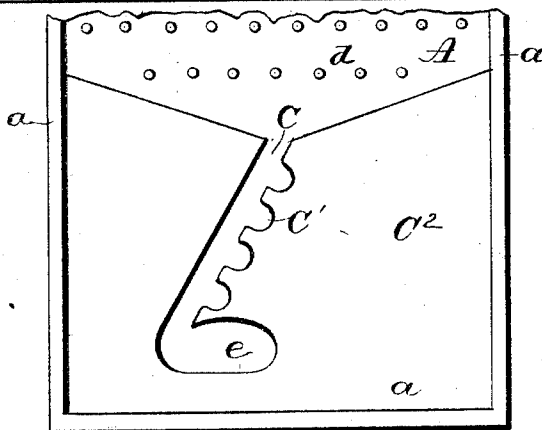
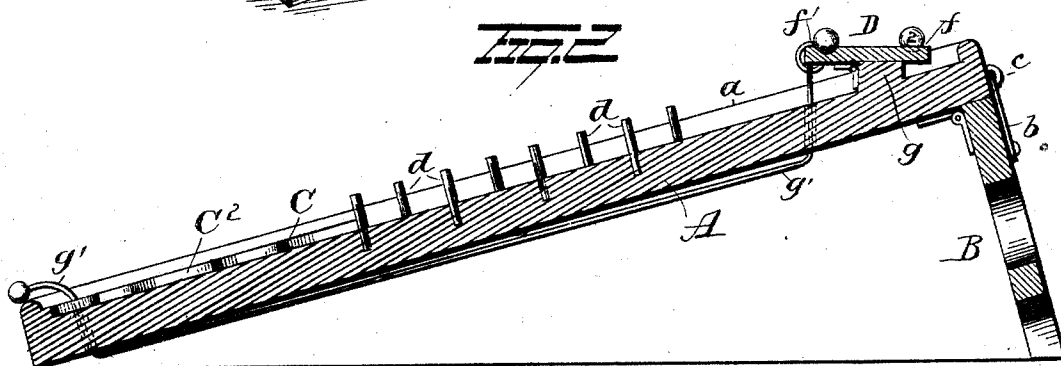
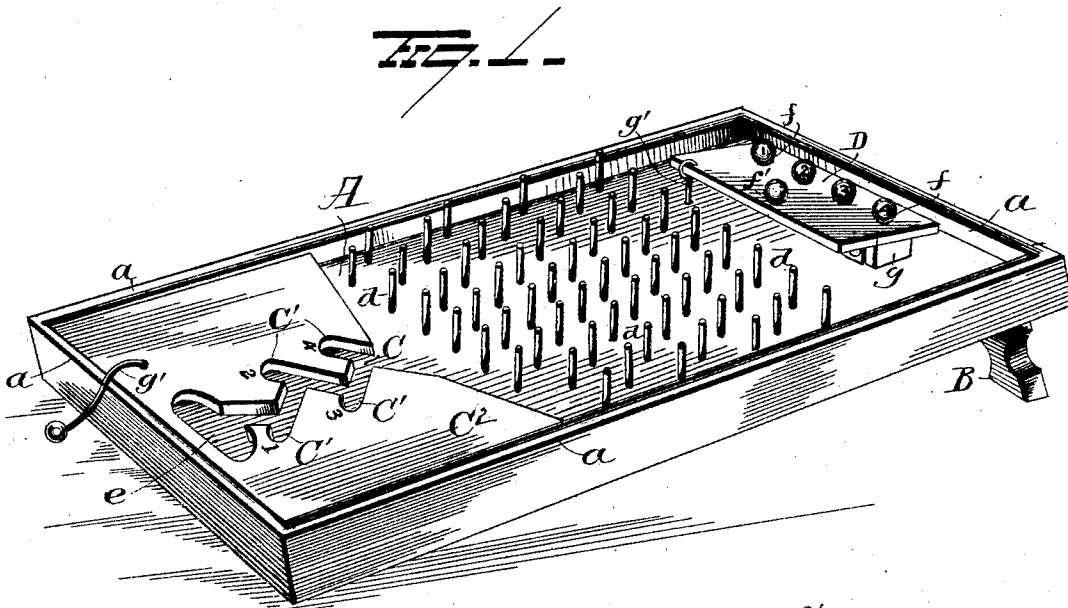


(No Model.)

F. W. HAWKES.
GAME BOARD.

No. 503,318.

Patented Aug. 15, 1893.



Witnesses
E. Nottingham
J. F. Downing.

Fig. 3

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UNITED STATES PATENT OFFICE.

FREDERICK WILLIAM HAWKES, OF CHICAGO, ILLINOIS.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 503,318, dated August 15, 1893.

Application filed September 28, 1892. Serial No. 447,099. (No model.)

To all whom it may concern:

Be it known that I, FREDERICK WILLIAM HAWKES, a citizen of Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game-Boards; and I do hereby 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.

My invention relates to an improvement in game boards,—its object being to produce a simple and cheap game board,—one which shall be easy to understand and which shall afford a large amount of amusement to the players.

