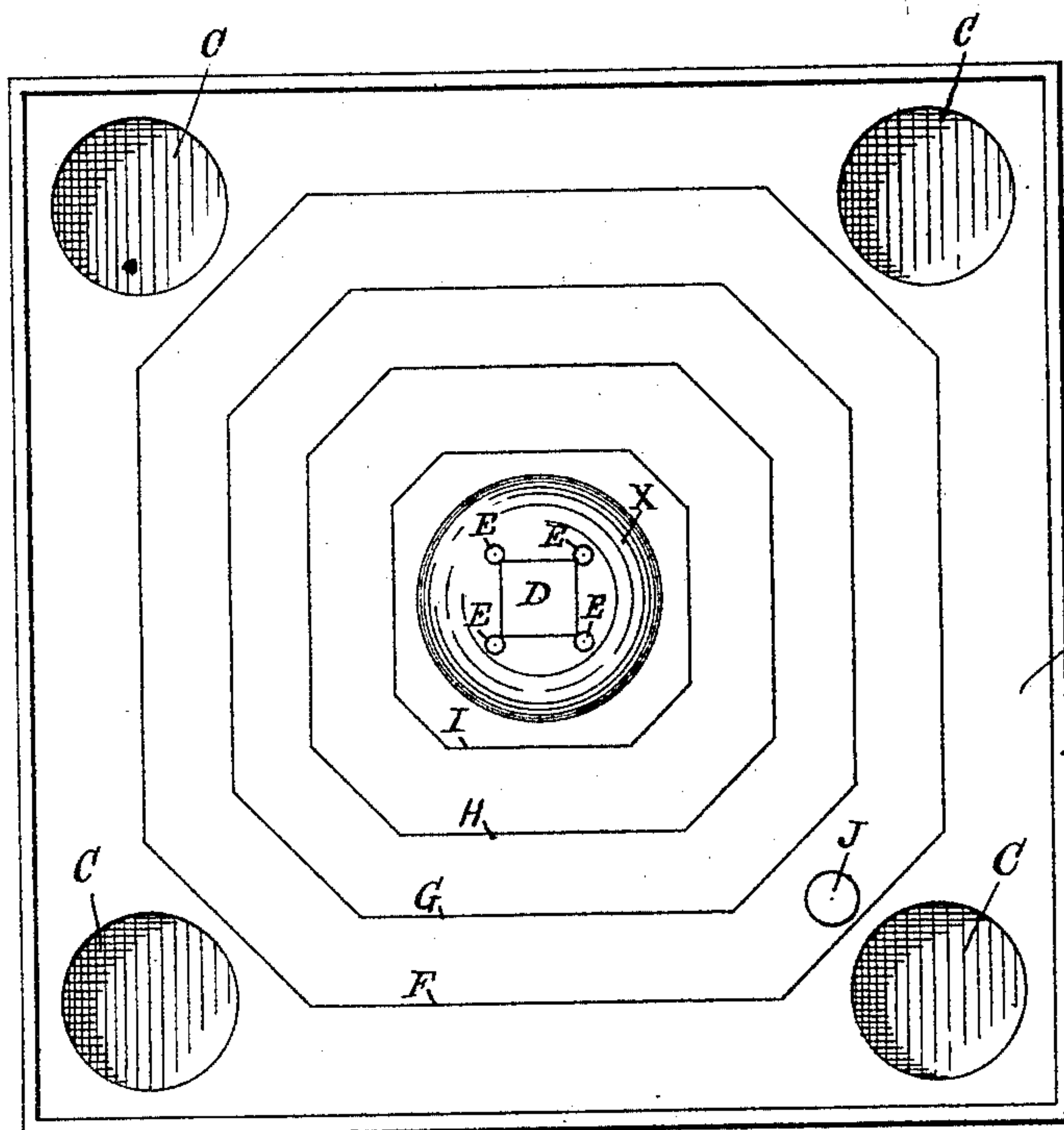


(No Model.)

