

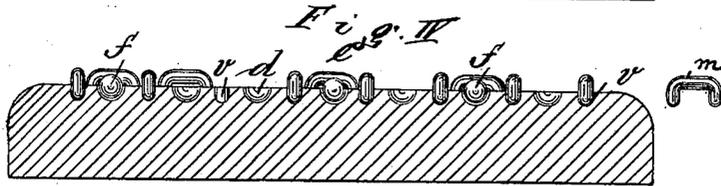
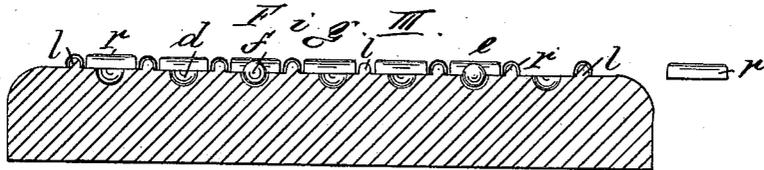
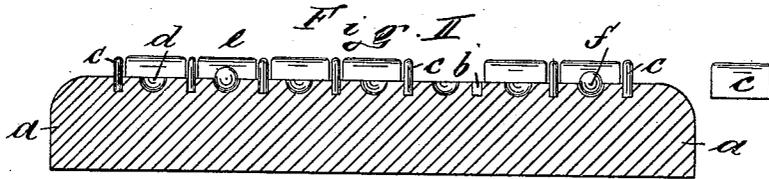
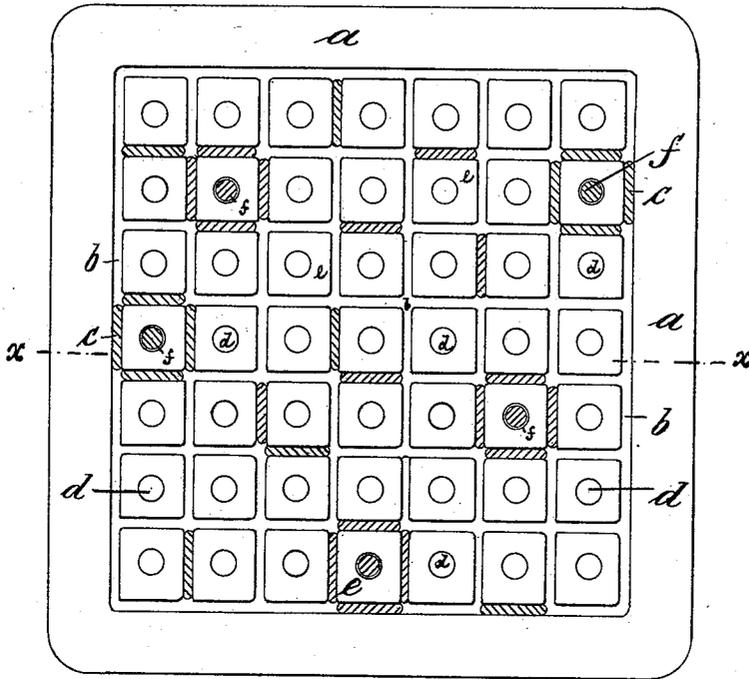
(No Model.)

HEINRICH SPERL & HELENE SPERL.  
GAME BOARD.

No. 429,250.

Fig. I.

Patented June 3, 1890.



Witnesses:  
*Wm. Wagner*  
*Apouglmans*

Inventors:  
*Heinrich Sperl &*  
*Helene Sperl*  
*by their attorneys*  
*Roeder & Brienen*

# UNITED STATES PATENT OFFICE.

HEINRICH SPERL AND HELENE SPERL, OF AMBERG, BAVARIA, GERMANY.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 429,250, dated June 3, 1890.

Application filed November 13, 1889. Serial No. 330,147. (No model.)

To all whom it may concern:

Be it known that we, HEINRICH SPERL and HELENE SPERL, residing at Amberg, Bavaria, Germany, have invented a new and useful Improvement in Game-Boards, of which the following is a specification.

This invention relates to an improved game-board with which an entertaining parlor-game may be played.

It consists in the various features of improvement more fully pointed out in the claims.

In the accompanying drawings, Figure I is a sectional top view of our improved game-board. Fig. II is a cross-section thereof on line *x x*, Fig. I. Figs. III and IV are sections of modifications.

The letter *a* represents a game-board, the surface of which is provided with two series of grooves *b*, intersecting each other at right angles, so as to form a number of disconnected squares or projections *e*. Each square is provided with a socket *d*, as shown.

The game-board is used in connection with small sticks or blocks *c*, of a length equal to the length of one of the squares *e*. Two players place alternately a stick *c* within one of the grooves against the side of any one square. That player who places the fourth or completing stick around any one square scores a point and indicates it by a disk or marker *f*, which he puts into the socket *d* of the square he has won. Of course the player who has inclosed the greatest number of squares is the winner of the game.

In Fig. III the squares are formed by a se-

ries of ridges *l*, in lieu of being formed by grooves. These ridges are used in connection with U-shaped blocks *r*, which are made to straddle them.

In Fig. IV the squares are formed by corner perforations *v*—that is, by a perforation in the corner of each square. In this modification the blocks *m* are made of the form of a staple, so that the shanks may enter a pair of the perforations.

The ridges of Fig. III and the perforations of Fig. IV are of course, for the purpose of this invention, equivalents of the grooves shown in Figs. I and II.

What we claim is—

1. The combination of a game-board provided with a series of squares separated from each other by divisions on all four sides of the squares with blocks adapted to be engaged by the divisions, substantially as specified.

2. The combination of a game-board having two series of intersecting grooves and sockets surrounded by the grooves, with blocks adapted to be received by the grooves, and markers adapted to be received by the sockets, substantially as specified.

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

HEINRICH SPERL.  
HELENE SPERL.

Witnesses:

H. DÜREN,  
WM. HOFMEISTER.