With this object in view the invention consists in certain novel features of construction and combinations and arrangements of parts as hereinafter set forth and pointed out in the claims.

In the accompanying drawings: Figure 1 is a perspective view of my improved game board. Fig. 2 is a longitudinal sectional view. Fig. 3 is a view of a modification.

A represents a board preferably rectangular in form, and provided at its edges with flanges *a*, to prevent the escape therefrom of marbles or other spherical bodies which are made to run from one end of the board to the other as hereinafter explained. At the forward end of the board a prop or support B is hinged, whereby said board may be disposed in an inclined position as shown in Fig. 1.

In order to maintain the prop or support B in proper position when the board is in use, a hook *b* is attached thereto and adapted to engage an eye *c* on the end of the board A. This arrangement of securing devices can, of course, be reversed, and the hook attached to the board and the eye to prop, if desired. Between the ends of the board a number of rows of pins *d* are made to project from the upper face thereof, the pins of one row alternating with those of the adjacent rows.

At the inner end of the board and centrally between the sides thereof, a passage or alley C is made, said passage or alley being made zig-zag or serpentine in form and terminating at a point in proximity to the inner end of the board in a pocket *e*. At each turn of the passage or alley C, a pocket C' is made,—said

pockets C' being numbered from 1 to 4 (or more) as shown in Fig. 1. A convenient way of making the passage or alley and pockets is to cut the same in the center of a piece of thin wood or other suitable material C² and insert said piece of wood or other material between the flanges *a* of the board A. The upper or forward edges of the piece C² are made inclined so as to direct the marbles or other spherical bodies to the alley C.

At the upper end of the board A a movable tray D is located and provided with a series of sockets *f* and a socket *f'*. In mounting this tray, a strip *g* is secured to the board A in proximity to its upper end and the tray D hinged thereto as clearly shown in Fig. 2. A cord *g'* is attached to the tray D in proximity to its inner edge and carried through a perforation in the board A and from thence to the inner end of the board and then through another perforation in the board and within easy reach of the players.

Marbles or other spherical bodies are placed in the sockets *f* and the tray made to assume a horizontal position, the strip *g* being made slightly beveled on its top to permit such position of the tray. The spherical bodies are numbered consecutively from one to four or more, accordingly as there are sockets *f* and pockets C'. A dummy having no number is placed on the socket *f'*. The player then pulls the cord *g'* and the spherical bodies all rush down the inclined plane, their speed of passage being retarded and diverted by the pins *d* and finally finding their way to the pockets at the inner end of the board, in which they will lodge in regular order. If a marble or spherical body lodges in a pocket of the same number as itself, it counts five, otherwise it counts the number of the pocket in which it lodges. If the dummy lodges in a pocket, one marble of course cannot score, as it will lodge in the large pocket. Should one or more marbles or spherical bodies lodge in transit, those which safely reach pockets will be left therein and the others will be made to run again. The game is susceptible of many variations,—for instance the pockets may be selected by the players instead of the marbles, or both may be used at the same time, or the value of the pockets altered.

From the above description it will be seen

that the key to the entire situation is a sequence or series of pockets so arranged in connection with an inclined plane that spherical or similarly shaped bodies when released so
 5 that they shall traverse said plane, will gravitate into said pockets or sockets, filling them in regular order; said pockets being arranged in connection with an alley, such alley to be preferably zig-zag in its course with pockets
 10 at the angles, or it may be of other form with pockets arranged in such manner that said spherical bodies will fill pockets in regular order, beginning with the uppermost pocket;— for instance, as shown in Fig. 3, in which the
 15 alley C is shown straight and inclined, with the pockets communicating with it at the under side.

Other slight changes might be made in the details of my invention without departing
 20 from the spirit thereof or limiting its scope. Hence I do not wish to limit myself to the precise details of construction herein set forth, but,

Having fully described my invention, what
 25 I claim as new, and desire to secure by Letters Patent, is—

1. In a game board, the combination with a board adapted to be disposed in an inclined position, of an alley and pockets communicat-
 30 ing with said alley in such manner that spherical bodies allowed to gravitate down the in-

clined board will enter said pockets in regular order.

2. In a game board, the combination with a board adapted to be disposed in an inclined position and means at the upper end of said
 35 board for receiving and releasing spherical bodies, of a zig-zag passage or alley at the lower end of said board, and pockets located at the turns of said passage or alley, substantially as set forth.

3. In a game board, the combination with a board adapted to be disposed in an inclined position and means for supporting and releasing spherical bodies, of a zig-zag passage or
 45 alley terminating in a pocket, and pockets located at the turns of said passage or alley, substantially as set forth.

4. In a game board, the combination with a board adapted to be disposed in an inclined position and means for supporting and releasing spherical bodies, of a zig-zag passage at
 50 the inner end of said board, pockets at the turns of said passage, and inclined ways leading to said passage, substantially as set forth.

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

FREDERICK WILLIAM HAWKES.

Witnesses:

K. HERBERT,
 M. R. NUBELL.