

(No Model.)

G. W. SEEBACK.
GAME BOARD.

No. 499,351.

Patented June 13, 1893.

Fig: 1.

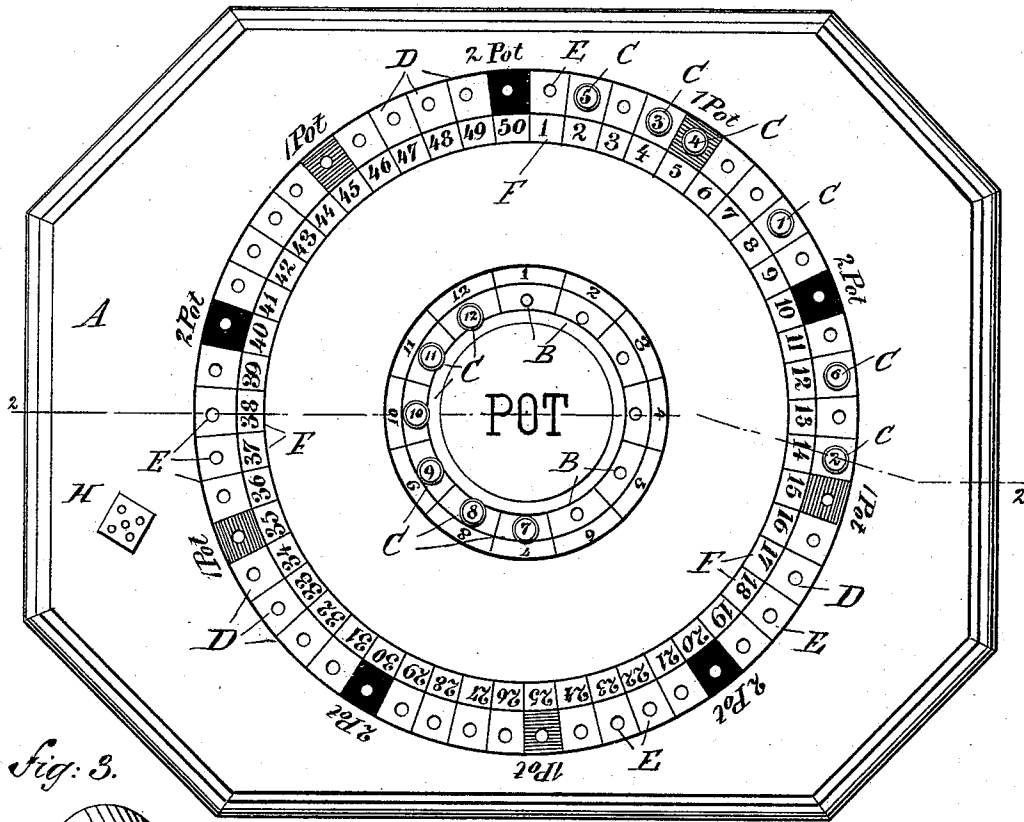


Fig: 3.

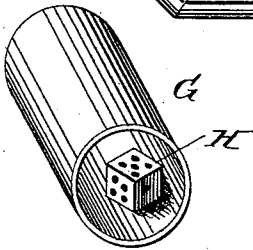
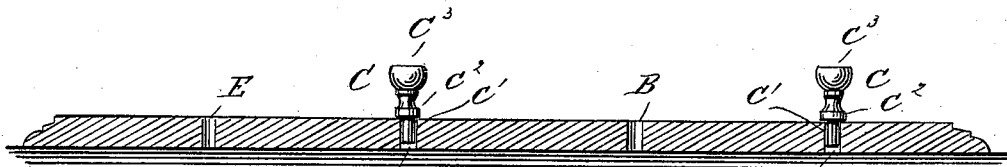


Fig: 2.



WITNESSES:

Chas. Nida.
Francis McArath.

INVENTOR

George W. Seebach

UNITED STATES PATENT OFFICE.

