# P. G. DAHMER & J. A. KLEIN.

## Game-Boards.

No. 147,376. Patented Feb. 10, 1874.

*Fig. 1.*

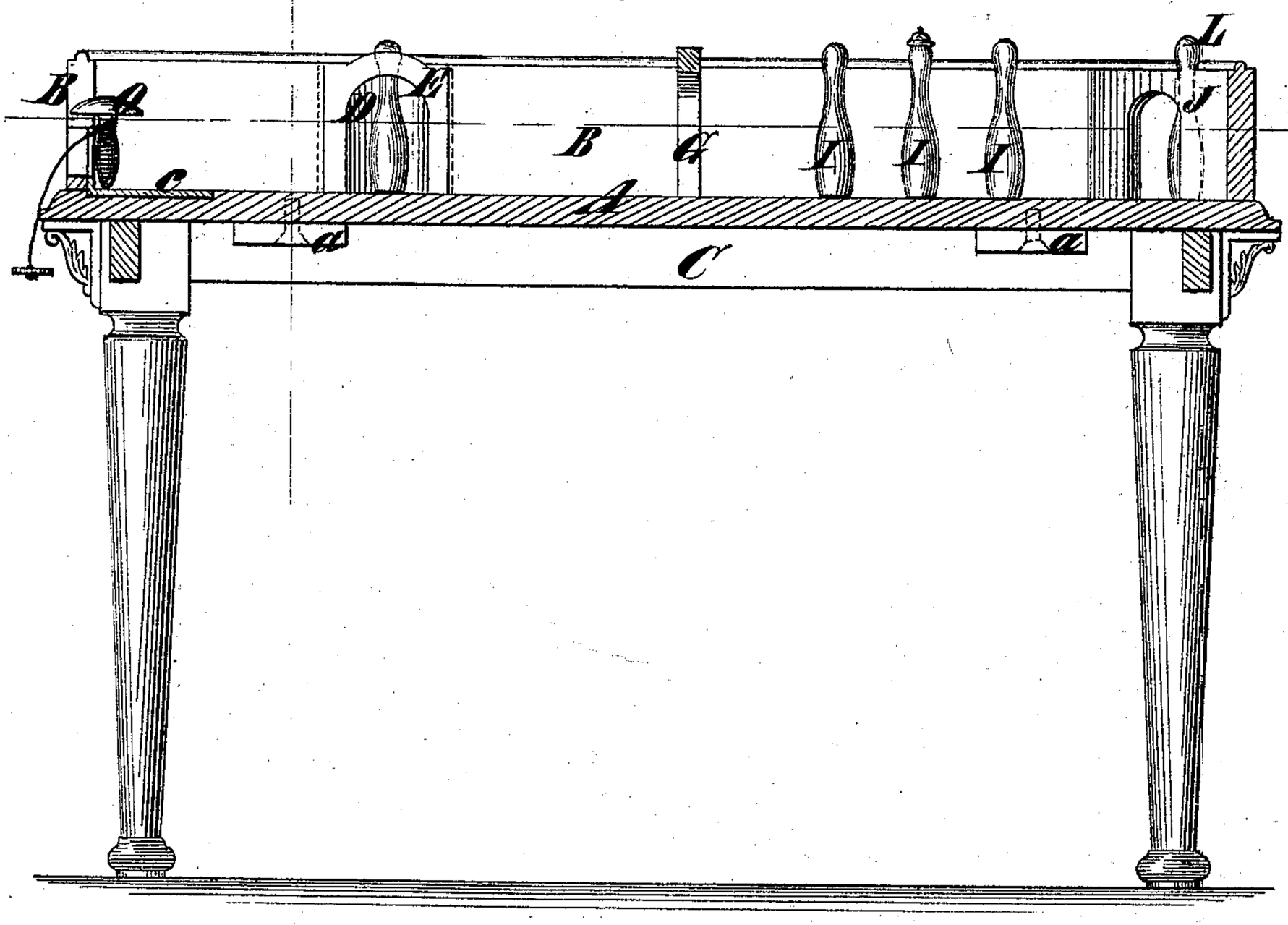



*Fig. 2.*

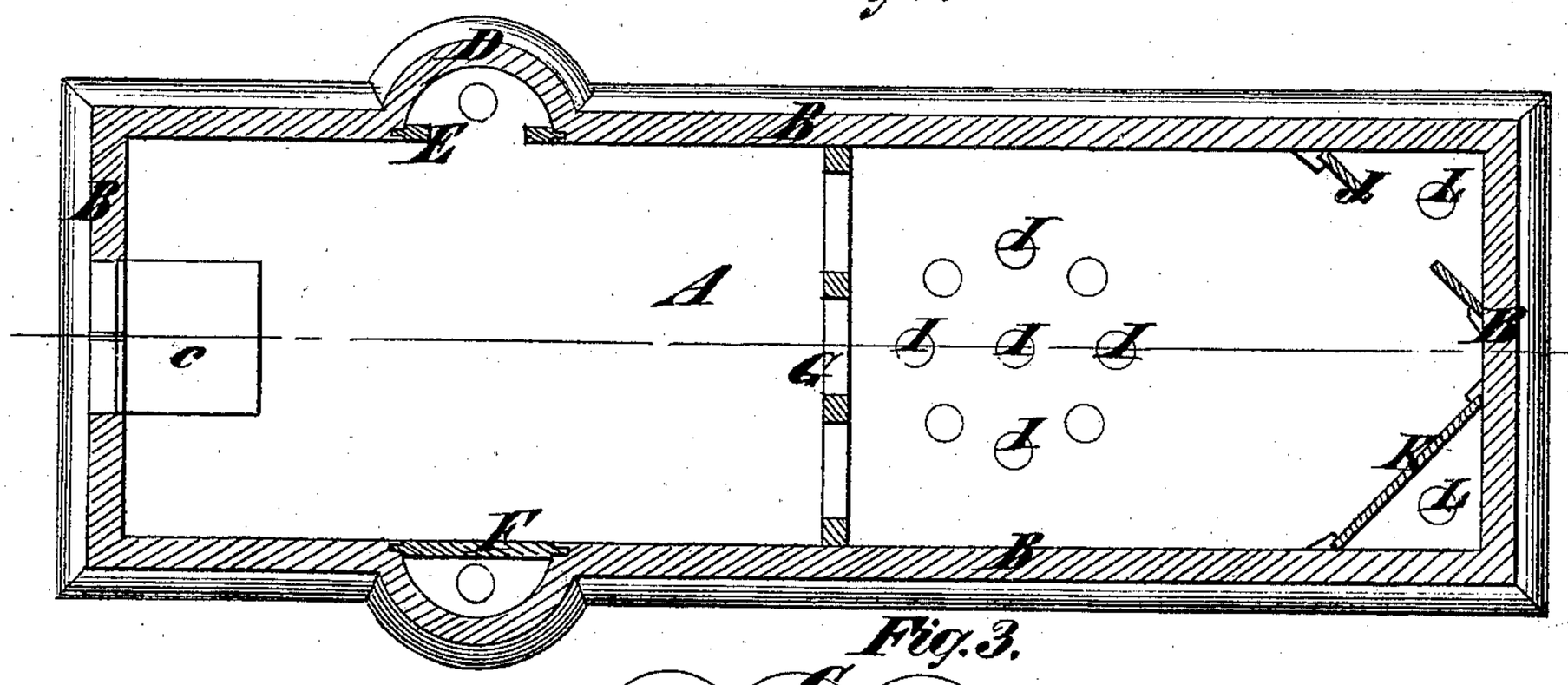
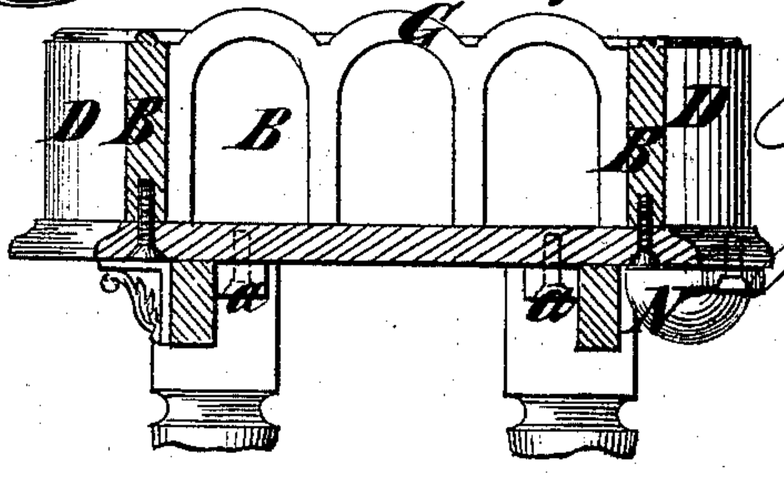



*Fig. 3.*




Witnesses.
John Becker.
Fred Haynes

P. G. Dahmer
J. A. Klein
by their Attorneys
Brown & Allen

# UNITED STATES PATENT OFFICE.

PHILIP G. DAHMER AND JOHN A. KLEIN, OF NEW YORK, N. Y.