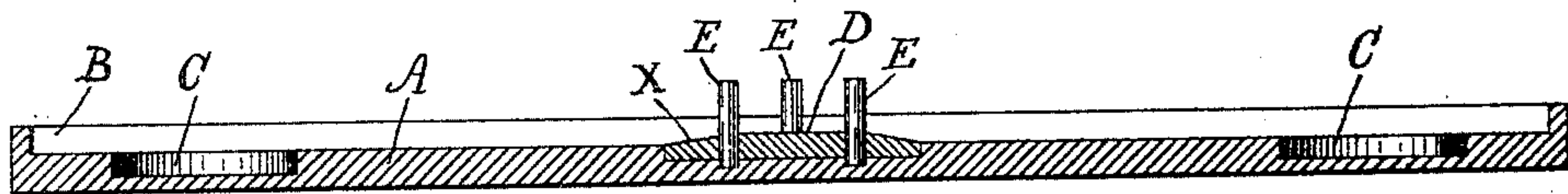
J. T. McKIM.  
GAME BOARD.

No. 459,158.

Patented Sept. 8, 1891.



*Fig. 1.*



*Fig. 2.*

WITNESSES:

*V. M. Hood.*  
*H. R. Morrison*

INVENTOR  
*James T. McKim.*

BY  
*H. P. Hood.*

ATTORNEY

# UNITED STATES PATENT OFFICE.

JAMES T. McKIM, OF THORNTOWN, INDIANA.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 459,158, dated September 8, 1891.

Application filed May 6, 1891. Serial No. 391,725. (No model.)

*To all whom it may concern:*

Be it known that I, JAMES T. McKIM, a citizen of the United States, residing at Thorn-  
town, in the county of Boone and State of In-  
diana, have invented a new and useful Game-  
Board, of which the following is a specifica-  
tion.

My invention relates to an improved game-  
board of that class in which a series of disks  
are slid along a board or table-top having in  
and upon its surface pens or pockets and line-  
inclosed spaces, all having a certain value  
when occupied by a disk, as hereinafter set  
forth.

The accompanying drawings illustrate my  
invention.

Figure 1 is a plan, and Fig. 2 is a transverse  
section, from corner to corner.

In the drawings, A is a flat board or table-  
top, having around its edges a raised flange or  
rim B. Arranged in each corner is a shallow  
circular depression or pocket C, and in the  
center of the board is a raised platen D, hav-  
ing at its corners four pegs or pins E E E E,  
formed of some resilient material, preferably  
of rubber. The platen D is surrounded by  
an inclined circular surface X, which slopes  
from the platen D to the level surface of the  
board. The level surface of the board is di-  
vided by lines F, G, H, and I into a series of  
concentric spaces surrounding the central  
platen, and each space has its value as a coun-  
ter in playing the game.

In the game each player (there being two  
or more) is furnished with six disks like J,  
which are of suitable diameter to pass easily  
between the pegs E, surrounding the central  
raised platen, the disks of the different play-  
ers being of different colors or having other  
distinguishing-marks, as the letters of the al-

phabet. The players surrounding the board,  
each one in succession from left to right, places  
one of his disks within the first marginal line  
F, and with the aid of a bit of spring-steel or  
whalebone snaps the disk along the surface  
of the board. The first player endeavors to  
land his disk on the raised platen D. If the  
disk does not hit either of the resilient pegs E,  
this is easily done; but if the disk hits a peg  
it rebounds to some other part of the board.  
The effort of each succeeding player is to  
strike with his own disk the disk of his oppo-  
nent and dislodge it from its position on the  
board. All disks which fall into either pocket  
C have no value and must be withdrawn from  
the game. After all of the disks have been  
played, those remaining on the board count  
as follows: on the platen D counts three; on  
the first space outside the platen within the  
line I counts nothing; between the lines I  
and H and between lines G and F counts  
one each; between the lines H and G counts  
two. These rules are intended merely to in-  
dicate the manner of using the board, and  
they may be added to or changed to suit the  
convenience of players.

I claim as my invention—

The above-described game-board having  
the raised rim B, the central raised platen D,  
surrounded by the inclined surface X, the pegs  
E, arranged at the corners of said platen, the  
pockets C, and a series of concentric lines di-  
viding the surface of the board into annular  
spaces, all combined and arranged substan-  
tially as specified.

JAMES T. McKIM.

Witnesses:

SOLOMON SHARP,  
O. B. BEADLE.