

(No Model.)

D. W. RANDALL.
GAME BOARD.

No. 472,816.

Patented Apr. 12, 1892.

Fig. 1.

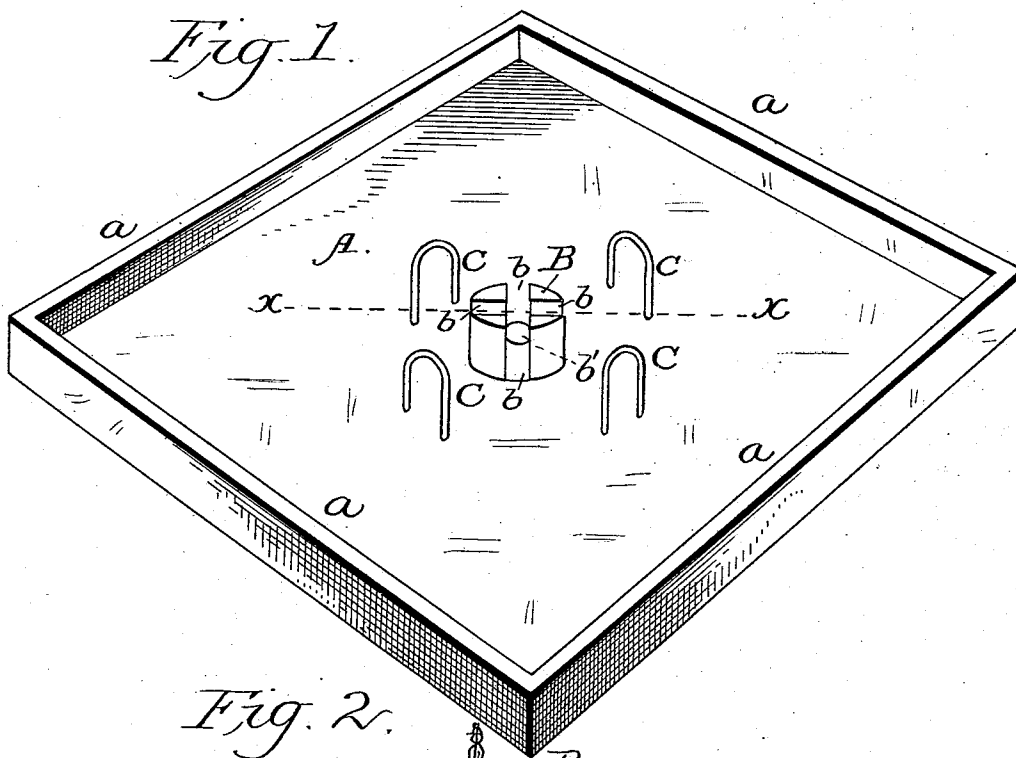


Fig. 2.

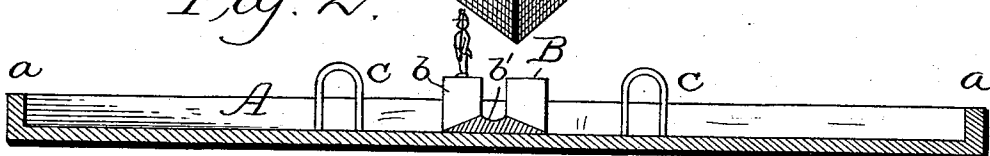
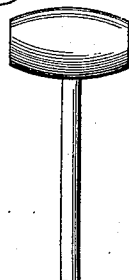


Fig. 3.



Fig. 4.



WITNESSES

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DON W. RANDALL, OF WAPAKONETA, OHIO.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 472,816, dated April 12, 1892.

Application filed July 16, 1891. Serial No. 399,779. (No model.)

To all whom it may concern:

Be it known that I, DON W. RANDALL, of Wapakoneta, in the county of Auglaize and State of Ohio, have invented a new and useful Improvement in Parlor-Game Apparatus; and I do hereby declare that the following is a full and exact description of the same, reference being had to the accompanying drawings, and to the letters of reference marked thereon.

The invention consists in the novel features of construction and the arrangement and adaptation of parts in combination, all as will be more fully hereinafter described, and pointed out in the claims.

In the drawings, Figure 1 is a perspective view of a device embodying my invention. Fig. 2 is a sectional view of Fig. 1 on the lines $x x$, showing the incline of the avenues through the central structure of the device and showing one of the guards in position. Figs. 3 and 4 are details of the mallet and ball.

A represents a float rectangular surface about two feet square, having raised edges a , forming the outlines of the field in which the game is designed to be played. These edges are raised about one-half inch above the level of the playing-surface of the field A, and are, with the field, covered with felt or other heavy cloth, so as to deaden the sound of the balls while in play, and likewise form a cushion to play against with the active ball when desired.

