No. 613,550. Patented Nov. 1, 1898.

G. N. BALLOU.

GAME BOARD.

(Application filed Sept. 1, 1897. Renewed Sept. 3, 1898.)

(No Model.)

Fig. 1.

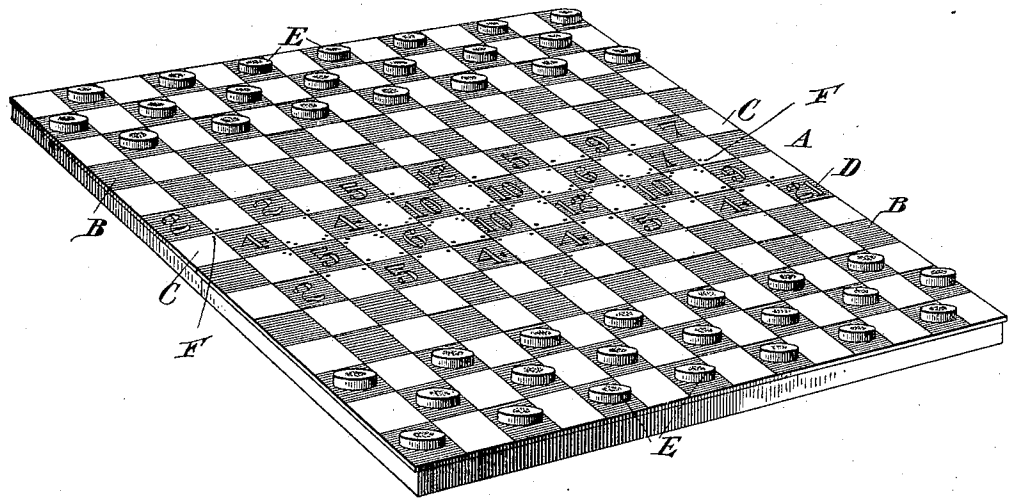
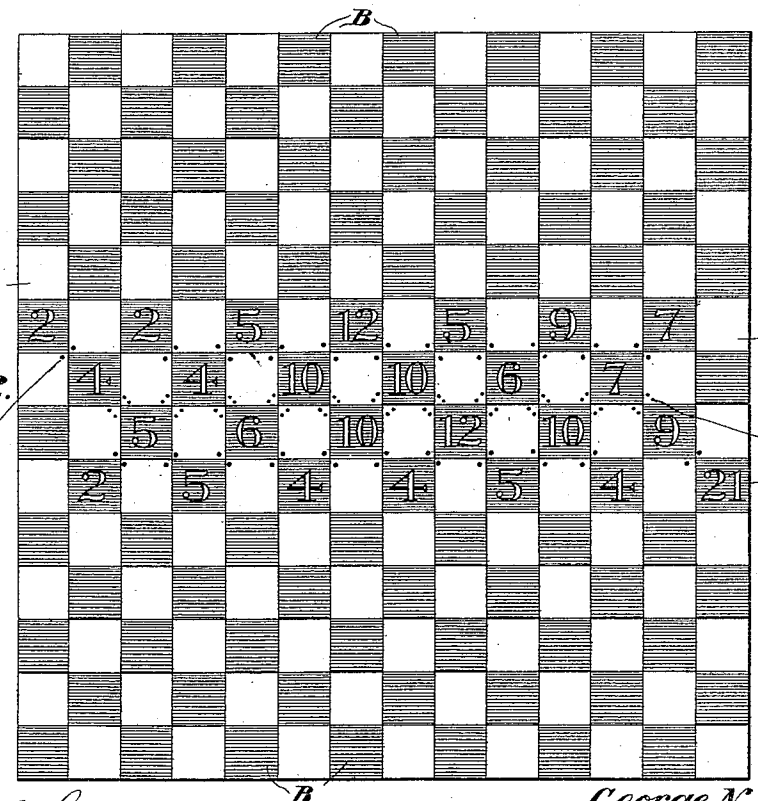


Fig. 2.



Witnesses.

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UNITED STATES PATENT OFFICE.

GEORGE N. BALLOU, OF EUGENE, NORTH CAROLINA.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 613,550, dated November 1, 1898.

Application filed September 1, 1897. Renewed September 3, 1898. Serial No. 690,357. (No model.)

