(No Model.)

D. L. WILCOX. Game Board.

No. 233,055.

Patented Oct. 5, 1880.

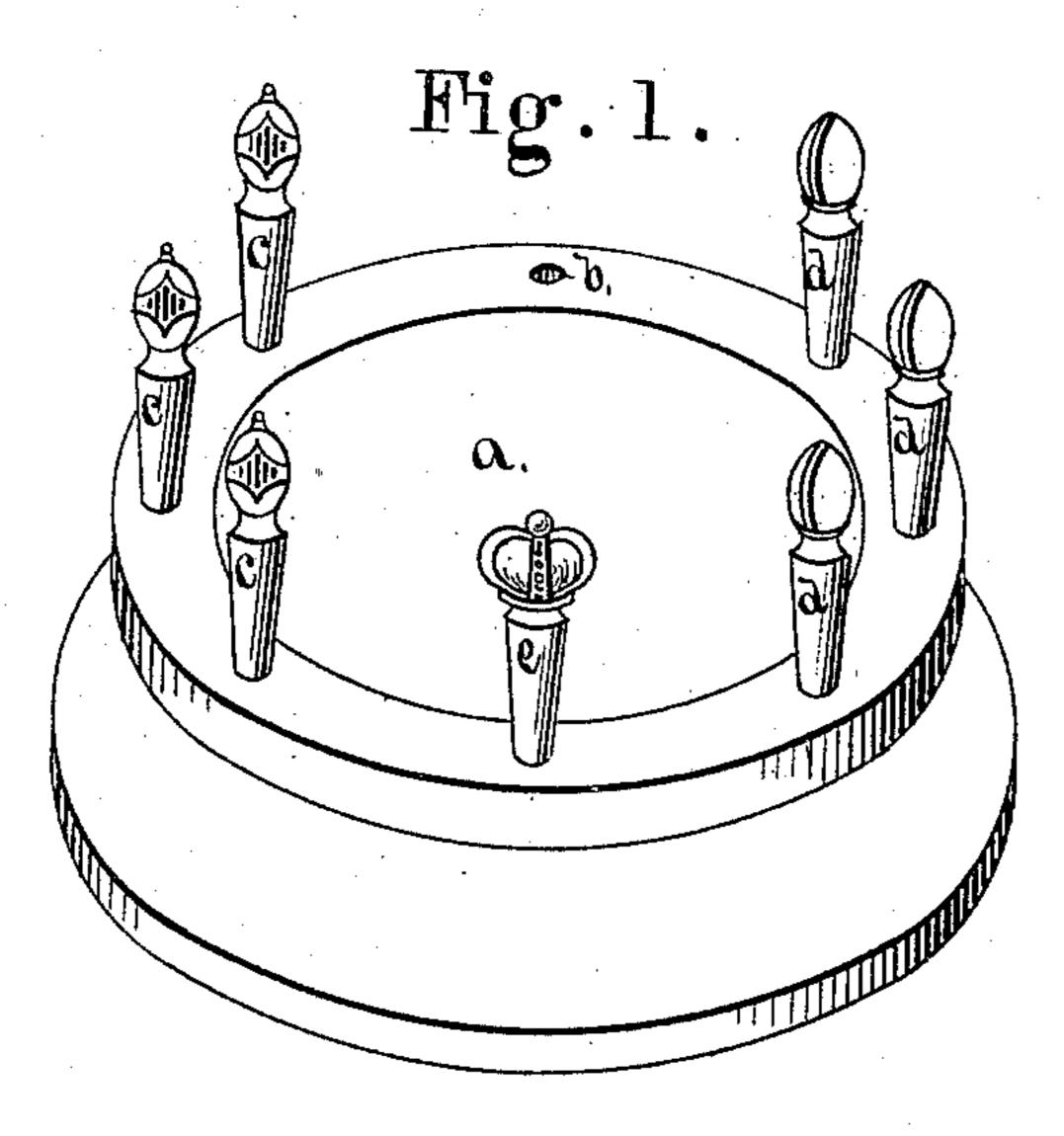
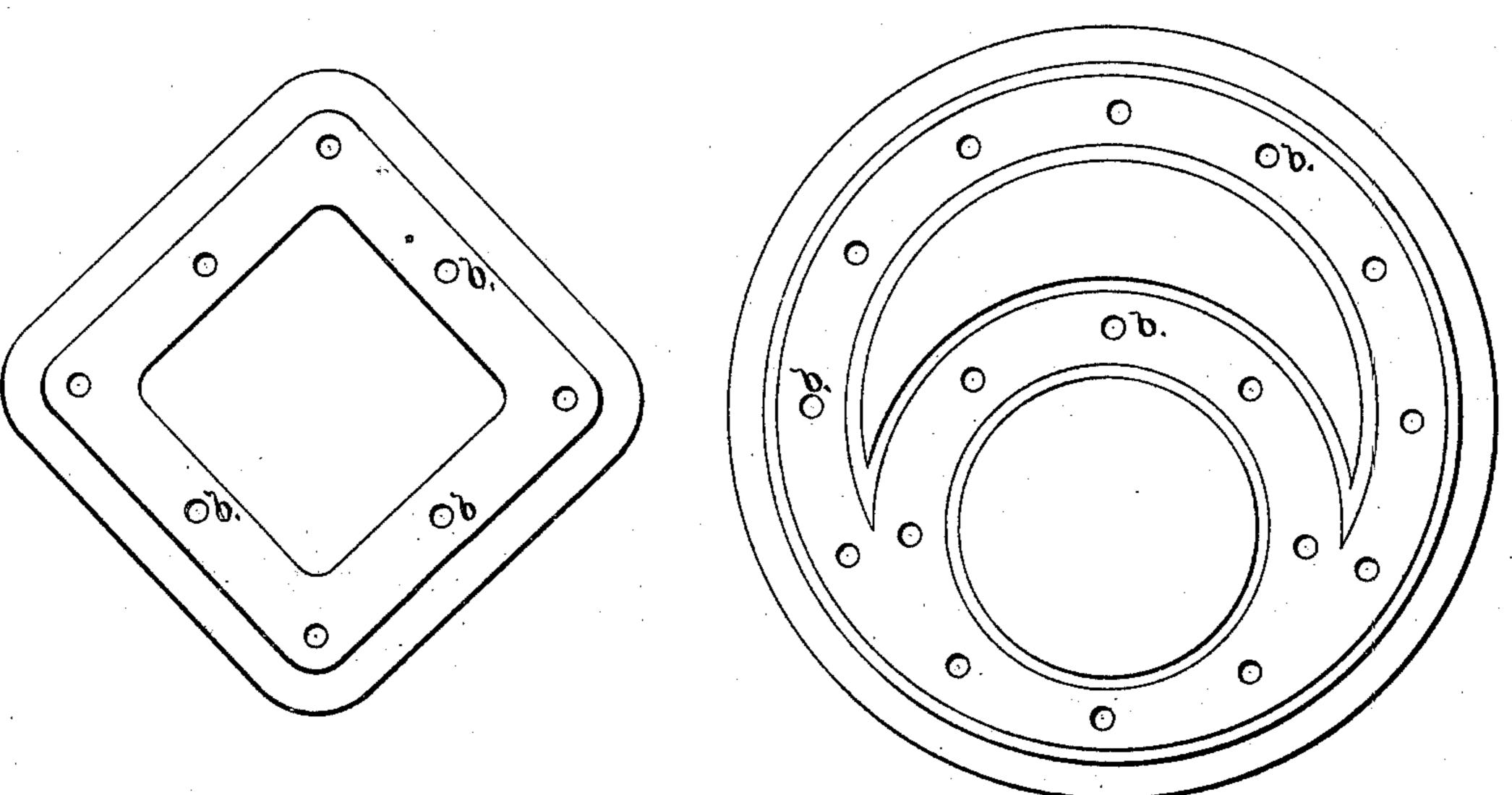


Fig. 2.

