

UNITED STATES PATENT OFFICE.

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GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 479,569, dated July 26, 1892.

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To all whom it may concern:

Be it known that I, EDWIN L. MCCONAUGHY, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Game-Boards; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

15 This invention relates to an improvement in pneumatic game-boards in which a number of flat-sided or cubical blocks may be blown forward on a flat-surfaced game-board toward or into a central movable pit, the object being to provide a game-board in which a puff of air may move the flat-faced blocks into the winning goal without the use of cupped stations or grooved paths on its upper surface to facilitate their progress, thus rendering the game more interesting than it would be if the route was laid out in set paths.

To attain this object my invention consists in certain features of construction and combination of parts, as hereinafter described and claimed.

In the following drawings similar letters and figures refer to similar parts throughout the several views.

35 Figure 1 is a plan view of game-board. Fig. 2 is a vertical section taken on the line 6 6 in Fig. 1 and also shows position in which the ball-blower is to be held. Fig. 3 is a numbered cube or "man." Fig. 4 is a hollow gum ball and nozzle, called the "blower," for raising the wind.

40 The game-board consists of a square table A, which is supported at the central part by the pillars *c*, (there are three of the pillars, only two of which show in the sectional view,) which are fastened to the ring *b* at the bottom and are fixed to the ring *d* at the top. The ring *d* is fastened to the table A, thus forming a supporting-pedestal for the game-board. The upper surface of the table A is portioned off into four parts or sections B, C, D, and E by the lines *w*, *x*, *y*, and *z*, Fig. 1. Each of these sections may be colored a different color.

These four sections B, C, D, and E each have numerous perforations *f*, extending upward through the table A in an oblique direction, as shown in Fig. 2. All these perforations or air-shafts converge or point toward the center. Each section has thirteen (13) air-shafts *f*, arranged as shown in Fig. 1. (It is presumed that the number of air-shafts may be slightly increased or diminished without materially affecting the game-board.)

In front of each of the five (5) air-shafts situated nearest to the border-wall in each section a small square is marked out on the surface of the table. These squares are numbered from "1" to "5," inclusive. (See 1, 2, 3, 4, and 5, Fig. 1.)

Near the center of the table A a circular portion or hole is cut away, and a tumbler or cup *g* is put into the hole, as shown in Fig. 2. This cup tapers toward the bottom and goes down into the hole until it binds against the sides and is so held in position. Around the hole is a ring *h*, which makes an inclined plane, being flush with the upper surface of the board at its outer periphery and rising slightly where it meets the cup *g*. The cup *g* is movable, so that when the cubes *k* (which will be referred to later) are all in the cup it may be removed, the cubes emptied out, and the cup replaced. A hollow gum ball *i*, with a nozzle *i'*, Fig. 4, is used to force a jet of air through the air-shafts *f* by simply compressing the ball when it is held in the position shown in Fig. 2. The cubes *k*, Fig. 3, are made of some light material, preferably of wood. Each player uses five (5) cubes, which are numbered from "1" to "5," inclusive, and are stained to correspond in color with the section on which he is going to play.

In playing the game place the game-board on a table. Each player then selects the section on which he will play and arranges his five numbered cubes or men on the correspondingly-numbered squares "1," "2," "3," "4," and "5," as shown in section C, Fig. 1. A player then takes the rubber blower *i* in one hand and places the nozzle *i'* under one of the air-shafts *f*, (see Fig. 2,) and by compressing the ball forces an air-jet upward through the said shaft *f*, which jet of air, striking the cube *k*, drives it forward toward the center of board, the object being to make the cube *k* drop into

the central cup or "goal" *g*. The player continues until he has had one chance at each of his five cubes, and if any cube or cubes have gone into the cup or goal *g* he marks the number 5 of the cube or cubes to his credit. Any other of his cubes that remain in his section of the board he places in front of the nearest air-shaft. Any of his cubes that happen to be out of his section and trespassing on another 10 section go back into the corner *m* and wait there until after the player has had another turn to play, when they are placed out again on their correspondingly-numbered squares. Each player plays in turn and they so continue until one of them completes the score 15 decided on before beginning the game. Forty makes the game when no other number is decided on.

A number of rules may be compiled and a 20 variety of interesting games played on this improved game-board which it will not be necessary to enumerate in this description of the mechanical construction.

It will be seen from the foregoing that this 25 is a game of skill, as accuracy in adjusting the cubes squarely before the air-shafts determines in a great measure the success of the play.

Having thus described my invention, I 30 claim as new and desire to secure by Letters Patent—

1. A game-board having a flat top, a border-wall, numerous air-shafts extending upward through the board to its upper surface and all 35 inclined toward the goal, so that when one of the objects is displaced by an air-jet it will be likely to fall in front of another of the numerous air-shafts with which the surface is

covered and so be in position for another play unless it is forced into the central goal on the 40 first play, substantially as described.

2. The combination of a game-board having a flat top, a border-wall, a central removable depressed cup, and many air-shafts extending upward through the board in an oblique direction, all inclined toward the center, so as to 45 direct the air-jet from the ball-blower toward the objects to be blown into the central goal, with the blocks to be blown by the air-jet, substantially as described. 50

3. The combination, in a game-board, of a table having a flat top without grooved paths, a border-wall, a central removable depressed cup, and many air-shafts extending upward through the board, all inclined toward the 55 goal, with a fixed pedestal or support to elevate the table for the purpose of allowing of the introduction of the blower underneath the board, and a hollow gum ball-blower, and blocks on the upper surface, substantially as 60 set forth.

4. The combination, in a game-board having a flat top free from grooved paths or many-cupped stations, a central removable depressed cup with a solid bottom for receiving 65 the numerous blocks to be blown into it by air-jets from the many oblique air-shafts that extend upward through the board and converge toward the center, with the blocks on the upper surface, substantially as set forth. 70

In testimony whereof I affix my signature in presence of two witnesses.

EDWIN L. MCCONAUGHY.

Witnesses:

J. SCHONEMAN,
CHAS. A. BONNE.