

(No Model.)

J. R. HARRISON.  
GAME BOARD.

No. 467,972.

Patented Feb. 2, 1892.

Fig. 1.

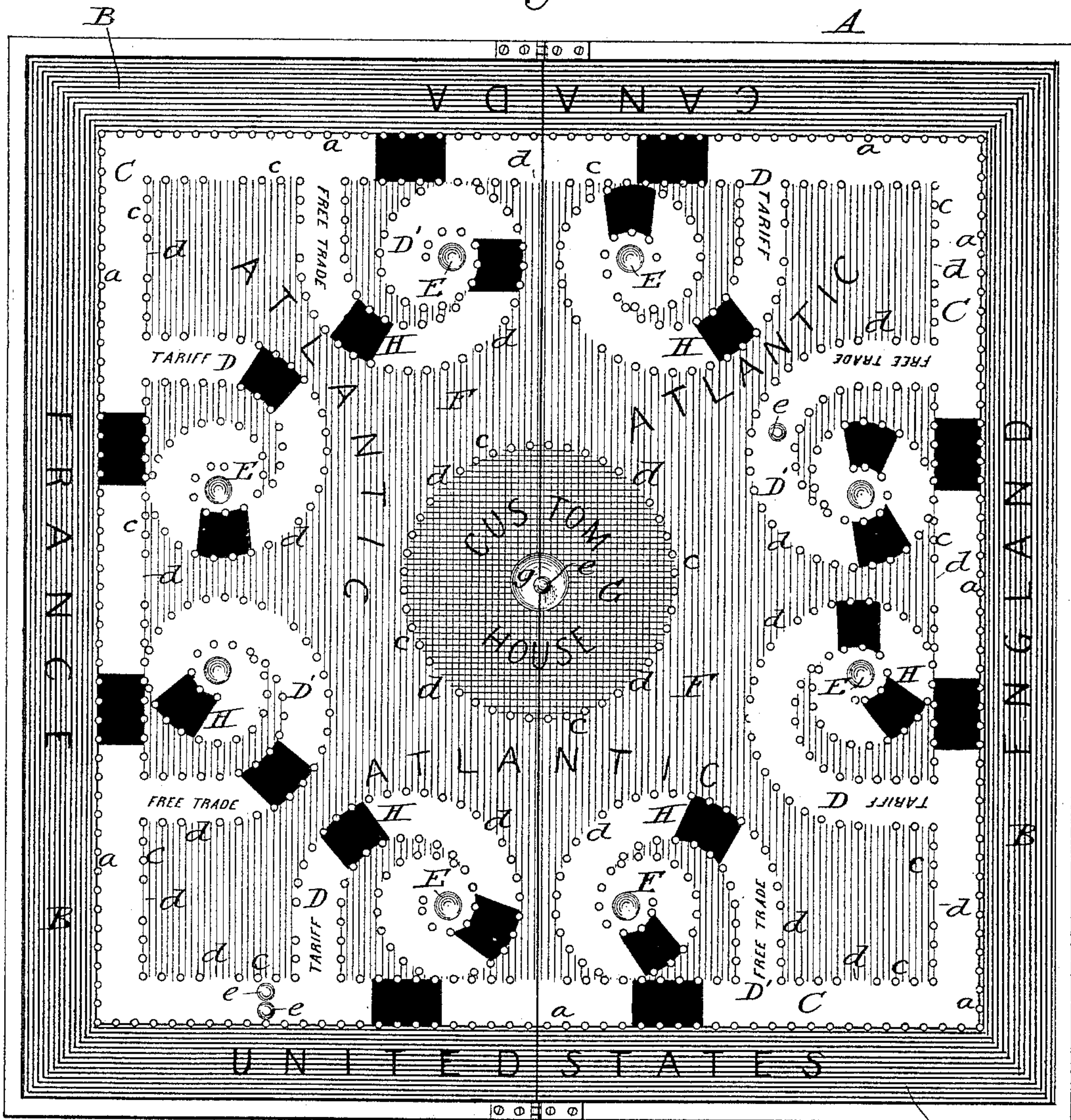
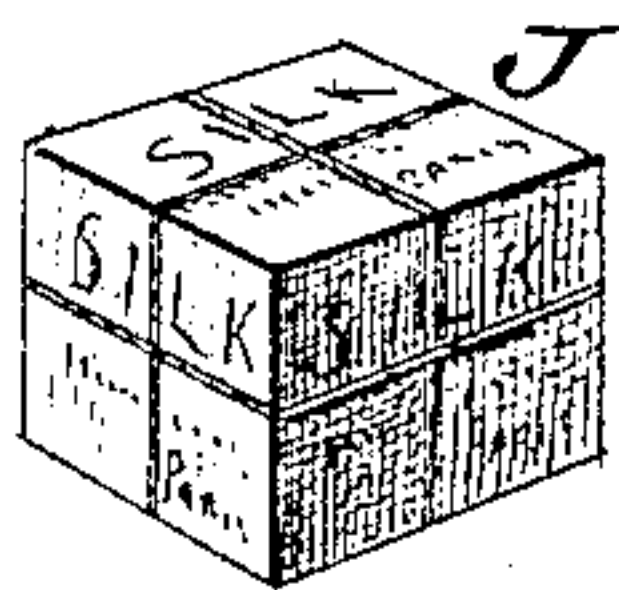
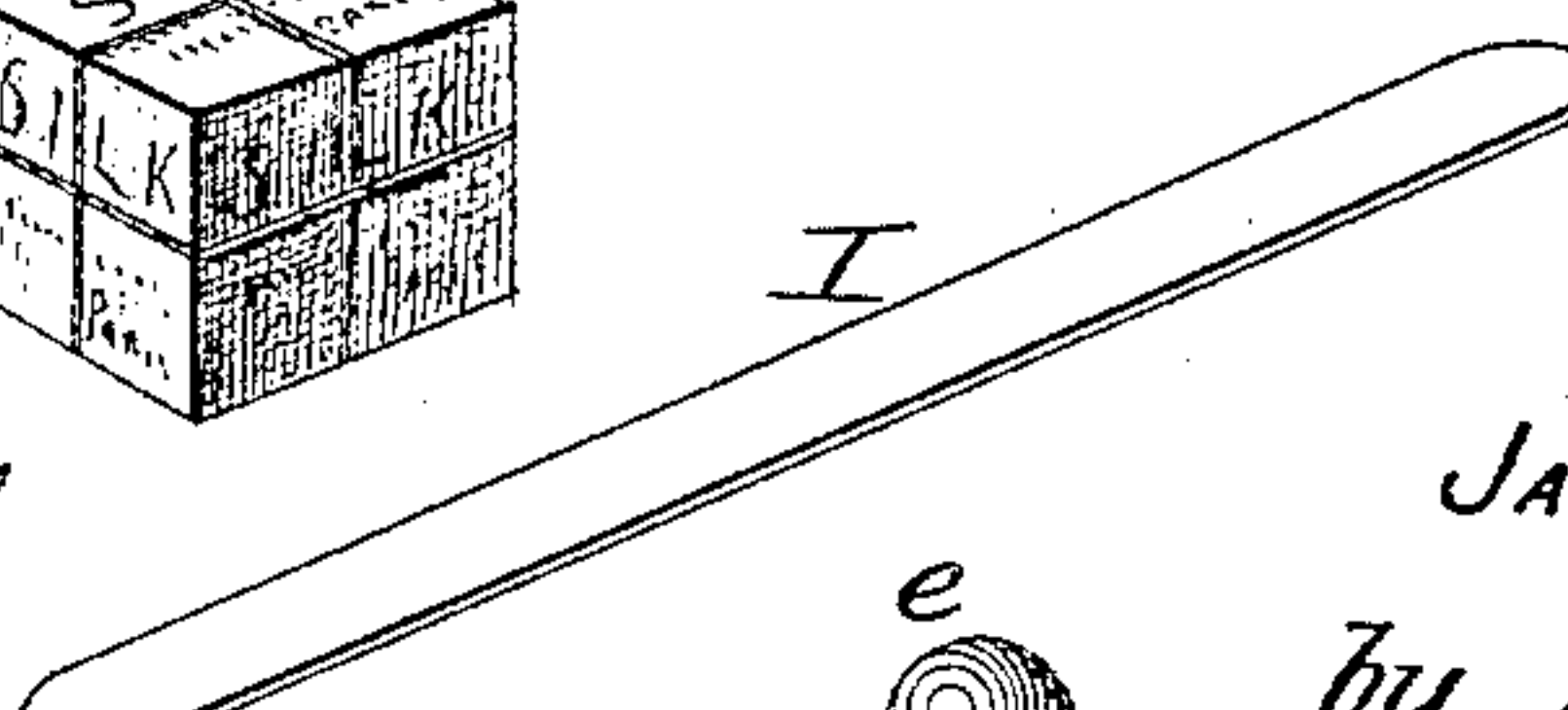