Fig. 3.



WITNESSES:

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DANIEL L. WILCOX, OF PAWTUCKET, RHODE ISLAND.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 233,055, dated October 5, 1880.

Application filed April 29, 1880. (No model.)

To all whom it may concern:

Be it known that I, Daniel L. Wilcox, of Pawtucket, in the county of Providence and State of Rhode Island, have invented a new and useful Improvement in Game-Boards; and I hereby declare that the following is a full, clear, and exact description of the same, reference being had to the accompanying drawings, forming part of this specification.

The object of this invention is to arrange a game that looks easy to do, but requires considerable thought, judgment, and the exercise of the reasoning faculties to perform, and to arrange the device so that two or more games

15 can be played on the same device.

The invention consists in providing a base with eight or twelve holes, or both, and providing seven or eleven pins, which can be placed into the holes, and which are divided into sets of three or five, respectively, and marked by a difference in color, or in other marks or devices, so that they can be readily distinguished one set from the other, and from the extra or king pin.

Games which awaken and exercise the reasoning faculties have at all times been considered by educators as means useful in training the reasoning faculties of men, in exercising the brain, imparting thought, foresight, and quickness to the mental perception. Games have therefore been encouraged at all times by the great, both as a recreation of energy lost in mental labor and as a useful exercise to train the mind. To secure this training of the mind and the full exercise of the mental capacity a game should be apparently easy and grow gradually more and more difficult, but it should be capable of successful solution.

The present invention allows two such games

40 to be played with the same device.

Figure 1 represents a base provided with eightholes, into seven of which pins are placed. One of these pins is surmounted with a crown, three are surmounted with a helmet, and three with a bishop's hat. Fig. 2 represents a base also provided with eight holes, which may be used to receive the pins, and Fig. 3 represents a base provided with eight holes in one circle and twelve in another circle. These rings may be 50 made as shown, or they may be concentric, one within the other.

In the drawings, a represents the base, made of wood or other suitable material.

b b are the holes, either eight or twelve. They may be arranged to form a circle, square, 55 or octagon.

c c are three or five pins. They may be colored a specific color—say black—or they may have any suitable device formed on them, so that they can be readily distinguished from 60 the other pins.

d d are three or five pins, which also may be colored—say red—or have devices formed on them, to distinguish them from the other pins.

e is the king-pin, which may be white or 65 have any desired device formed on the same,

to distinguish it from the rest.

In the drawings the king-pin is provided with a crown, the pins c c with a device resembling a helmet, and the pins d d with a 70 bishop's hat; but the king-pin may have three small balls, the pins c c two, and the pins d d one, or any other method to distinguish the pins may be used.

One of the games consists in counting off four 75 holes from any empty hole and placing a pin into this fourth hole. Again count four holes from any empty hole, counting the pin the same as a hole, until seven pins are placed into seven holes, as shown in Fig. 1.

The second game consists in placing the pins as shown in Fig. 1. Now move one pin at a time, or jump one at a time, until the pins cc and the pins dd have changed places.

Both the games are amusing and instructive. 85
They can be conveniently carried, and be played while traveling in a carriage or rail-road-car or ship. They are simple in construction and can be made for a low price.

Having thus described my invention, I 90 claim as new and desire to secure by Letters Patent—

A game apparatus consisting of a base provided with one or more series of holes and sets or numbers of distinctive pins, which pins are 95 adapted to be arranged in said holes and displaced by moving them in sets or singly in the playing of the game, according to given rules or a definite plan of action, substantially as shown and described.

DANIEL L. WILCOX.

Witnesses:

JOSEPH A. MILLER, J. A. MILLER, Jr.