

(No Model.)

A. P. PICHEREAU.
GAME BOARD.

No. 452,061.

Patented May 12, 1891.

Fig. 1.

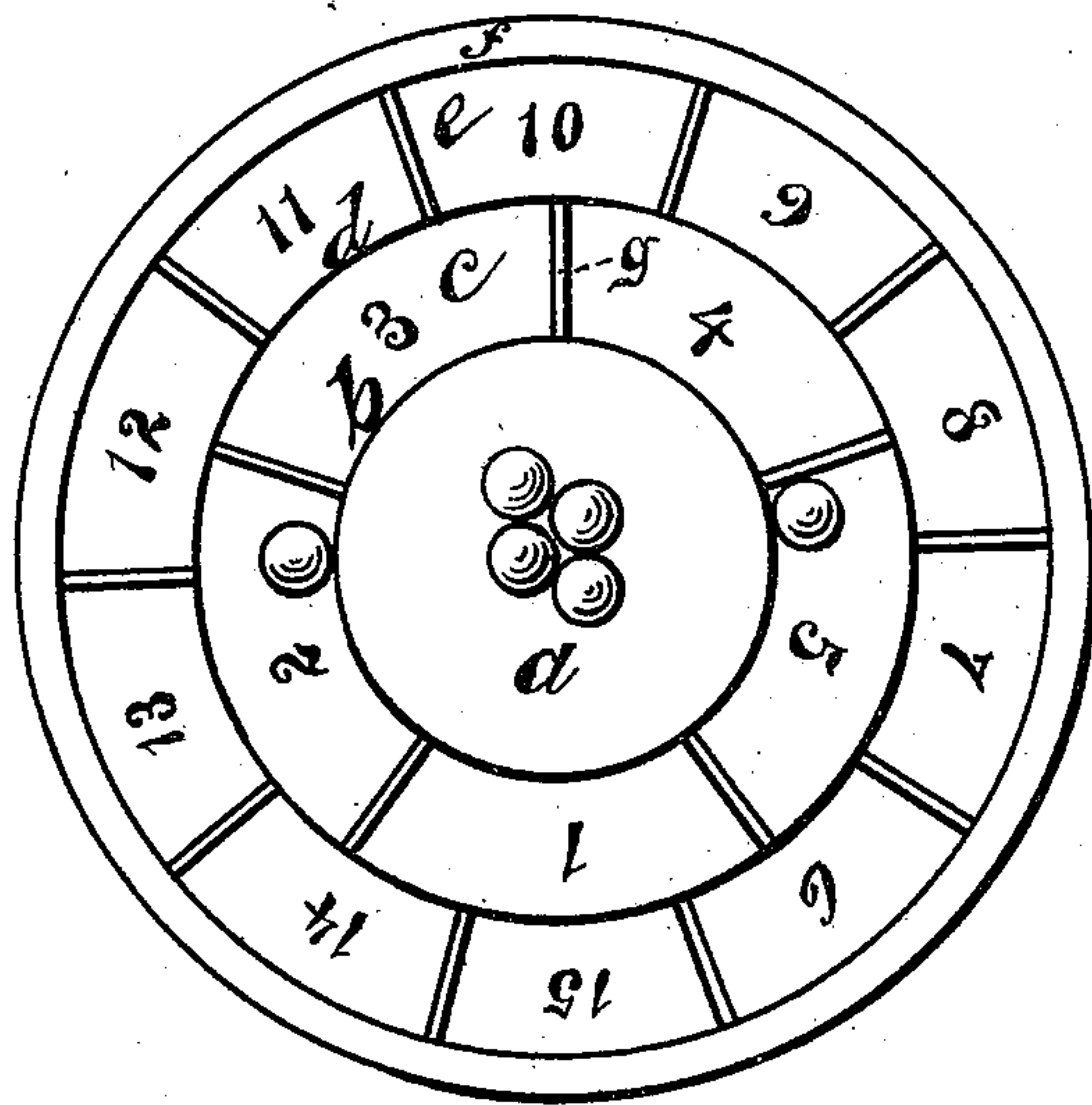
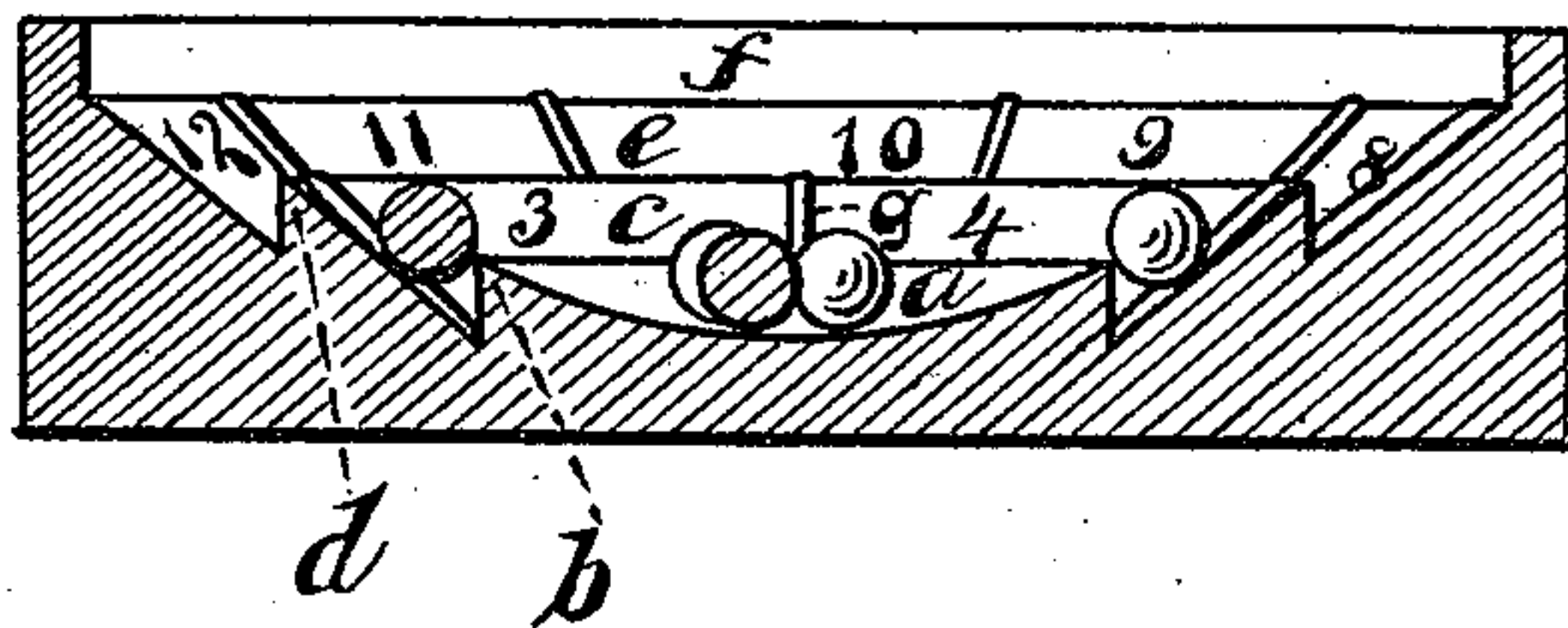


