(No Model.)

D. H. McLEAN.

GAME BOARD.

No. 457,618. Patented Aug. 11, 1891.

Fig. 1.

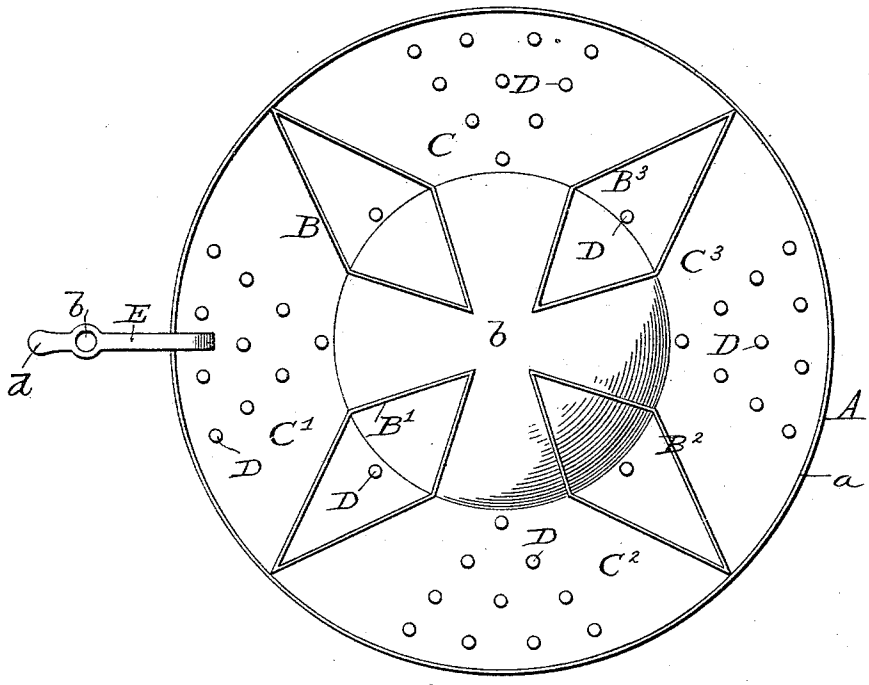


Fig. 2.

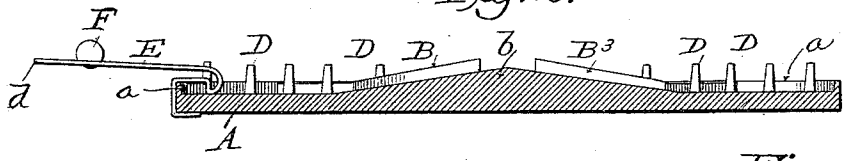


Fig. 3.

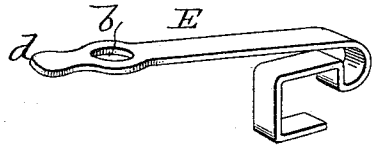


Fig. 4.



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THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

DANIEL H. McLEAN, OF ILION, NEW YORK.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 457,618, dated August 11, 1891.

Application filed March 16, 1891. Serial No. 385,168. (No model.)

To all whom it may concern:

Be it known that I, DANIEL H. McLEAN, a citizen of the United States, residing at Ilion, in the county of Herkimer and State of New York, have invented certain new and useful Improvements in Games, of which the following is a specification.

My invention relates to games; and it consists in various features and details, hereinafter set forth and claimed.

In the drawings, Figure 1 is a plan view of my improved game apparatus; Fig. 2, a transverse sectional view of the same, and Figs. 3 and 4 views illustrating certain details.

The apparatus comprises a board A, preferably circular in form, having a raised rim or flange *a* and a raised central portion *b*, which latter is about one-half the diameter of the board.

B, B′, B^2, and B^3 indicate diamond-shaped frames, which extend from the rim or flange inwardly toward the center of the board and divide the upper faces thereof into certain divisions C, C′, C^2, and C^3.

D D indicate a series of figures, which, as shown in Fig. 4, will advisably be made of a form representing a soldier. Ten of these figures are placed in each of the divisions C C′, &c., while a single figure or soldier D is placed within each of the frames B B′, &c., as clearly shown in Fig. 1.

E indicates a spring-arm or catapult which is adapted to be secured to the rim or edge of the board, as shown in Figs. 1 and 2, or in any other desired manner. The free end of the arm E is fashioned into a thumb-piece *d*, and is also provided with a hole or opening *b* to receive a ball or marble F, which is shown in position in Fig. 2. By pressing down upon the portion *d* of the spring-arm and suddenly releasing the latter the ball or marble will be thrown upon the board A, either into one of the frames or the intervening divisions.

Of course the direction taken by the ball or marble F will depend upon which side of the center of the board, or, more properly, of the raised portion of the board, it (the said marble or ball) strikes, and as it rolls downward off the raised portion *b* it will in all probability strike and upset one or more of the figures D, placed upon the board.

In playing this game the steps are as follows: Some one of the party places the catapult or spring-arm on the rim of the board directly behind one of the divisions and places the ball on the said arm. The ball is now projected and the party in whose division or frame the ball finally rests wins first play. The figures are then set up in the manner indicated in Fig. 1, and a number of catapults are placed around the board behind the divisions of the respective players. The first player then places the ball upon the spring-arm or catapult and projects the ball onto the board, and all the figures which are knocked down or out of position by the ball are taken by the owner of the ball, provided, however, the ball strikes the board above the foot of the incline or raised central portion. If the ball strikes below the incline or beyond the raised central portion, no advantage is gained, and such figures as are displaced or upset may be replaced in position. So, too, in case the ball returns and displaces the players own figures. If the ball should be thrown into one of the diamond-shaped frames and knocks down the figure therein the player making the shot takes the figure; but if the ball does not molest the figure the person owning said frame takes one of the player's figures as a penalty. After the first person has projected the ball onto the board, as just described, the next in turn makes a similar play, and so on until all have had one or more plays. The person or side having the greatest number of figures wins the game. Four persons can play singly or as partners. If only two persons play, they may each use one set of figures, or the full set, as may be preferred.

Having thus described my invention, what I claim is—

1. The herein-described game-board A, having the peripheral rim *a*, and the diamond-shaped frames B B′ B^2 B^3, extending from the periphery inward toward the center.

2. In combination with the game-board A, provided with a rim *a* and a raised central portion *b*, the diamond-shaped frames B B′ B^2 B^3, extending inwardly toward the center of the board, a catapult or spring-throwing device adapted to be applied to the board,

and a ball adapted to be projected by the spring-arm or catapult onto the board.

3. The herein-described game apparatus, comprising a board A, provided with a raised central portion *b* and a rim or flange *a*, a series of diamond-shaped frames applied to the upper face of the board, a series of figures placed upon the board between the diamond-shaped frames, a figure within each of the said diamond-shaped frames, a catapult, and a ball.

In witness whereof I hereunto set my hand in the presence of two witnesses.

DANIEL H. McLEAN.

Witnesses:

ARTHUR H. WATSON,

LEO G. GATES.