Fig. 2.

Attest.  
*Sidney P. Hollingsworth*  
*Baltus DeLong*

*J*  
  
*I*  
  
*e*  


Inventor  
JANE R. HARRISON  
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# UNITED STATES PATENT OFFICE.

JANE RANDOLPH HARRISON, OF BALTIMORE, MARYLAND.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 467,972, dated February 2, 1892.

Application filed January 31, 1891. Serial No. 379,810. (No model.)

*To all whom it may concern:*

Be it known that I, JANE RANDOLPH HARRISON, a citizen of the United States, and a resident of Baltimore, in the State of Maryland, have invented or discovered a new Game-Board, of which the following is a specification.

My invention relates to games of the class played by driving balls through or around guides or pins on a board. Its object is to amuse and interest the players; and the improvement consists of a novel construction of the game-board to adapt it to my new game.

This game can be played by any number of players from two to eight, either singly or as partners, and will readily be understood by reference to the accompanying drawings, in which—

Figure 1 shows a plan view of the board, and Fig. 2 perspective views of the ball, the striker, and the bale or forfeit used in playing.

The board A is shown as rectangular in form and as composed of two sections hinged together like a backgammon-board, though this is not essential, as a continuous board would answer the purpose. Around each edge of the board is a space B, representing a country—such, for instance, as Canada, France, England, and the United States—which space may be utilized for storing the balls, bales, and strikers when not in use. Inside of this space is a corresponding passage-way C, extending entirely around the board and wide enough for the passage of two of the balls *e*, with which the game is played. The outer edge of this space is encircled by a raised flange or row of pins *a*, while its inner side is partly bounded by rows of pins *c* so arranged as to leave at suitable intervals openings *d* large enough for the passage of a ball, and spiral channels D D', terminating in a central recess E, in which the ball may rest when driven home. Two of these spiral channels are shown on each side of the board, one being marked "Tariff" and the other "Free Trade." The remaining space of the board is supposed to represent an ocean F, such as the Atlantic, with a custom-house G in the center, surrounded by an inclosure *c*, provided with doors or openings *d*, like those before described. The boundaries of the custom-house and spirals are shown as circular or curvi-

linear in form, but might be composed of a series of short angular sections, so as to be polygonal instead of circular in outline. A central depression *g* in the custom-house constitutes the starting-point of the balls with which the game is played. The dark spots, spaces, or subdivisions H in the spirals represent forfeit-spaces or smugglers' depots.

Each player or side is provided with a ball *e*, a double-bladed paddle or spatula I for striking it, and any agreed number of bales of goods or forfeits J. Each player in turn endeavors, by striking the ball with his blade I, to drive it through one of the openings in the custom-house inclosure into the center of one of the spirals, playing according to the following rules:

1. From two to eight persons may play.
2. The policy chosen, tariff or free trade, must be maintained by the same party throughout the game.
3. Players act as partners or each for himself.
4. Each side plays successively.
5. Each ball must start from the center of the custom-house.
6. Any ball driven from the custom-house by a single stroke may be struck again.
7. The object is to drive the ball into the central depression of the spiral figure.
8. A player driving his ball into such depression wins a bale and has another play.
9. Each new start must be from the center of the custom-house.
10. Any ball leaving the Atlantic and returning thereto must start over from the custom-house.
11. Any ball rolling into the wrong center forfeits a bale of goods to the enemy.
12. If a player has no bale to forfeit, he returns to the custom-house.
13. Any ball stopping on a forfeit-spot or smuggler's depot must return to the custom-house.
14. An enemy may drive his opponent's ball into a rival center or into the Atlantic. In either case the opponent must pay the forfeit.
15. Balls jumping the railing must be replaced and replayed.
16. For partners the number of bales played for is twenty, for individual players ten.
17. When two partners are playing for the

same center, the rear one can drive the other, and, if successful, it counts, and the driver has another play.

18. Balls may be played or driven along the neutral zone or strip anywhere, but pay a forfeit if they rest on the forfeit-spots or smugglers' depots, whether played there or driven there by an opponent.

What I claim as new and as of my own invention is—

1. The game-board hereinbefore described, having a central inclosure G, with doors or openings *d* therein, through which a ball may be driven, a surrounding space F, a passage C, surrounding this space, and spiral channels D D', opening into the passage C.

2. The game-board hereinbefore described, comprising a central inclosure G, with doors or openings *d* therein, through which a ball may be driven, a surrounding space F, a passage C, surrounding this space, spiral channels D D', opening into the passage C, lateral openings *d* in the walls of said channels, spaces or subdivisions H, interspersed in the channels, and a bounding-space surrounding the passage C.

In testimony whereof I have hereunto subscribed my name.

JANE RANDOLPH HARRISON.

Witnesses:

KATHERINE HOWARD,  
MARY BROWNE.