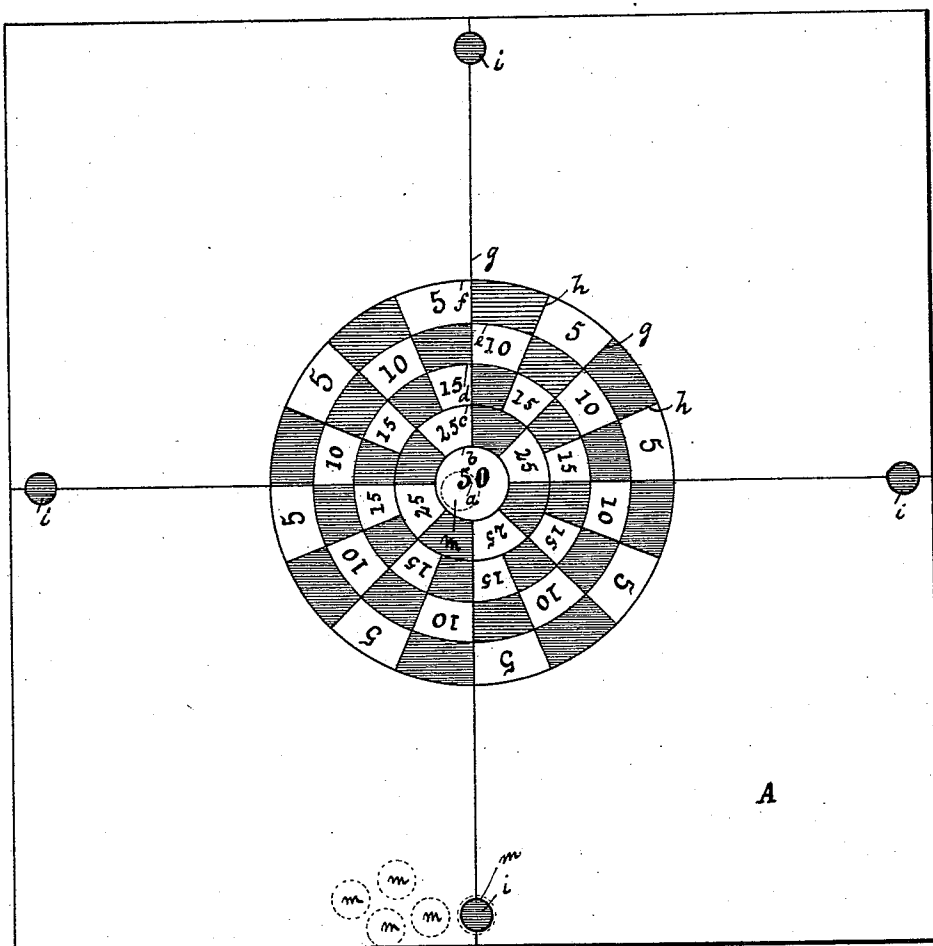


(No Model.)

J. A. ENO.
GAME APPARATUS.

No. 472,289.

Patented Apr. 5, 1892.



WITNESSES:

W. D. Bell
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INVENTOR :

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UNITED STATES PATENT OFFICE.

JOSEPH A. ENO, OF NEWARK, NEW JERSEY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 472,289, dated April 5, 1892.

Application filed November 17, 1891. Serial No. 412,121. (No model.)

To all whom it may concern:

Be it known that I, JOSEPH A. ENO, a citizen of the United States, residing in Newark, county of Essex, and State of New Jersey, have
5 invented certain new and useful Improvements in Game Apparatus; 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
10 appertains to make and use the same, reference being had to the accompanying drawing, and to letters of reference marked thereon, which form a part of this specification.

The object of this invention is to provide a
15 simple, cheap, and amusing game that can be played by any number of persons and adapted for use when traveling.

The invention consists in the new and improved game and game-board and the combination and arrangement of the various portions thereof, substantially as will be hereinafter more fully described, and finally embodied in the claims.

The accompanying drawing represents a
25 plan view of my improved game or game-board, in which—

A represents a table or board made of cardboard, wood, or any desired material of sufficient thickness. From a point *a* at or preferably near the center of the board *A* are
30 formed a series of concentric circular lines *b*, *c*, *d*, *e*, and *f*, forming a series of annular rings. The circle or annular ring between the lines *b* and *c* is divided by radial lines *g*
35 into eight segmental portions, the lines *g* being extended outward to the circular line *f*. The segments formed by the lines *g* in the annular rings between the lines *c*, *d*, *e*, and *f* are subdivided equally by radial lines *h*. The
40 lines *g*, or any number of them that may be desired, are extended beyond the outer line *f*, as shown in the drawing, to provide a point *i*, from which a button or other object *m* is propelled, as hereinafter described. These
45 segmental portions of the rings are alternately shaded or colored in contrast and so arranged that the shaded portion of one ring shall be opposite, or nearly so, the open segment or field of the other ring. The central circle is
50 not shaded or colored. The unshaded or open portions I term the "fields," and are the points within which it is the effort of the player to

deposit the button. These fields vary in value or number of points to be counted, the central field being of the greatest value, and the
55 value of the fields in the surrounding rings decreasing as their distance from the center increases.

In the drawing I have shown the central field as "50" and the outer fields in a decreasing ratio to "5;" but such valuation is not
60 absolute, as any valuation can be arranged as desired.

In playing the game the players have an equal number of buttons and play alternately. 65 One button is then placed on the point *i* and shoved or propelled within the rings. The next player does the same with one of his rings, and so on until all the buttons have been played. In order that a button shall
70 count, it must be entirely within a field, and must not rest upon or touch any line, and the counting or reckoning is not made until all the buttons have been played. The number of points to constitute the game-limit must
75 be agreed upon before commencing the game. The open spaces or fields must be large enough to receive the button without resting upon or touching a boundary-line.

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

1. In a game-board, the combination, with the playing buttons or men, of a central field, a series of concentric circles surrounding said
85 central field and adapted to form annular rings, a series of radial lines dividing said rings in equal segmental portions, numbers arranged alternately on said segmental portions, decreasing in value from the center,
90 and a number arranged on the central field, substantially as described and set forth.

2. In a game-board, the combination, with the playing-buttons or men, of a central field, a series of concentric circles surrounding said
95 central field and adapted to form annular rings, a series of radial lines dividing said rings in equal segmental portions, numbers arranged alternately on said segmental portions, decreasing in value from the center, a
100 number arranged on the central field, and points arranged opposite each other and outside of said annular rings, said points being adapted to form the homes for the men or

checkers, substantially as described and set forth.

3. In a game-board, the combination, with a central field, of a series of annular rings
5 surrounding said central field, a series of lines extending radially from the first and second inner ring, respectively, to the outmost ring, said lines dividing said rings into segmental
10 fields, numbers arranged alternately on said fields, and men or checkers to be played and counted, substantially as described.

4. In a game-board, the combination, with a central field, of a series of annular rings
15 extending radially from the first and second

inner rings, respectively, said lines dividing said rings into equal segmental fields, numbers arranged alternately on said fields, men or checkers, and points arranged opposite each other and outside of said annular rings, said
20 points adapted to form the homes for the said men or checkers, substantially as described and set forth.

In testimony that I claim the foregoing I have hereunto set my hand this 14th day of
25 August, 1891.

JOSEPH A. ENO.

Witnesses:

ALFRED GARTNER,
E. L. SHERMAN.