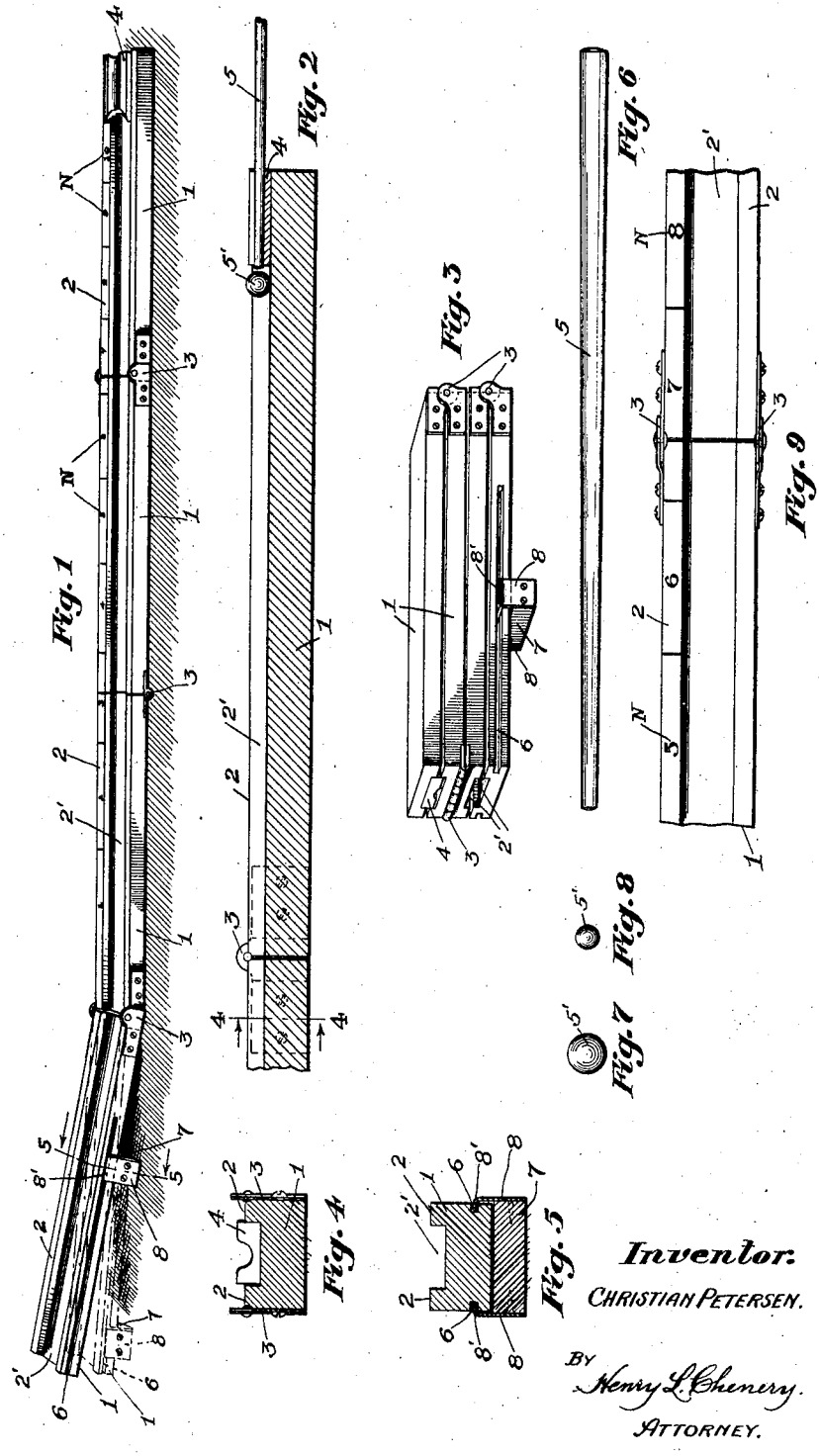
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GAME BOARD

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UNITED STATES PATENT OFFICE.

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GAME BOARD.

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My invention relates to improvements in game-boards and the general object I have in view is to provide an amusement device by which a simple parlor game may be played by one or more participants and which, from the nature of the game, will involve the exercise of a considerable amount of dexterity on the part of the players if the best possible scores are attained.

The objection to many of the numerous mechanically operated game devices resides in and is due principally to the fact that the element of chance or luck enters too largely into the playing,—the human factor being subordinated to that of the machine.

My present invention comtemplates a manually operated and actuated contrivance designed to develop in the player a control over his sense of touch as well as to educate his eye and enlarge his faculty of visually calculating distances,—his hand and his eye coordinating to produce a desired result.

The game as played on my game-board consists in manually driving a ball with a light cue along a track or ball-way on the top of the board, starting with a relatively long horizontal portion and ending with a short inclined part, the ball returning by gravity and momentum toward its starting point, and the location of the ball when it comes to rest designating by adjacent tally marks the count or score of the player.

