station into said field, said means 40
 representing a fly able to destroy the spider's
 web, substantially as and for the purposes
 set forth.

In testimony whereof I have signed my
 name to this specification in the presence of 45
 two subscribing witnesses.

JOHN WILLIAM HANLEY.

Witnesses:

ARTHUR KUESTER,
 AUGUST STAMM.