Fig. 2.



Witnesses:

Chas. J. Morris,
Chas. E. Fitch,

Inventor.

A. P. Pichereau

UNITED STATES PATENT OFFICE.

ASAHEL P. PICHEREAU, OF GALESBURG, ILLINOIS.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 452,061, dated May 12, 1891.

Application filed August 2, 1890. Serial No. 360,838. (No model.)

To all whom it may concern:

Be it known that I, ASAHEL P. PICHEREAU, a citizen of the United States, residing at Galesburg, in the county of Knox and State of Illinois, have invented certain new and valuable Improvements in Games, of which the following is a specification.

My invention is very conducive to young people's health and their education in the value of numerals, and affords much amusement as a game when two or more contend to discover which has the superior lung power or the greater skill. It takes much lung force to succeed well in playing this game; but skill in this, as in other games, may beat force.

This my invention and improvement in games may be constructed in whole or in part of wood, glass, tin, or other material; but from my experience I conclude that it is best to make its principal parts of wood.

The drawings to illustrate my invention and improvements in games accompany this specification, and is shown by two figures on one page, designated as Figures 1 and 2. In Fig. 1 a top view of the mechanical construction and arrangement of the game is shown, and in Fig. 2 is shown a cross-sectional view of the same, showing the game-table cut through at the center.

In the figures like letters and numbers stand for like parts.

In said figures letter *a* shows the central table or receptacle, in which the marbles, balls, or articles used in playing this game are to be placed. This receptacle, as well as its surrounding inclines, is made much after the funnel shape, with the wider diameter up, and the marbles used in playing this game are blown from said central receptacle *a*, by the exhalation of the breath against them, over the inclined surface of *a* to the receptacle *b* before they can count anything. A greater blow will cause them to go from *a* over circular incline *c* to circular receptacle *d*, where they will count more. Another and other circular inclines may be located above circular receptacle *d*, and above each may be a circular receptacle with higher registering-numbers, and finally around all, as at *f*, there should be a perpendicular projection over which the marbles cannot go. These registering-receptacles, as may be seen in the draw-

ings, are circular depressions in the general incline, against which the marbles strike and stop in the course of their descent down this general incline, and the place where a marble stops is the place where it registers. The drawings show circular incline *c* to be divided into five parts by low partitions, as at *g*, and between these five partitions there are five spaces, called "registers" and numbered, the first five numerals as 1 2, &c., and so if while playing at this game a marble stops in register 2 it will count two, and if two or more marbles stop in register 2 each one will count two, &c. The great point in playing at this game is to get the greatest number of marbles in the highest-numbered register, which should be located the greatest distance up the inclines from *a*. In this connection I will state that when I have played at this game the articles moved by the exhalation of the breath against them from out said receptacle *a* and up said surrounding inclines have been common clay marbles, they having been the best articles I yet have found for that purpose, although other articles yet untried may serve the purpose better.

In using this my invention and improvements in games place it on some level surface, put one or more marbles in receptacle *a*, inhale a good big draft of air, and then exhale or expel it from the lungs against said marbles, so that they may be forced out of said central receptacle *a* and up other inclines surrounding it. One or an agreed number of these exhalations will be considered a turn, and the number of turns to a game may be fixed by the players. At the end of a turn comes the count, and as every place where a marble can stop above any of said inclines is a register and numbered, therefore while playing this game a marble found on a register will count the number of that register—that is, every marble found in register 2 will count two, and every marble found in register 5 will count five, &c. By adding together the several sums or numbers so obtained from the several registers you will get the whole count for that turn; or the marbles remaining in receptacle *a* after a turn may have their number multiplied by itself and the product so obtained taken from the whole count, as above found, and the remainder will be the count

for that turn. There are other ways to sum up the result of a turn; but those above given are perhaps as good as can be provided. In a game of one turn the player who has the
5 highest count wins, and so in a game of several turns the player whose turn-counts sum up the most is winner.

In constructing this my invention and improvements in games the whole or any part of
10 it can be made the size most desired, and the inclination of the inclines may be much or but little.

The number of marbles used in playing this game may be one or several, and circular in-
15 clined counters, as *c* and *e*, may not be or may be partitioned so that each may count one number or several, as seems most fit and best.

What I claim as my invention, and wish to secure by Letters Patent, is—

In a game-board, a series of numbered 20 pockets or registers formed by a succession of inclined planes, each plane having its outer edge overlapping the inner edge of the next succeeding plane, thus forming a surface up which a rolling body may readily be forced, 25 but down which it cannot return, and so must remain in one of said pockets or registers, all substantially as described, and for the purpose set forth.

ASAHEL P. PICHEREAU.

Witnesses:

CHAS. J. NORRIS,
CHAS. E. FITCH.