

UNITED STATES PATENT OFFICE.

HAROLD GREGSON, OF DETROIT, MICHIGAN.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 568,611, dated September 29, 1896.

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To all whom it may concern:

Be it known that I, HAROLD GREGSON, of Detroit, in the county of Wayne and State of Michigan, have invented a new and useful
5 Improvement in Games, of which the following is a full, clear, and exact description.

My invention relates to a game especially adapted to represent a battlefield, or a field in which two parties are contesting for supremacy; and the object of the invention is to provide a field divided into predetermined sections, and a number of movable objects representing men adapted to be placed upon the field in predetermined arrangement, and,
15 furthermore, to provide a catapult mounted to revolve in the said field, and a projectile to be thrown from the catapult and when thrown to engage with one or more of the objects representing the contesting persons.
20 The invention consists in the novel construction and combination of the several parts, as will be hereinafter fully set forth, and pointed out in the claims.

Reference is to be had to the accompanying
25 drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figure 1 is a plan view of the game-board. Fig. 2 is a vertical longitudinal section through the same; and Fig. 3 is a partial longitudinal section through the board and also a section through the catapult, the board and catapult being enlarged.
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In carrying out the invention the board A
35 may be constructed of any suitable material, and is provided with a marginal flange B, which flange is covered upon its inner face with a lining or padding 10, of rubber or other elastic material. The bottom of the board is
40 preferably covered with fabric 11, and on this fabric a number of squares 12 and 13 is produced, the squares being alternately arranged, the said squares 12 and 13 being at the sides and ends of the board, and in each
45 corner a square or a space 14 is provided, and these corner spaces are preferably designated as "hospitals." The alternate squares between the hospital squares or spaces are intended to represent the play or camping
50 ground, fortifications, or intrenchments of two opposing parties, and these alternating squares are designated as C and J. The

squares designated as C represent the property of Chinese, while the squares J will represent the Japanese point of vantage. Two
55 series of balls or other rolling objects are also provided, and the balls of each series are preferably of different diameter. The smaller balls 15, for example, will represent Japanese soldiers or people, while the larger
60 balls 16 will represent Chinese soldiers or people, and each series of balls is arranged in a horizontal line opposite the alternate squares at each side of the board. The balls
65 15 and 16 are preferably made of wood or other light material. The space surrounded by the alternate squares 12 and 13 and the hospital-squares 14 may be designated as a field 17, and preferably in the center of this field a
70 catapult C is mounted to revolve. This catapult is made of metal, preferably, and comprises a central pocket 18, open at the top and closed at the bottom, and two or more tubular arms 19 are projected from the said
75 pocket, each having communication therewith, and preferably each arm is provided with a weight 20 at or near its outer extremity. These arms are open at their outer ends as well as at their inner ends, and in
80 the center of the board a block 21 is secured in any suitable or approved manner, and in the bottom of the pocket a pivot 22 is fastened, adapted to turn in the center of the said block. In connection with the catapult a
85 projectile 23 is employed, and the said projectile is preferably made of steel or metal, or of a material which is heavier than the material from which the balls 15 and 16, representing soldiers or people, are made.

The game can be played by two or more
90 persons. The first person will turn or revolve the catapult C, and when the catapult has attained a certain force the projectile 23 is dropped into the pocket 18. The projectile will thereupon be projected or propelled from
95 one of the tubular arms 19 with great force, and may strike, perhaps, a ball 15, representing a Japanese. The said ball representing a Japanese may strike a ball 16, representing a Chinese, and knock the Chinese ball on either
100 a Chinese or a Japanese reservation or square, and the projectile, continuing its movement, may strike more of either the balls 15 or 16, and the path that the projectile will take can-

not readily be foreseen, since it may strike the side cushions 10 or one of a number of projections 24, covered with an elastic material and located at the corners of the outer line of the reservations 12 and 13.

The points in the game played as above set forth are to place a Chinese and a Japanese ball on the same square or reservation at the same time. For example, if a Japanese ball is on a square or reservation marked J, and the projectile should knock a Chinese ball on the said square and force the Japanese ball off, the party playing the Chinese side of the game would score a point, and vice versa. In the event the projectile should simply graze a Japanese or a Chinese ball without perceptibly moving it, the ball so struck will be placed in one of the squares 14, designated as the "hospital," and must be forced therefrom to score a point.

It will be understood, however, that the game is capable of many variations, and that by reason of the weights 20 on the outer ends of the catapult the said catapult may attain considerable velocity when it is properly spun around. The catapult does not leave the board at any time, being pivotally connected therewith, and the projectile is forced from the catapult with great force, and the movement of the catapult in practice may be so controlled that the projectile may be thrown in direction of either one side or the other of the board, or to contact with any one of the two series of balls 15 and 16.

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

1. In a game, a game-board provided with a marginal flange having an elastic cushion

upon its inner face, the said board being arranged in a series of marginal spaces, being variously designated, balls representing objects adapted to be located in series in front of the spaces, a revoluble catapult mounted upon the said board within the field inclosed by the said spaces, and a projectile of a heavier material than the aforesaid balls, adapted to be placed in the said catapult and to be thrown therefrom upon revolving said catapult, as and for the purpose specified.

2. In a game, a board provided with a marginal flange having a cushion upon its inner face and provided upon its bottom with a series of marginal spaces variously designated and surrounding a central field, balls representing persons or objects, said balls being in series of different sizes and adapted to be arranged within the field along the aforesaid spaces, a catapult pivotally mounted in the said field, and a projectile of a weightier substance than that of which the balls are constructed, adapted to be placed in the said catapult, as and for the purpose set forth.

3. In a game, a game-board, the same being provided with a marginal interiorly-cushioned flange, the bottom having spaces thereon variously designated, and elastic projections located adjacent to the inner sides of the said spaces, balls adapted to be arranged along the said spaces in the field inclosed thereby, a catapult mounted to turn in the said field, and a projectile adapted to be carried by and expelled from the said catapult, as and for the purpose specified.

HAROLD GREGSON.

Witnesses:

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