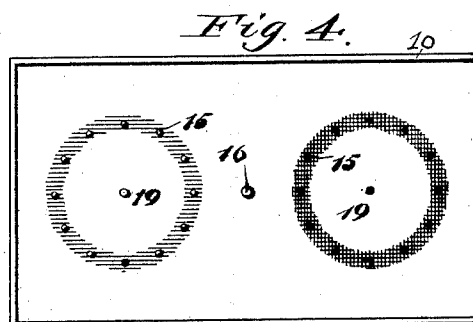
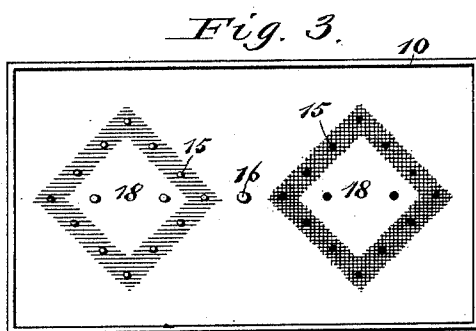
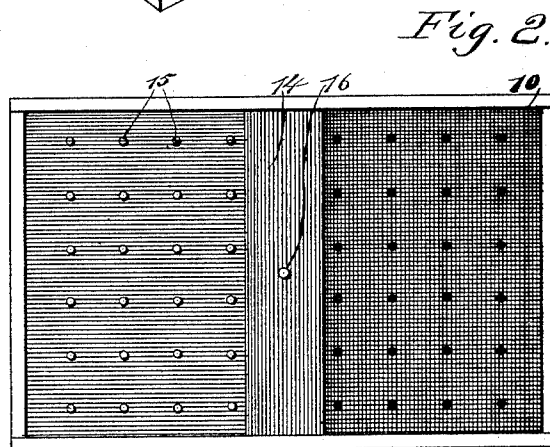
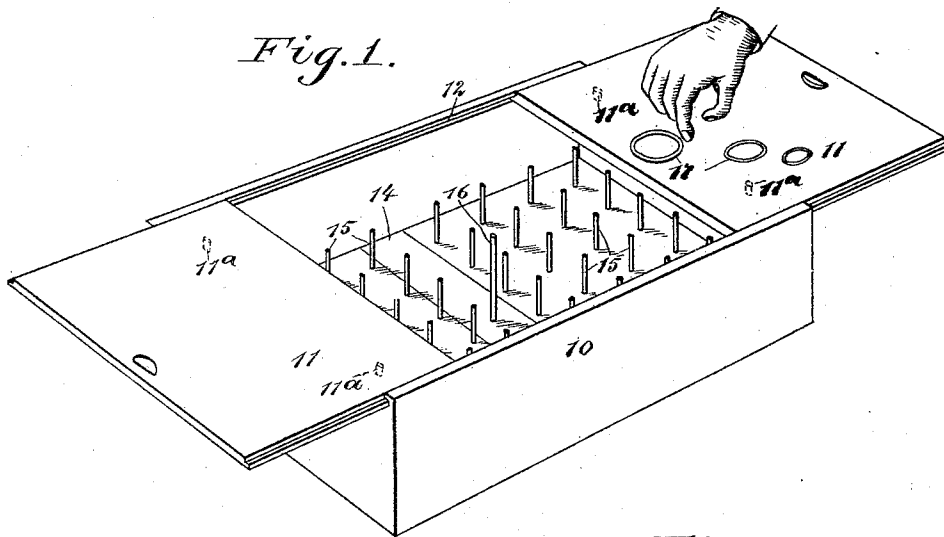


(No Model.)

E. L. WILLIAMS.
GAME BOARD.

No. 468,214.

Patented Feb. 2, 1892.



WITNESSES:

J. H. Philbrick.
C. Sedgwick.

INVENTOR

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ATTORNEYS.

UNITED STATES PATENT OFFICE

EDGAR L. WILLIAMS, OF ROCHELLE, ILLINOIS.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 468,214, dated February 2, 1892.

Application filed May 20, 1891. Serial No. 393,433. (No model.)