## IMPROVEMENT IN GAME-BOARDS.

Specification forming part of Letters Patent No. **147,376**, dated February 10, 1874; application filed January 10, 1874.

*To all whom it may concern:*

Be it known that we, PHILIP G. DAHMER and JOHN A. KLEIN, of the city, county, and State of New York, have invented a new Game, designed especially for in-door amusement, of which the following is a specification:

This invention consists in providing the vertical sides of a game-board with niches, bridges, and slides, which act in conjunction with a bridge arranged transversely on the board in front of obliquely-arranged bridges and slides, in such a manner that if a top be spun at one end of the board it will, during its gyrations, pass through one or more of the bridges and knock down one or more pins located behind the same, whereby a simple and interesting game can be produced.

In the drawing, Figure 1 is a central longitudinal section of the game. Fig. 2 is a sectional top view of the same, and Fig. 3 is a transverse section thereof.

Similar letters of reference indicate corresponding parts.

A represents the board of the game. It has raised sides B B to confine the top while spinning to the board, and prevent the pins from being knocked off. A stand, C, supports the board; but, although this is preferable, it may be made in a cheaper form, to be used on an ordinary table. When the stand is used its four legs will be furnished with feet made of india-rubber, soft leather, or some other yielding material, to prevent them from slipping, for stability is quite an important characteristic of this game; and, in case the board is used on a table, as previously suggested, these yielding feet will be used for the additional purpose of preventing injury to the table. To facilitate transportation, and to enable the game to be repaired easily when at all out of order, it is made so that it can readily be taken to pieces. The board proper is fastened by screws to brackets *a a*, which, at intervals, project from the inner side of the frame of the stand, and its sides B B are fastened to the board by screws inserted from its under side. The general form of the board is rectangular, and its sides B are of corresponding shape; but usually niches D D will be provided in its longest sides near the front side, as shown in Fig. 2. They may be guarded each by an arched bridge, E, or may be entirely shut off from the board by a plain front, F. Provision is afforded for substituting one for the other, at pleasure, by fitting them into slides in the edges of the niches. Crossing the board about the middle of its length, a bridge, G, composed of several arches, controls access to the rear portion of the board, where the main group of pins I I are situate. These pins, nine in number, are like those commonly designated as nine-pins, and are designed to be knocked down by the spinning-top used in the game. There is nothing in the manner of playing the game that calls for the specific number represented, however, and they may be more numerous, or fewer in number, as may be deemed best. Oblique bridges J or slides K shut off the rear corners of the board from its main portion. They, like their fellows, which guard the arches D D, are fitted into slides, so as to be readily interchangeable. Pins L L are provided in the portions thus shut off, as in the niches.

It may be remarked here that the shape of the corners is considered as merely a matter of taste. They may be either round or square.

As previously mentioned, a top is used in this game to knock down the pins. It is spun at the front of the board, and in its gyrations may enter one or other of the niches if they are open, or may pass through the main bridge to the pins I; or, perchance, escaping these pins, it may pursue its course to the oblique bridges. The board is very slightly depressed toward the rear end in order to induce the top to move lengthwise along the board.

It will be perceived that this game is essentially a game of chance, as it will be impossible to guide the top to any desired destination.

The top O has a very long shank or spindle surmounted by a flat disk-like head. A cord is wound round its spindle, and the end is drawn through a slot in the front of the board. A notch, formed in the front, enables the head of the top to lap over the edge thereof, so that its spindle will come snugly against the front. The cord is pulled while the top is in this position, and thereby the top is started.

To prevent undue wear on the part of the board where the top is started, a plate, *c*, is provided on it, and extends up the front also.

On account of the difficulty experienced in cleaning out these boards, removable plugs may be provided in them to permit the escape of the dust and other matter through the board itself.

A pocket-like holder, N, for the top and its cord is provided on the under side of the board, and is fastened in place in such manner that it may be swung out to receive these articles, and afterward may be swung under the board again out of sight.

What we claim as our invention is—

1. The niches D and bridges E upon the sides B of the frame A, in combination with the transverse bridge G, to operate in connection with top O and pins I, substantially as and for the purpose specified.

2. A game-board, composed of the niches D, bridges E, slides F, bridge G, oblique bridges J, and slides K, top O, and pins I, substantially as and for the purpose specified.

PH. G. DAHMER.
JOHN A. KLEIN.

Witnesses:
EDWIN H. BROWN,
MICHAEL RYAN.