GEORGE W. SEEBACK, OF NEW YORK, N. Y.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 499,351, dated June 13, 1893.

Application filed January 31, 1893. Serial No. 460,408. (No model.)

To all whom it may concern:

Be it known that I, GEORGE WILLIAM SEEBACK, a citizen of the United States, and a resident of the city, county, and State of New York, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

The object of the invention is to provide a new and improved game board arranged to afford considerable amusement for a number of players at a time.

The invention consists of parts and details and combinations of the same as hereinafter more fully described and pointed out in the claim.

Reference being had to the accompanying drawings forming part of this specification and in which similar letters of reference indicate corresponding parts in all the views, Figure 1 is a plan view of the improvement. Fig. 2 is a sectional side elevation of the same on the lines 2 2 of Fig. 1, and Fig. 3 is a perspective view of the dice box used in connection with the game board.

The game board is provided with a base, A, made of wood or other suitable material and formed at its middle with a series of numbered apertures, B, arranged in a circle and adapted to receive pegs, C, each comprising a shank, C', a flange C², adapted to be seated on the surface of the base, A, at the time the shank engages an aperture in the base, and a handle C³, taken hold of by the player to remove the peg C from one aperture to insert it in another as hereinafter more fully described. The handles C³ are marked by numerals or other characters to identify the respective peg and the player. On the top surface of the base is arranged a series of fields, D, preferably placed one along side the other in a circle as plainly shown in Fig. 1. In each field D is formed an aperture, E, adapted to be engaged by the shank C' of one of the pegs C, and the several fields are consecutively numbered, the numerals F being preferably placed on the inner edge of the fields as indicated in Fig. 1. Some of the fields D may be colored in addition to their respective numerals F and the fields so col-

ored are marked "1 Pot" and "2 Pot" as shown in Fig. 1.

In playing the game a dice box, G, and a dice, H, are used.

Ordinarily the pegs C rest in the correspondingly numbered apertures, B, but when the game is played each player takes a peg C beginning with the one marked 1, while the pegs not used remain in their apertures B. As illustrated in Fig. 1 the game board is arranged for twelve players.

In starting the game the player with peg C marked "1" commences and throws the dice, H, the points on the top surface of the dice indicating the corresponding field D in the aperture of which the first player inserts his peg. The second player then proceeds in the same manner and inserts his peg in the field designated by the number of points indicated by the thrown dice. All the players proceed successively in this manner. The first player on his second throw adds the amount of the points made by the dice to his former first throw and inserts his peg on the field D numbered with the aggregate amount of his two throws.

In case the aggregate amount of a player's throws with the dice would bring his peg to a field already occupied by a peg of another player then he is counted out and has to return his peg to the correspondingly numbered aperture B to begin again anew at his next turn of playing. In a like manner a player whose aggregate points indicate a pot field may be "counted out" as above mentioned to begin anew, or it may be varied so that the player pays a stipulated "pot fine" when reaching a "pot field."

The fines are placed in the middle of the base A marked "Pot" as shown in the drawings.

The player first reaching the last field (marked 50 in Fig. 1) wins the game and contents of the pot.

It is understood that the game may be greatly varied according to special rules made by the players at the beginning of the game.

What I claim, and desire to secure by Letters Patent, is—

A game board comprising a base provided with a series of consecutively numbered apertures arranged in a circle forming a central pot the said apertures forming resting
5 places for the pegs, a series of consecutively numbered and marked fields arranged on the base in a circle larger than and concentric to the said circle surrounding the said central pot, each field having an aperture and some
10 of the fields being marked with different distinguishing colors to indicate pot fields and pegs normally seated in the said apertures

forming resting places, and adapted to be inserted into the said field apertures substantially as shown and described.

In testimony that I claim the foregoing as my invention I have signed my name, in presence of two witnesses, this 28th day of January, 1893.

GEO. W. SEEBACK.

Witnesses:

NICHOLAS UNMUTH, Jr.,
CHARLES NIDA.