

UNITED STATES PATENT OFFICE.

CORYDON GARRETT, OF COLUMBIA, MISSOURI.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 466,891, dated January 12, 1892.

Application filed May 21, 1891. Serial No. 393,627. (No model.)

To all whom it may concern:

Be it known that I, CORYDON GARRETT, a citizen of the United States, residing at Columbia, in the county of Boone and State of Missouri, have invented a new and useful Game Apparatus, of which the following is a specification.

This invention relates to toys, and more especially to the apparatus for playing a certain game; and the object is to produce an improved apparatus for playing the said game.

To this end the invention consists in the specific details of construction hereinafter more fully described and claimed, and as illustrated on the sheet of drawings, wherein—

Figure 1 is a plan view of this apparatus complete. Fig. 2 is a sectional view.

Referring to the said drawings, the letter B designates a board forming the base of this apparatus, at the center of which rises an upright U. Around this upright is struck a circle, and in a groove in the board following this circle and radii thereof, as well as in a similar groove making a small circle around the upright, are seated strips S, rising above the face of the board and forming four truncated sectors. The outer sides of these sectors follow the curvature of the large circle, as stated. Their straight sides stand upon radii of this large circle and slightly out of contact, forming between each two sectors what I shall call a "pathway" P, and their curved truncated inner ends stand in the small circle and slightly out of contact, so as to leave an annular pathway A around the upright. Upon this said upright may be, and preferably is, pivoted a chance-wheel C, bearing a number of numerals, although in some cases this wheel may be entirely omitted.

Upon the base at suitable points are pivoted firing devices for shooting marbles M inwardly on the various pathways P, and each of such devices comprises a handle H, pivoted on a vertical pin V and having a projecting flat spring F. The handle is held in one hand by the operator and turned about the pivot V to bring the spring to the desired angle. The marble is placed upon the base and the spring is retracted by the other hand in rear of the marble and suddenly released.

The operation of the chance-wheel C is ob-

vious, as it is simply given a turn round its pivot and allowed to run until it stops.

This game I call the "Game of Life's Chances," and in pursuance of the general idea I preferably inscribe the face of the board about as shown in the drawings—that is to say, one pathway is for the farmer and is so inscribed, and the sector to the right of this pathway is respectively marked with the various stages of his life, the events therein, and his acts and opinions. In the present case we find him first plowing, then shipping cattle, then harvesting, and then selling poultry. A drought next occurs. Finally, it is noted that he votes for tariff reform. In another pathway we find the politician who, among other things, is an unsuccessful candidate for president, and afterward votes for prohibition. A third pathway is for the merchant, whose business prospers on a cash basis, but who fails when he gives credit. He votes for protective tariff. The last pathway is for the doctor, whose life seems first very promising, though afterward he meets with some misfortunes. It will be understood that there might be other paths in addition to those shown, and they or those here illustrated could be differently inscribed, as for other callings or vocations; but the sample given will convey the idea to the intelligent reader. In each pathway is located a number of sockets or openings O, inscribed with numerals, as shown, one of them O' being marked with a minus-numeral, and the annular path A has similar openings O² at the inner ends of the several pathways. The real game is played by shooting a marble down a pathway and counting according to the numerals adjacent these openings, and hence it will be obvious that the inscriptions designating the player's calling and the various events in his life are merely for amusement, the position at which the marble stops indicating which event is supposed to happen to him.

The game is played in the following manner: The players having taken their places around the board and each having a marble, the first player spins the chance-wheel C to determine how many shots he has. He then places the marble in front of the firing device above described and shoots it down the path-

way P. The game is ten points, and he adds to his score the numeral adjacent the opening in which his marble stops. The opening O' is marked with the numeral 4, and obviously should the marble stop in this opening he must subtract four from his score. If he have not so many, he must owe four and must pay it as soon as he can. Eight of the ten points can be made by shooting into any of the openings O, but the last two points must be made by shooting into the opening O². A shot into the opening O' is called a failure, and two successive failures retires the player from the game. Partners may play and may add together their points made, so as to win the game more quickly, and if one partner be retired the other may continue.

Various changes in the plan of playing the game may be made without departing from the spirit of my invention, which consists in the apparatus itself.

Considerable skill may be attained in the use of the firing devices by a little practice, and such devices might be used with other forms of boards and pathways. The inscriptions are of course fanciful and arbitrary, being merely for amusement.

The entire device is easily and cheaply made and may be of any desired size, shape, and material.

What is claimed as new is—

1. The herein-described game apparatus, the same comprising a base having an upright at its center, raised sectors arranged around said upright with their radii out of contact, thereby leaving radial pathways, openings or sockets in said pathways inscribed with counting-numerals, and marbles of a size to be seated in said sockets, the whole being played in the manner set forth.

2. The herein-described game apparatus, the same comprising a base having an upright at its center, raised sectors arranged around said upright with their radii out of contact,

thereby leaving radial pathways, the inner ends of said sectors being truncated to form an annular pathway around said upright, openings or sockets in all said pathways inscribed with counting-numerals, and marbles of a size to be seated in said sockets, the whole being played in the manner set forth.

3. The herein-described game apparatus, the same comprising a base with a pathway thereon having raised sides, openings or sockets in said pathway inscribed with counting-numerals, marbles narrower than said pathway and of a size to be seated in said sockets, and a firing device comprising a handle pivoted to the base and a flat spring projecting from said handle, as and for the purpose set forth.

4. The combination, with a ball or marble, of a firing device comprising a handle mounted on a vertical pivot in a base, and a flat spring projecting from said handle, as and for the purpose set forth.

5. The herein-described game apparatus, the same comprising a base having an upright at its center, a chance-wheel pivoted thereon and inscribed with numerals, raised sectors around said upright and each of which is less than a quadrant, thereby leaving radial pathways, the inner ends of said sectors being truncated to form an annular pathway around said upright, openings or sockets in all said pathways inscribed with counting-numerals, marbles of a size to be seated in said sockets, and firing devices connected with the base at points opposite said radial pathways, the whole being played in the manner hereinbefore set forth.

In testimony that I claim the foregoing as my own I have hereto affixed my signature in presence of two witnesses.

CORYDON GARRETT.

Witnesses:

F. D. EVANS,

A. M. HOCKADAY.