To all whom it may concern:

Be it known that I, GEORGE N. BALLOU, residing at Eugene, in the county of Ashe and State of North Carolina, have invented a new and useful Game-Board, of which the following is a specification.

My invention relates to an improved game apparatus, and has for its object the provision of an arithmetical game which is simple but at the same time puzzling and requiring some thought and calculation and which is both amusing and instructive.

My invention consists in a game-board having a checkered surface and provided with a series of numerals in its center arranged so as to form diagonal rows reading in different directions and provided with ratio and proportion symbols between them; also in providing two series of disks or markers to be used in combination with the board and its spaces and numerals, whereby a result can be obtained to determine the progress of the game.

My invention further consists in the combination and arrangement of the different parts, such as will be hereinafter fully described, and particularly pointed out in the claims.

Referring to the drawings, in which similar letters of reference are used to indicate similar parts, Figure 1 is a perspective view showing my improved game-board with the markers properly arranged thereon for the starting of the game. Fig. 2 is a top plan view of the same, the markers being removed therefrom.

In carrying out my invention I provide a game-board A, made of any suitable material, the face or upper surface of which is provided with the checkered spaces B C, the spaces B being of one color, while those designated C are another.

While I have shown in the drawings fourteen rows of spaces each way, making in all one hundred and ninety-six squares, it is not essential, as a larger or smaller number of spaces might be used.

In the central portion of the board I arrange a series of numerals placed on the spaces, as at D, all of one color and occupying four rows, said rows being centrally located with reference to each end of the board, so as to leave the same number of blank rows and spaces for each player at his end. The figures form diagonal rows of four numbers each and can be read in either direction. Between each of the numbers in these diagonal rows are placed the symbols used in ratio and proportion, as at F, so that a row would read, for example, "4:6::4:2," the purpose of which will be hereinafter described.

E designates the disks or markers which are to be manipulated by the players and consist of two sets of 21 each, each set being of a different color, so as to distinguish them from each other. These markers are to be placed at each end of the board, as shown in Fig. 1 of the drawings. Of course a different number of markers could be used, it not being essential to have twenty-one, as this would be determined by the number of spaces on the board.

The game is played as follows: Each player takes a set of markers, say twenty-one each, and places them on the colored spaces at his end of the board, substantially as shown in Fig. 1. Either one of the players can make the first move, and the said moves are to be made alternately and on the same order as in checkers, the main object being to reach the diagonal rows in the central portion of the board, and after reaching one of said rows and successfully passing over it you are entitled to remove from your opponent's markers a number equal to the product of said row. For example, suppose you have passed over the row reading 4:10::10:5. According to the rules of ratio and proportion the result of this calculation would be five. Therefore you would remove any five of your opponent's men as you would see fit, and so on. By multiplying the extremes and the means and dividing the greater product by the less you obtain the required result and the number of markers which you are entitled to remove. No jumping is allowed, except when both players have markers in the figured squares, and no backward moves are allowed until the figured squares have been crossed and you enter the kingdom of your opponent. Your markers should then be crowned and you can move in either direction.

My game will be called "ratio", and is very simple, but at the same time requires thought

and considerable calculation, as it is essential that your markers be directed to rows which will give you the highest result, and thereby entitle you to the highest number of your opponent's markers.

This affords an amusing, interesting, and at the same time very instructive game. The number or denomination of the figures is not limited to those shown in the drawings, as a larger or smaller board could be used, which would necessitate a larger or smaller number of figures and markers.

Various slight changes might be made in the formation and arrangement of the spaces and numerals on the board without departing from the spirit and scope of my invention. Hence I do not care to limit myself to the exact construction illustrated.

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

1. A game apparatus consisting of a board having checkered spaces on its surface, a series of numbers arranged on the spaces of one color in the central rows of the board, and ratio-symbols arranged on the intervening, differently-colored spaces in said rows, substantially as described.

2. A game apparatus consisting of a board having checkered spaces on its surface, a series of numerals arranged in diagonal rows in the center of said board having ratio-symbols between them, in combination with the disks or markers adapted to be manipulated substantially as described.

3. A game apparatus consisting of a board provided on its upper surface with checkered spaces, a series of numerals arranged in the center of said board so as to form diagonal rows of four figures each, ratio-symbols interposed diagonally between each of the said numbers, in combination with the markers adapted to be manipulated by the opposing players, for the purpose set forth.

GEORGE N. BALLOU.

Witnesses:
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