Jan. 6, 1925.

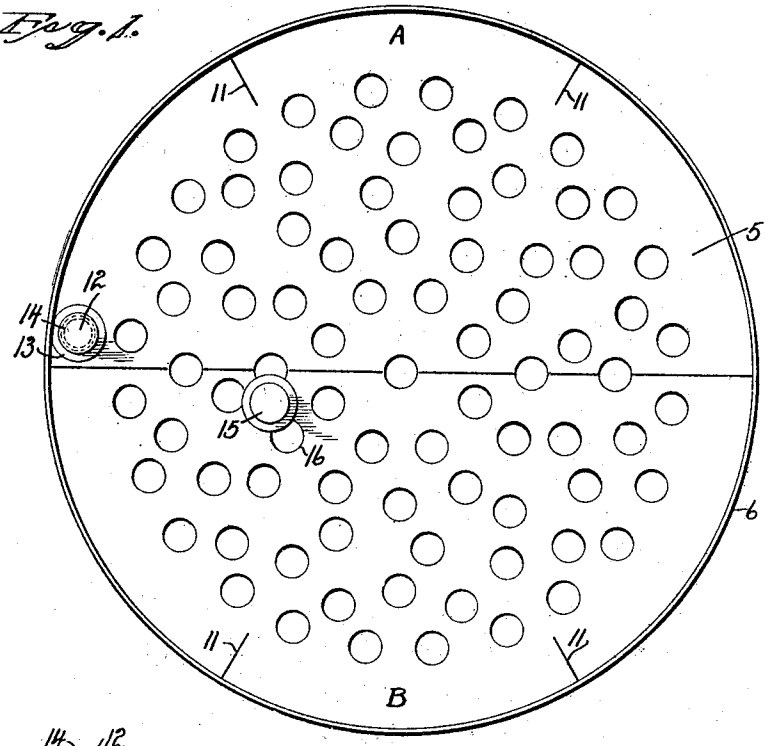
1,522,307

W. H. LEWIS

GAME

Filed Sept. 27, 1924

Fig. 1.



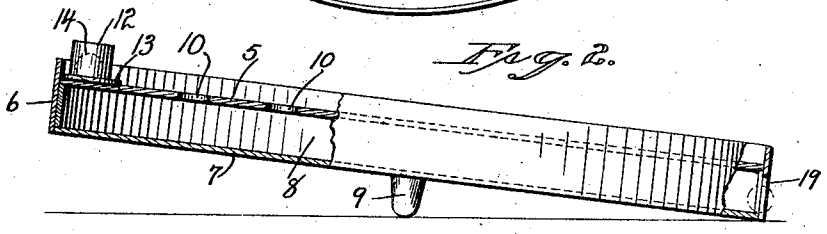


Fig. 2.

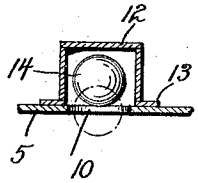


Fig. 3.

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Patented Jan. 6, 1925. 1,522,307

UNITED STATES PATENT OFFICE.

WILLIAM H. LEWIS, OF WESTBROOK, CONNECTICUT.

GAME.

Application filed September 27, 1924. Serial No. 740,246.

To all whom it may concern:

Be it known that I, WILLIAM H. LEWIS, a citizen of the United States, residing at Westbrook, in the county of Middlesex and State of Connecticut, have invented a new and useful Improvement in Games; and I do hereby declare the following, when taken in connection with the accompanying drawings, and the characters of reference marked thereon, to be a full, clear, and exact description of the same, and which said drawings constitute part of this application, and represent, in—

Fig. 1 a plan view of a game constructed in accordance with my invention.

Fig. 2 a side view, partly in section, of the same.

Fig. 3 an enlarged, sectional view, showing the game-piece located over one of the perforations through which the ball is adapted to pass.

This invention relates to improvements in games, and particularly to games employing game-pieces, each having a chamber to receive a ball, whereby the game-pieces may be moved about from one position to another. The object of this invention is to provide a game having hazards and tortuous passages between the hazards which may be traversed by the game-piece, and the invention consists in the construction as hereinafter described and particularly recited in the claims.

In carrying out my invention, I employ a game-board 5, herein shown as round, supported in a base 6 above the bottom 7 thereof, so as to provide a retention-chamber 8 between them. Preferably, the base is provided at the center with a short post 9, upon which the board may be rocked in any desired direction. The game-board is formed with a series of perforations 10, preferably irregularly arranged so as to leave a tortuous passageway between them. Preferably, the board will bear lines 11 to indicate the starting-point of different players. The game-piece may be of any approved design and comprises a chamber 12 and preferably a flange 13. The diameter of the game-piece is greater than the diameter of the perforations 10, and the chamber 12 is adapted to receive a ball 14 smaller in diameter than the diameter of the perforations 10. The game-piece is adapted to move over the surface of the board, through the tortuous passages formed by the perforations, the object of the game being to move a game-piece from one side of the board to the other as far as possible without allowing the ball to pass through one of the perforations. When the ball passes through a perforation, it leaves the game-piece over that perforation and concentric therewith. Assuming that a player starting from "A" moves a game-piece 15 over a perforation 16: one object of the player starting from "B" is to move the game-piece away from the perforation 16, as shown in Fig. 1. The perforations are differently numbered, and if a game-piece is moved so as to expose any part of the perforation over which it has been located, it counts against the player to whom that particular game-piece belongs. The perforations nearest the starting-point will have the lowest numbers for the player at that side, but if the game-piece is moved past the center of the board, the count to the player increases as it approaches the perforations nearest the starting-point of the player at the opposite side of the board. Preferably and as shown, the chamber 7 will be provided at one side with a hole 19 through which the balls may escape.

I claim:

1. A game, comprising a board mounted in a base above the bottom thereof, forming a chamber between them, said board formed with perforations providing a tortuous passage between them, combined with a game-piece adapted to move over the surface of the board, the diameter of the game-piece being greater than the diameter of the perforations, and a ball within the game-piece adapted to move the same and of a diameter smaller than the diameter of the said perforations.

2. A game, comprising a board mounted in a base above the bottom thereof, forming a chamber between them, said board formed with irregularly-arranged perforations providing a tortuous passage between them, combined with a game-piece adapted to move over the surface of the board, the diameter of the game-piece being greater than the diameter of the perforations, and a ball within the game-piece adapted to move the same and of a diameter smaller than the diameter of the said perforations.

3. A game, comprising a game-board supported in a base above the bottom thereof, forming a chamber between them, said

base provided with a downwardly-extending, centrally-arranged post, said board formed with a series of perforations forming a tortuous passage between them, a game-piece adapted to traverse said tortuous passages and of a diameter greater than the diameter of the said perforations and containing a ball smaller in diameter than the diameter of the perforations.

4. A game, comprising a flat, perforated game-member and an imperforate bottom-member, spaced apart to form a retrieving-chamber, the perforations in the game-members being arranged asymmetrically to form tortuous passages between them, a chambered game-piece adapted to ride over the perforations and passages of the game-member, and a game-ball located within the game-piece for the propulsion thereof in one direction or the other over the game-board as the same is tilted from the horizontal, and adapted in size to drop through the perforations of the game-board into the said retrieving-chamber, when it runs off the said passages.

In testimony whereof, I have signed this specification in the presence of two subscribing witnesses.

WILLIAM H. LEWIS.

Witnesses:

FREDERIC C. EARLE.

MALCOLM P. NICHOLS.