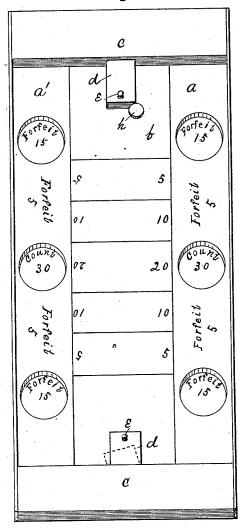
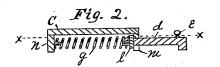
J. B. DAVIDS. GAME BOARD.

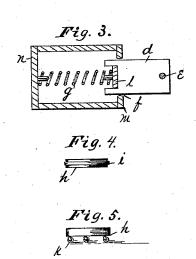
No. 489,853.

Patented Jan. 10, 1893.

Fig.1.







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UNITED STATES PATENT OFFICE.

JOHN B. DAVIDS, OF NORTH DARTMOUTH, MASSACHUSETTS, ASSIGNOR TO E. M. CHISHOLM DAVIDS, OF SAME PLACE.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 489,853, dated January 10, 1893.

Application filed June 29, 1892. Serial No. 438,437. (No model.)

To all whom it may concern:

Be it known that I, JOHN B. DAVIDS, a citizen of the United States, residing at North Dartmouth, in the county of Bristol and State 5 of Massachusetts, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification, reference being had to the drawings hereto annexed, in which-

Figure 1. represents a view in perspective of my new game apparatus. Fig. 2. is a view in vertical section of the spring cue or propelling device, and Fig. 3. is a sectional view of the same, on the plane x. x. Fig. 4. is a 15 side view of one of the checkers or blocks. with which the game is played, and Fig. 5. is a side view of the same, when mounted on

Similar letters and figures refer to similar

20 parts in the several views.

Fig. 1. represents my improved game board consisting of a shallow, oblong tray, having the inside of its bottom, marked longitudinally into three divisions a, b, and a'. The divisions a, and a', are each provided with three circular recesses, 15, 30, and 15, sunk in the surface of the board. The central division b, is marked transversely, into seven or more spaces, which spaces are preferably 30 colored, and numbered, as 5, 10, 20, 10, 5, &c. with a like color, for each corresponding number. The center of the ends of the tray, is provided with spring cues or propelling devices, the cue or propeller of which, is capable of 35 considerable lateral movement (as shown in dotted lines) in order that a checker h, may be propelled at almost any angle across the board.

The construction of the spring cues, is 40 shown in Figs. 2. and 3. in which, d, is the plunger, having handle or finger piece e, and cross bar, or stop l. The plunger d, plays through the mortise or slot f. in the part m, which slot, is wider than the plunger, thus

allowing of considerable lateral motion of the 45 latter. The spring g, is interposed between the stop l, and the part n, and serves to give the plunger a sudden forward movement, when it is drawn backward by the finger on the knob e, and released.

In Fig. 4. is shown a checker, provided with an elastic band around its edge, and in Fig. 5. is shown a checker, mounted on casters, in order to facilitate its free movement

over the surface of the field.

The game is played with checkers, which are propelled over the surface of the board by means of the spring cues; the object being to drive the checkers into the recesses marked 30, or, into the spaces which are numbered the 60 highest. The object of the opposing player, is to drive his opponents men, from the counting spaces, to the forfeit spaces, or into the forfeit recesses 15, and at the same time, cause his own men to occupy the counting spaces, 65 or the recesses 30. As before stated, the plunger d, having a lateral movement, a checker can be propelled along the surface of the board, at almost any angle, so as to carom on one or more checkers on the board, and drive 70 them either into, or out of position, as the player may desire.

I claim-

The above described game apparatus, consisting of a shallow oblong tray, having its 75 upper surface marked into three longitudinal divisions; the central division, divided by transverse lines into a series of numbered spaces, and the side divisions provided with three circular recesses each, which are like- 80 wise numbered; checkers, adapted to be contained in said recesses; and means to slide or propel said checkers over the surface of the tray, all as shown and described.

JOHN B. DAVIDS.

Witnesses:

JAMES C. HITCH, HENRY W. MASON.