To all whom it may concern:

Be it known that I, EDGAR L. WILLIAMS, of Rochelle, in the county of Ogle and State of Illinois, have invented a new and Improved Game-Board, of which the following is a full, clear, and exact description.

My invention relates to improvements in games; and the object of my invention is to produce an amusing game for the entertainment of people of all ages, in which the apparatus is simple and inexpensive, and the result of the game when played depends largely upon the skill of the player, but has enough of the elements of chance about it to make it interesting and exciting.

To this end my invention consists in a game apparatus constructed substantially as hereinafter described and claimed.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar figures of reference indicate corresponding parts in all the views.

Figure 1 is a perspective view of the game apparatus in position for playing. Fig. 2 is a plan view of the case with the lids removed, and Figs. 3 and 4 are plan views of modified forms of the apparatus.

The apparatus comprises a box or case 10, which is closed at the top by lids 11, the lids being of a length to meet near the center and having their edges held to slide in grooves 12 in the upper portions of the side pieces of the case. The lids 11 are adapted to be only partially withdrawn from the case and their outward movement is limited by the stops 11^a, which project downward from the under side of the lids and strike the ends of the case. It is obvious that any means may be employed to prevent the entire withdrawal of the lids; or, if desired, any kind of a horizontal stand may be arranged around the edge of the case to be used instead of the lids.

The bottom of the case represents the playing ground or field, and it is divided by a transverse band 14 into two parts, which are preferably made of contrasting colors, and upon the surface of each part is a series of vertical pins 15, over which the rings used in the game are to be placed. Between the two parts of the field and in the center of the band 14 is a pin 16, which is larger and taller than the rest, and when a player succeeds in throw-

ing a ring over this pin it counts double the amount that it would if thrown over one of the other pins.

In playing the game a series of rings 17 is used, and it is obvious that any number may be used, and that they may be made in many different sizes. It is desirable, however, to have four rings of a size and have three sizes, and in playing the game the larger rings count five when thrown over one of the pins 15, the next smaller count ten, and the next smaller count twenty, and if either of the rings is thrown over the large pin the count is doubled. No count is made, however, unless the rings are projected over pins on the field opposite the lid from which they are propelled. To propel the rings they are laid flatwise one by one upon one of the lids 11, as in Fig. 1, and the player then snaps a ring with his finger, so as to throw it to the farther end of the case; or, if desired, a strip of whalebone or a small stick may be used instead of the finger.

In playing the game the rules may be varied, and the rings may be made to count any desired number. The game may consist of a certain fixed number—as two hundred, for instance—and the player who first gets that amount wins, or the rings may be propelled alternately by the players, and the one getting the highest count wins. It is obvious that the rules of the game may be varied indefinitely.

I do not confine myself to the precise arrangement of pins shown, and in Figs. 3 and 4 I have shown different arrangements to illustrate the variety of ways in which the pins may be grouped. In Fig. 3 the center pin 16 divides the two parts of the field, and the pins 15 are arranged in rectangular groups in each end of the case, as shown at 18, and in Fig. 4 the pins are grouped in circular form, as at 19, and it will be readily seen that they may be arranged in any desired shape. The case, too, may be changed in shape; but it is necessary to have a smooth stand, such as that formed by the horizontal lids, and have it arranged above the tops of the pins, so as to get the necessary elevation.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. A game apparatus comprising a case hav-

ing a series of pins in the bottom and having sliding lids in the top, substantially as described.

2. A game apparatus comprising a case having vertical pins in the bottom and having lids in the top, which are held to slide in opposite directions, substantially as described.

3. A game apparatus comprising a case having pins in the bottom and having sliding lids in the top, said lids having their outward movement limited, substantially as described.

4. A game apparatus comprising a case having a series of pins in the bottom, sliding lids

in the top, and a series of rings to be thrown upon the pins, substantially as described. 15

5. A game apparatus comprising a case having a series of pins of a uniform size grouped in opposite ends and projecting vertically from the bottom, a taller pin arranged between the two groups of pins, and sliding lids held in the upper portion of the case, substantially as described. 20

EDGAR L. WILLIAMS.

Witnesses:

J. O. MCCONAUGHY,
ARON CASS.