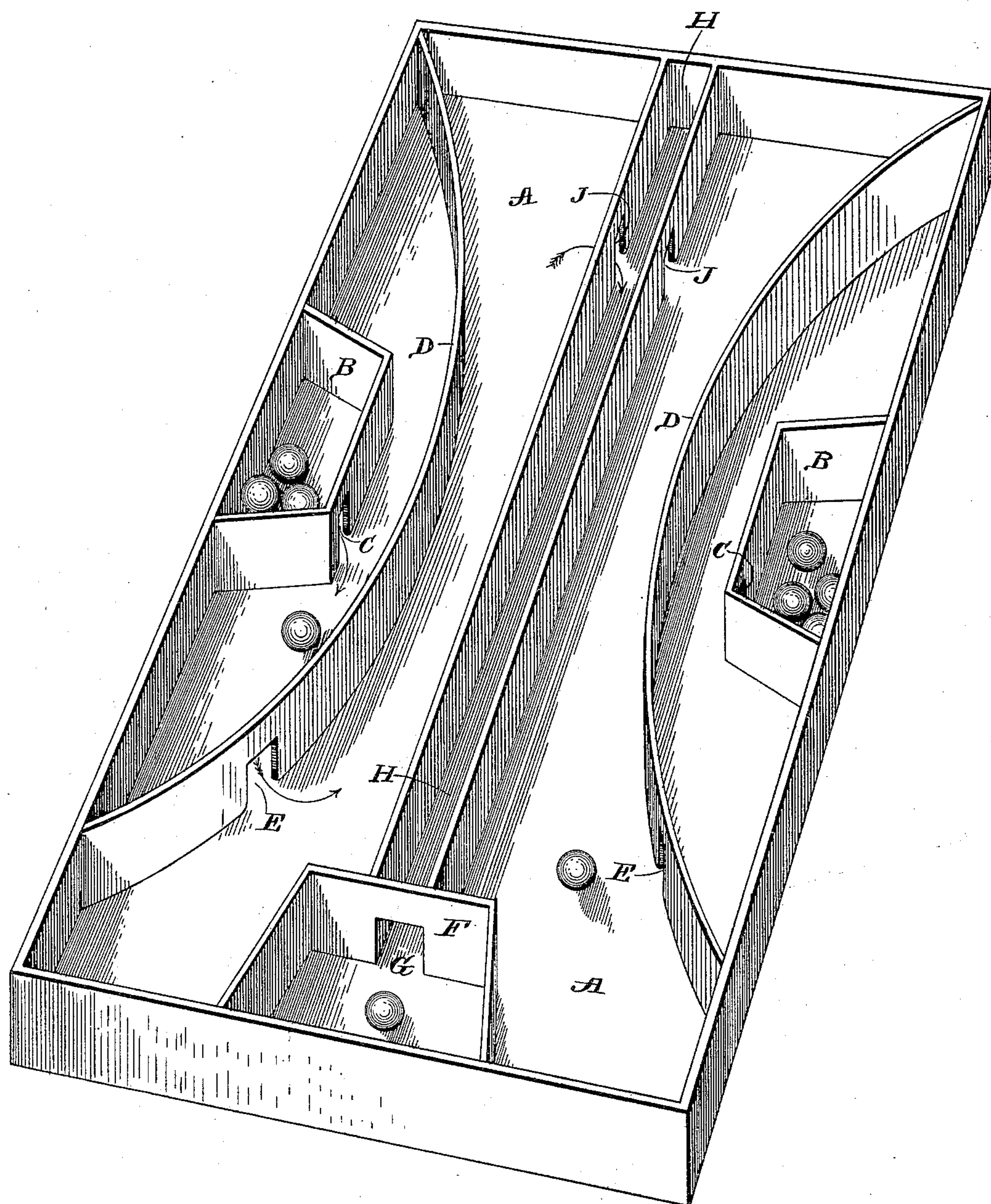


(No Model.)