It will therefore be apparent that a player to become proficient must acquire the correct cue stroke or touch and also be able to judge accurately the distance the ball should be driven up the incline so that it will return to the most advantageous position on the board,—which, obviously, is that one carrying the highest value in the score.

I have illustrated my invention by means of the accompanying drawing, in which,—

Fig. 1 is a perspective view of the game-board, unfolded;

Fig. 2 is a fragmentary longitudinal sectional elevation of the same;

Fig. 3 is a perspective view of the game-board, folded;

Fig. 4 is a sectional view taken on line 4—4, Fig. 2;

Fig. 5 is a sectional view taken on line 5—5, Fig. 1;

Fig. 6 is a view of the cue;

Figs. 7 and 8 are views of different size balls which may be used in playing, and

Fig. 9 is a fragmentary plan view of one of the hinged joints.

Similar parts are identified by the same reference characters, throughout all the different views of the drawing.

In Fig. 1 I show the board unfolded and in readiness to play the game. The board comprises a plurality of sections each composed of flat base boards 1 with upwardly extending ledges 2 forming on the top surface of the game-board a channel or trough-shaped ball-way 2′. I have shown these ledges 2 as integral with the base board but I may elect to construct the game-board by making the ledges as separate strips, fastening them to the base board in any approved manner.

I connect each section with its adjacent section by hinges 3, the outer ones being illustrated as of the strap, and the central one of the butt type.

Partially closing the trough 2′, at the player's end of the game-board, is a block 4 having its upper surface concaved to receive and guide the cue 5 which serves as the manually actuated impeller for the ball 5′.

The extreme end section of the game-board, opposite to the player's end, is provided with means for elevating its outer end so that the section will incline, relative to the remaining sections. At 6 are grooves made in the sides of the section and beneath the latter is a block 7 having side plates 8 secured thereto. The upper ends of these side plates, at 8′, are bent inwardly so as to engage the grooves 6. By sliding the block 7 backwardly or forwardly along the section, a greater or lesser angle of inclination of the latter may be procured.

On one of the margins of the game-board, preferably on the top of one of the ledges 2, I imprint numeral characters N, forming a plurality of consecutive numbers, as 1, 2, 3, 4, 5 etc., these indicating the count or score made by the player when the returning ball comes to rest abreast any one of them.

In operation, the player places a ball 5′ in the trough 2′ adjacent the cue guide block 4. A stroke with the cue 5 forces the ball along the horizontal portion of the game-board and up, for a certain distance, the inclined portion thereof. Returning by gravity and momentum, the ball comes to rest on some portion of the horizontal sections, adjacent which point of rest is a tally

mark, or one of the numerals 1, 2, 3 etc., which indicates the count to be credited to the last player.

It might be thought an easy matter to force the ball up the incline, but unless it is driven nearly to the upper end it will not return to the larger numbers, say 8, 9 or 10 which count for the highest scoring points; and if the slightest amount of overstroke or force is given the cue beyond that which would drive it to the correct extreme movement up the incline, the ball will roll off the section, and this act will penalize the player.

Ability to vary the angle of inclination of the outer end section makes the game played on this board more interesting, as when once a player has accustomed himself to some particular angle of the adjustable section he must apply himself again to master his stroke at some other angle of incline of the board.

Then too, the weight and size of the balls effects the result in a great measure. I have provided the trough of sufficient capacity to hold balls of various sizes so that the game may be played with either a large or a small ball.

When not in use the game-board may be folded into a very compact space requiring no more lengthwise space than the length of one of the sections.

It is obvious that minor changes might be made in the construction of my game-board, as for instance, the horizontal portion could be made in one piece. In whatever manner it is constructed, however, it is essential to have the horizontal portion of relatively great length compared with the inclined portion so as to give more scope to the action of the ball in coming to rest on the board.

Having thus described my invention what I claim and desire to secure by Letters Patent is:—

1. A game-board comprising a plurality of horizontally disposed members, hingedly connected and having a ball-way formed on their top surfaces, an inclined member having a similar ball-way on its top surface hingedly connected to one of said horizontally disposed members and having grooves cut in its sides, a block disposed in subjacent relation to said inclined member, a plate on each side of said block with a bent-over portion engaging one of said grooves and slidable therein, a cue-rest on one of said horizontally disposed members, and tallying means on said horizontally disposed members, adjacent said ball-way.

2. A game-board comprising in combination, a plurality of horizontally-disposed connected members, an inclined member connected to one of said first mentioned members, a cue, a ball, means to vary the angle of inclination of said inclined member relative to said horizontally-disposed members, and tallying means on said horizontally-disposed members, said means consisting in numerical characters, each adapted to indicate a certain value in the score made by the participant in the game, and said score being determined by the value of the character adjacent which the ball comes to rest on its return movement on said members.

In testimony whereof I have affixed my signature.

CHRISTIAN PETERSEN.