

(No Model.)

G. A. GRASSOW.
GAME BOARD.

No. 566,309.

Patented Aug. 25, 1896.

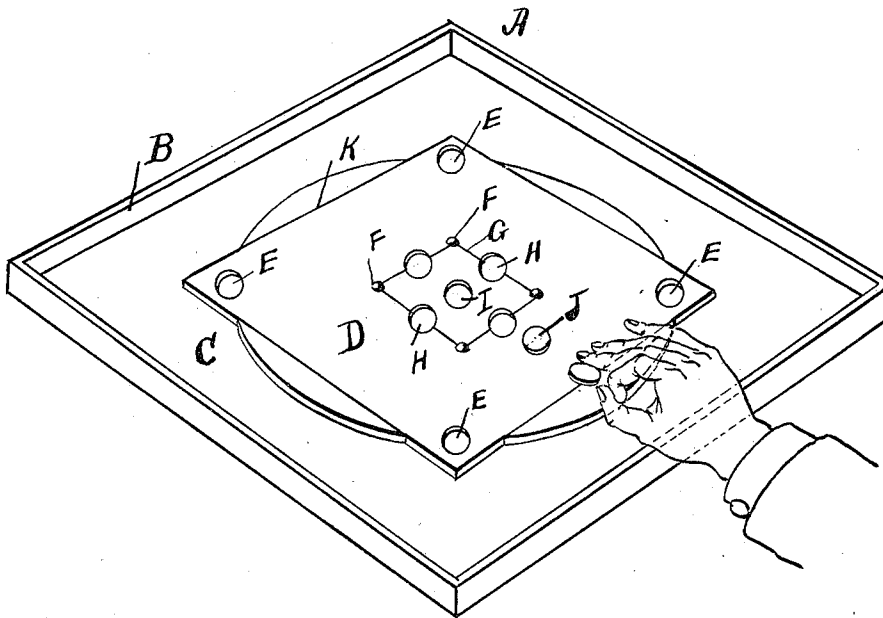


Fig 1.

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UNITED STATES PATENT OFFICE.

GUSTAV AUGUST GRASSOW, OF INDIANAPOLIS, INDIANA.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 566,309, dated August 25, 1896.

Application filed January 27, 1896. Serial No. 577,004. (No model.)

To all whom it may concern:

Be it known that I, GUSTAV AUGUST GRASSOW, a citizen of the United States, residing at Indianapolis, in the county of Marion and State of Indiana, have invented certain new and useful Improvements in Games; 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 drawing, and to the letters of reference marked thereon, which forms a part of this specification.

My invention relates to an improvement in playing games.

The object of my invention is to provide a game to be played by two or four persons, partners, sitting opposite to each other and holding disks of the same color, for amusement, and is adapted for old as well as young people.

A further object is to provide a game-board that is simple in construction, economical to manufacture, and durable in use.

In the accompanying drawing, A designates my game-board, which I preferably construct of light wood, although any other suitable material may be used. The board is provided with a raised border or rim B around the edges sufficiently high to prevent the disks used in playing from leaving the board.

C designates the upper surface of the board, being the portion termed the "ditch" in playing, surrounding the raised central part D, upon which the game is played. The central part D is of circular form, but has four right-angled corner-pieces protruding from the periphery, each pointing toward a corner of the border. The corners are of the same height as the circular part, the whole being approximately half as high as the rim. A line K is painted across the circular part between each two corners, connecting them at their sides where they join the circle, the lines and corners thus presenting at the surface a square whose sides are parallel to the sides of the board. The parts of the circle outside of the line K are used as starting-points for the players. In each corner of the

square is a recess or pocket E of suitable depth to receive a disk when shot into it.

At the center of the board is a pocket I, and around it are four pockets H, all the pockets being alike, the latter four being situated so that one is between the center and each of the four starting-points. A concentric line G is painted around the center, passing through the center of each pocket H, forming a square whose sides are parallel to the edges of the board. At each corner of this square is driven a tack having a rubber head. Suitable disks J are provided, half of them being of a different color than the others, to designate the two sets of players.

It is preferred to make the game-board of two kinds of lumber, the border and bottom of one kind and the center-piece of another, both stained for natural colors. It is also preferred to paint the disk-recesses of a dark color.

In describing the game it is preferred to call the bottom of the board between the center-piece and borders the "ditch." The illustration shows the disks in different positions when shot, also the position of the hand in delivering the shot by holding the first finger between the thumb and second finger and sending the disk with the first finger. The object is, when there is an opponent's disk on the board, to shoot for it and force him out of the recesses and squares into the ditch. It is to be understood that the recesses in the board are very shallow, not deep enough to prevent the disk from being lifted out when "shot."

The rules of the game are as follows: The game may be one or two hundred, as you may determine. Each player must hold the same number of disks. Any one may begin the game by placing one of his disks on the board in front of him on the edge of circle of board between the two recesses on outer edge of large square. In placing your disk for a shot you must confine yourself to your portion of the board between the two recesses on edge of large square and place disk on outside of black line in front of you. The first party now having played, the one at his left plays next, placing his disk in like manner, his object being to force his oppo-

5 nent's disk out of recesses and squares into
 the ditch. Often more disks are sent in the
 ditch with the one shot by caroming from
 one to the others. A player may place his
 10 disk against any disk within his bounds, and
 thus send the two in any direction, except
 his opponent's disk in recess on outer edge
 of large square next to him. If there is an
 opponent's disk on the board, you are obliged
 15 to shoot for it, trying to force it out of re-
 cesses or squares of board into the ditch.
 A disk shot off the board on the floor is dead
 and cannot be shot until the next round, but
 should be placed in ditch out of hands.
 20 When the opponent has two disks in such po-
 sition by hitting one it glances to the other
 and sends both in the ditch, and you can
 save your own by stopping it in center recess
 of small square. A count of fifty is recorded
 25 as soon as made. At the end of each round
 a count is taken of all disks on square of
 board. The side having one hundred or over
 one hundred when the last round is played
 wins the game. A disk shot into a recess
 must lie flat in order to score the proper
 count.

30 The counting is as follows: The skilful
 carom-shot scores fifty when made. A disk
 lodging in center recess of small square
 counts twenty. Each outer recess of center
 recess on small square counts ten. Each re-
 cess on outer edge of large square counts

five. Disks lying inside of small square in
 center of board count three. Disks lying
 on large square of board count two. Disks
 leaning and lying partly in recess and on
 squares count three or two. All others count
 nothing.

Having thus described my game, what I
 claim, and desire to secure by Letters Pat-
 ent, is—

The herein-described game-board having
 the raised border B, the raised central por-
 tion D of circular form having the rectangu-
 lar protruding corner-pieces joined to the
 periphery of said circular form, the lines K
 joining said corner-pieces and forming a
 square, the pockets E at the said corner-
 pieces, the lines G forming a small square
 central on the board, the tacks F having
 rubber heads situated at the corners of said
 small square, the pockets H situated on the
 lines of said small square central between
 the tacks, the pocket I at the center of said
 small square, and the ditch C adjoining said
 border and surrounding said central part D,
 all combined and arranged substantially as
 specified.

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

GUSTAV AUGUST GRASSOW.

Witnesses:

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