

(No Model.)

N. W. THORNTON.
GAME.

No. 438,962.

Patented Oct. 21, 1890.

Fig. 1.

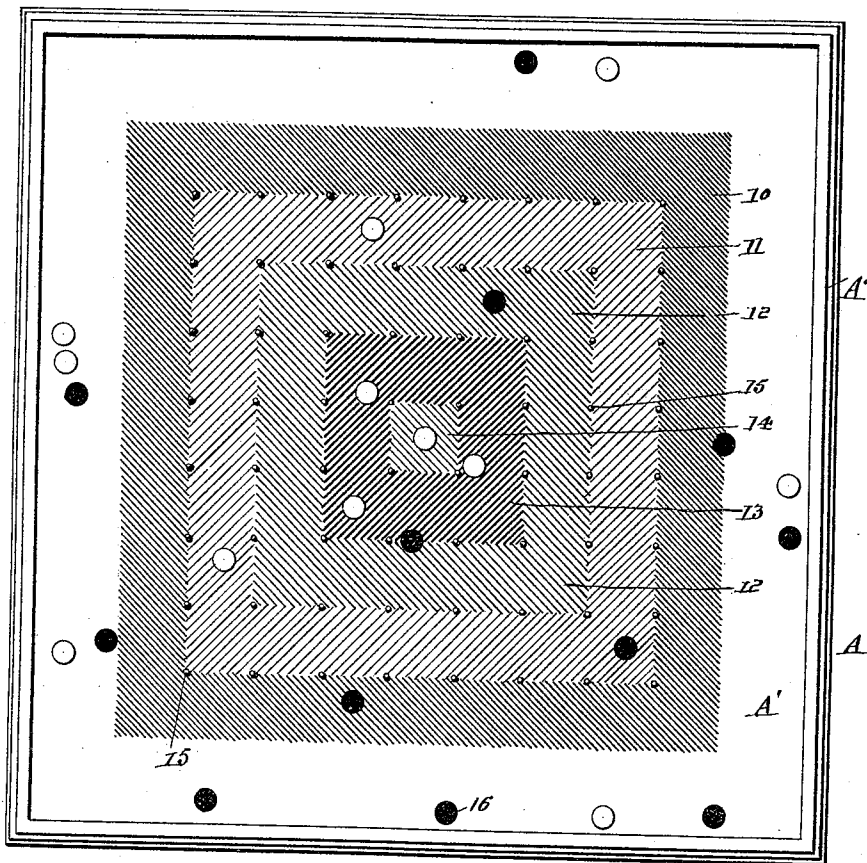
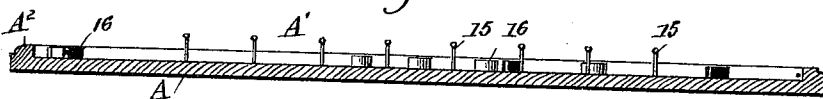


Fig. 2.



WITNESSES:

J. H. Clark.
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UNITED STATES PATENT OFFICE.

NORBURY W. THORNTON, OF GENESEO, ILLINOIS.

GAME.

SPECIFICATION forming part of Letters Patent No. 438,962, dated October 21, 1890.

Application filed April 24, 1890. Serial No. 349,285. (No model.)

To all whom it may concern:

Be it known that I, NORBURY W. THORNTON, of Geneseo, in the county of Henry and State of Illinois, have invented a new and
5 useful Improvement in Games, of which the following is a full, clear, and exact description.

My invention relates to a game, and has for its object to provide a board of a peculiar construction, in connection with which checkers
10 or similar blocks are used, and upon which an interesting game may be played, partaking somewhat of the character of the well-known game of shuffle-board.

The invention consists in the novel construction of the board and in the combination, with said board, of sliding blocks, as will be hereinafter more fully set forth, and pointed
15 out in the claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar figures and letters of reference indicate corresponding parts in both the
20 views.

Figure 1 is a plan view of the board, and Fig. 2 is a central vertical section through the
25 same.

The board A is preferably rectangular and provided with a flat smooth upper face or field
30 A' and a surrounding marginal flange A² of any desired height. Upon the field of the board five or more, preferably five, concentric spaces 10, 11, 12, 13, and 14 are produced, which spaces may be variously colored, as indicated in Fig. 1, or may be defined by colored
35 marginal lines. Upon the marginal lines of all the spaces, with the exception of the outer space 10, a series of pins or pegs 15 is projected upward at a right angle to the face
40 of the board. Any number of pins may be employed; but the pins are so arranged upon the board that they will appear in aligning parallel rows, as illustrated.

In connection with the board checkers
45 or equivalent blocks or chips are employed, and in playing the game the checkers or blocks are adapted to be propelled across the board from any desired point upon the outer marginal line of the outer space 10. The preferred method of propelling the check-
50 ers is to strike them with either the front or

middle finger after the said finger has been curved downward to a contact with the thumb.

The object of the game is to dislodge as many as possible of the opponent's men or
55 checkers, and the pins 15, as arranged, serve as baffle-pins to complicate the game and render it difficult to knock out the checkers or men.

The game is to be played in substantially
60 the following manner: Two or four persons may play. If four persons play, those on opposite sides of the board are known as "partners." Twelve black and twelve white check-
65 ers, or "men," as they are usually termed, are used, one at a time, six of which are manipulated by each player when four are playing, and the players play in turn to the left. A
70 play is made by placing a checker upon the outer marginal line of the outer space 10, as heretofore stated, and snapping it with the finger, the intent being to drive the checker down one of the rows and deposit it, if possible, back of a pin for protection near any de-
75 sired space, or to knock out a man from some space. The space 14 within the central row of pins is unobstructed by any depression or projection, so that the men or checkers may be shot straight across it, if desired, to knock
80 out any of the opponent's men. At the close of the game all men in the central space will count, for instance, ten, those in the next space five, those in the next space four, and those in the next space three. All men outside of the
85 pegs or pins count ten for the opposite side. The men on the lines are moved into the next
space outward before counting, and two hundred points may be said to constitute a game.

Although I have shown the spaces as rectangular, yet the contour of said spaces may
90 be changed, if so desired, the essential requirement being that the said spaces be concentrically arranged. I also desire it to be understood that although the spaces have been shown and described as being differently
95 colored the said spaces may, if desired, be defined by differently-colored marginal lines only.

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

1. The herein-described game-board hav-

ing several concentrically-arranged series of pins, the playing-surface of the board within the central and other spaces being unbroken or uninterrupted, substantially as set forth.

- 5 2. The herein-described game-board having a series of concentric rectangular spaces, a series of pins around the outer margin of each space, the playing-surface of the board

within the central and other spaces being unbroken or uninterrupted and the pins being in alignment in any direction across the board, substantially as set forth.

NORBURY W. THORNTON.

Witnesses:

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