J. SNELL.  
GAME BOARD.

No. 409,251.

Patented Aug. 20, 1889.



WITNESSES:

*Percy C. Bowen*  
*James S. Smith*

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# UNITED STATES PATENT OFFICE.

JOSHUA SNELL, OF LITTLE FALLS, NEW YORK.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 409,251, dated August 20, 1889.

Application filed May 14, 1889. Serial No. 310,767. (No model.)

*To all whom it may concern:*

Be it known that I, JOSHUA SNELL, a citizen of the United States, residing at Little Falls, in the county of Herkimer and State of New York, have invented certain new and useful Improvements in Game-Boards; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawing, and to the letters and figures of reference marked thereon, which forms a part of this specification.

This invention relates to improvements in game-boards; and the object of the invention is the production of a game-board which will prove a never-ending source of interest and amusement to both old and young, and which may be sold at such a price as to place it within the reach of all.

To attain the desired object the invention consists of the game-board illustrated, described, and specifically claimed herein.

The figure of the drawing represents a perspective view of a game-board constructed in accordance with my invention.

Referring by letter to the drawing, A designates the board or surface on which the game is played. On each side of the surface are pockets B, or, as they are termed in the game, "castles," and these pockets are provided with openings or entrances C near one corner thereof, and the pockets are arranged opposite each other. The pockets or castles B are inclosed by segmental or arc-shaped walls D, which are provided with openings or entrances E, also near one end of said walls.

On one end of the board or surface is placed the pockets F, or, as it is termed in the game, the "king's palace," which is provided with an entrance or opening G in the front thereof, with which communicates the passage or way H, formed of two strips provided with openings or entrances J, arranged opposite to each other.

The passage H extends from the end of the board opposite that at which the pocket F is located, and the openings J in the strips are opposite each other and are arranged near the end of the passage opposite the pocket.

From the construction described it is evident that yards surround the castles, and these yards communicate with fields on each side of the alley or way leading to the king's palace.

Having described the construction of the game apparatus, I will proceed to describe the manner of using or playing the game.

A number of balls or marbles are placed in each of the castles, and the object of the player is to place his number of balls in the king's palace from his castle one at a time, and then back through king's lane or passage into the opposite castle, and should a ball leave either of the castles while a player is endeavoring to place a ball in the king's palace, and from there into the opposite castle, the next player has a chance. The balls, as before stated, are placed in each of the castles. The first player then endeavors to pass a ball from his castle through the opening thereof to the yards surrounding the castle. From thence he attempts to pass the ball through the opening of the wall inclosing the castle to the outer field, and from the field to one of the openings in the king's way, and from the way into the palace and into the opposite castle, and each of the balls in his castle must be passed one at a time in the manner stated to the king's palace, and from there to the opposite castle, and if he succeeds in placing all the balls at his castle in the king's palace and to opposite castle one by one and without allowing the escape of a ball from his or the opponent's castle he wins the game, and if, during his attempt, a ball escapes from either castle the next player endeavors to perform the object before stated.

It will thus be understood that I produce a game-board which, while being inexpensive of production, may be played by any number of persons or by one, and which is interesting, entertaining, and highly amusing.

I claim—

1. A game-board consisting of a rectangular surface, pockets on two sides of the surface opposite each other, having each an opening near one end thereof, curved walls inclosing said pockets and having each an opening near one end thereof, a pocket on one end of the surface, having an opening in the front thereof, and a passage formed of two parallel

strips communicating with the said pockets and openings in one end of the strips opposite each other, substantially as described.

2. A game-board consisting of a surface  
5 having an end pocket and two side pockets provided with openings, curved walls inclosing the side pockets provided with openings, and a passage formed by two parallel strips arranged between the said inclosing-walls hav-

ing openings near one end and at the other end 10 communicating with the end pocket, substantially as described.

In testimony whereof I affix my signature in presence of two witnesses.

JOSHUA SNELL.

Witnesses:

D. A. CHAMPION,

E. J. COFFIN.