

(No Model.)

J. T. McKIM.
GAME BOARD.

No. 459,158.

Patented Sept. 8, 1891.

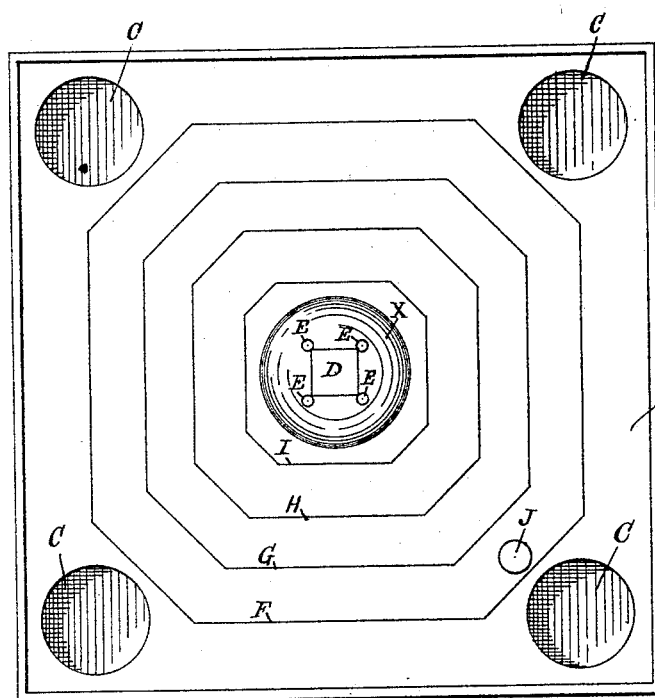


Fig. 1.

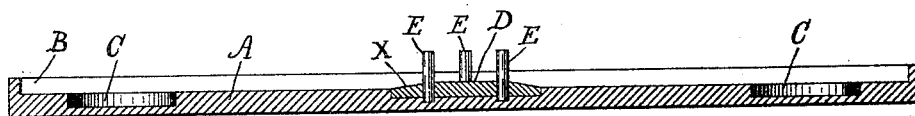


Fig. 2.

WITNESSES:

V. M. Hood.
H. P. Morrison

INVENTOR
James T. McKim.

BY
H. P. Hood.

ATTORNEY

UNITED STATES PATENT OFFICE.

JAMES T. MCKIM, OF THORNTOWN, INDIANA.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 459,158, dated September 8, 1891.

Application filed May 6, 1891. Serial No. 391,725. (No model.)

To all whom it may concern:

Be it known that I, JAMES T. MCKIM, a citizen of the United States, residing at Thortown, in the county of Boone and State of Indiana, have invented a new and useful Game-Board, of which the following is a specification.

My invention relates to an improved game-board of that class in which a series of disks are slid along a board or table-top having in and upon its surface pens or pockets and line-inclosed spaces, all having a certain value when occupied by a disk, as hereinafter set forth.

The accompanying drawings illustrate my invention.

Figure 1 is a plan, and Fig. 2 is a transverse section, from corner to corner.

In the drawings, A is a flat board or table-top, having around its edges a raised flange or rim B. Arranged in each corner is a shallow circular depression or pocket C, and in the center of the board is a raised platen D, having at its corners four pegs or pins E E E E, formed of some resilient material, preferably of rubber. The platen D is surrounded by an inclined circular surface X, which slopes from the platen D to the level surface of the board. The level surface of the board is divided by lines F, G, H, and I into a series of concentric spaces surrounding the central platen, and each space has its value as a counter in playing the game.

In the game each player (there being two or more) is furnished with six disks like J, which are of suitable diameter to pass easily between the pegs E, surrounding the central raised platen, the disks of the different players being of different colors or having other distinguishing-marks, as the letters of the al-

phabet. The players surrounding the board, each one in succession from left to right, places one of his disks within the first marginal line F, and with the aid of a bit of spring-steel or whalebone snaps the disk along the surface of the board. The first player endeavors to land his disk on the raised platen D. If the disk does not hit either of the resilient pegs E, this is easily done; but if the disk hits a peg it rebounds to some other part of the board. The effort of each succeeding player is to strike with his own disk the disk of his opponent and dislodge it from its position on the board. All disks which fall into either pocket C have no value and must be withdrawn from the game. After all of the disks have been played, those remaining on the board count as follows: on the platen D counts three; on the first space outside the platen within the line I counts nothing; between the lines I and H counts nothing; between the lines H and G counts one each; between the lines G and F counts two. These rules are intended merely to indicate the manner of using the board, and they may be added to or changed to suit the convenience of players.

I claim as my invention—

The above-described game-board having the raised rim B, the central raised platen D, surrounded by the inclined surface X, the pegs E, arranged at the corners of said platen, the pockets C, and a series of concentric lines dividing the surface of the board into annular spaces, all combined and arranged substantially as specified.

JAMES T. MCKIM.

Witnesses:

SOLOMON SHARP,
O. B. BEADLE.