In the center of the field A is permanently located a circular structure B. The diameter of this structure, as compared with the rectangular inclosed surface, is proportionally shown in Fig. 1 of the drawings. This central structure is called the "fort" and is bisected at right angles, so as to form avenues or openings b , leading out toward the field A, and each respectively looking toward one of the four corners of the raised edge a , which incloses the playing-surface of the game. By this construction the fort B is divided into four equisized parts, as shown. Upon each of these divisions of the fort I locate an image called a "guard," so as to give a more lifelike appearance to the structure, and likewise afford a means whereby points in the game

may be readily counted by the capture of one or more guards, as will be hereinafter described. The avenues b have a diameter or width a little larger than that of the balls to be used in the game, so as to allow of the latter's easy passage through, and they are likewise made with a slight upward inclination toward their intersection at the center of the structure B, so as to make it more difficult to land the acting ball in the central depression b' at this point. This depression is just deep enough to allow the ball to rest in it without being jarred out by the playing of other balls in different parts of the field.

Within the field A, about two-thirds the distance between the edge a and the fort B and equidistant from the former, are located four arches or wickets C. These arches lie immediately in front of each of the four solid portions of the fort, which are formed by the avenues b , and are of sufficient size to allow the ball to play readily through them. The balls to be used should be about five-eighths of an inch in diameter and the mallets of sufficient size and weight to impart a fair impetus to their movements when sharply struck by the player.

The relative size of the mallets and balls is properly shown in the drawings, and the game can be played by any number of persons. The number of four makes a most convenient selection, so usually the game will be complete with four balls and mallets.

With this description of the construction of my invention I will now illustrate the manner in which the game is to be played and the points counted.

The purpose of the game is to capture the fort, which is done in two ways: first, by capturing a majority of the guards, or, second, when each side has captured an equal number of guards by driving a ball with the mallet through one of the avenues or ports into the center of the fort. To capture a guard consists in placing a ball about two inches from the cushion and immediately in front of the arch. The ball is then driven through the arch with the mallet, after which it is driven through the next arch to the right from the outside toward the center. The third and fourth arches are made in the same way, af-

ter which the home arch is made from the center toward the outside. The capture of the second, third, and fourth guards is accomplished in the same way as the first, except
5 that the beginning must be from the stopping-point of the ball after making the home arch.

At the beginning of a game the first player is determined by seeing who can knock a ball across the field and cause it to bound back
10 nearest the cushion from which the stroke was made.

In playing for the fort the players may play on any ball in the field for the purpose of driving it out of or in position, but can have
15 but the one stroke.

Passing through the proper arch from the proper direction entitles the player to an additional play.

If in playing a ball is knocked off the board, it must be placed at the point from which it
20 passed off the board.

The player may by driving his ball against another ball and placing his ball against or within an arch of the ball struck have two
25 strokes in any direction desired; but he cannot in any case take a double play from the same ball the second time until after he has made an arch or his turn is again in the field. This provision does not, however, prohibit
30 the player from driving his ball against any ball in the field.

For skillful playing the one-stroke game is very interesting. It is exactly like the other game, with the exception that the player gets
35 only one stroke for playing on other balls.

Still greater interest may be added by requiring all arches to be made by cushion shots. The one stroke can be taken from beside the ball struck or from the place where the ball
40 lies. A ball must be struck, not pushed, and the stroke may be made with any part of the

mallet. The player has all advantages of cushioning balls.

Having thus fully described my invention, what I claim as new, and desire to protect by
45 Letters Patent, is—

1. The combination, with a central structure having avenues or ports bisecting it at right angles, of a series of arches arranged
50 outside of said structure and located at equal distances apart, as shown and set forth.

2. The combination, with the central structure having bisecting avenues and a circular depression at the intersection of said avenues,
55 of a series of arches arranged at equal distances apart and directly opposite each solid portion, respectively, of said structure, as shown and set forth.

3. The combination, with a rectangular playing-field and its raised inclosing edge, of
60 a series of arches arranged each equidistant from the said inclosing edge, and a circular structure centrally located in said playing-field, the said structure being bisected by
65 avenues facing, respectively, an angular part of the said playing-field and having solid portions facing, respectively, the said series of arches, all as shown and set forth.

4. The central structure, as herein described, consisting of the solid portions B, central depression b' , and the bisecting-avenues
70 b , the bed of said avenues having a slight upward incline toward their intersection at the said central depression b' , as shown and set forth.

This specification signed and witnessed this
23d day of March, 1891.

DON W. RANDALL.

Witnesses:

R. B. ANDERSON,
CHARLES H. EISENHARDT.