

(No Model.)

G. H. MONKS.
GAME BOARD.

No. 491,293.

Patented Feb. 7, 1893.

FIG. 1.

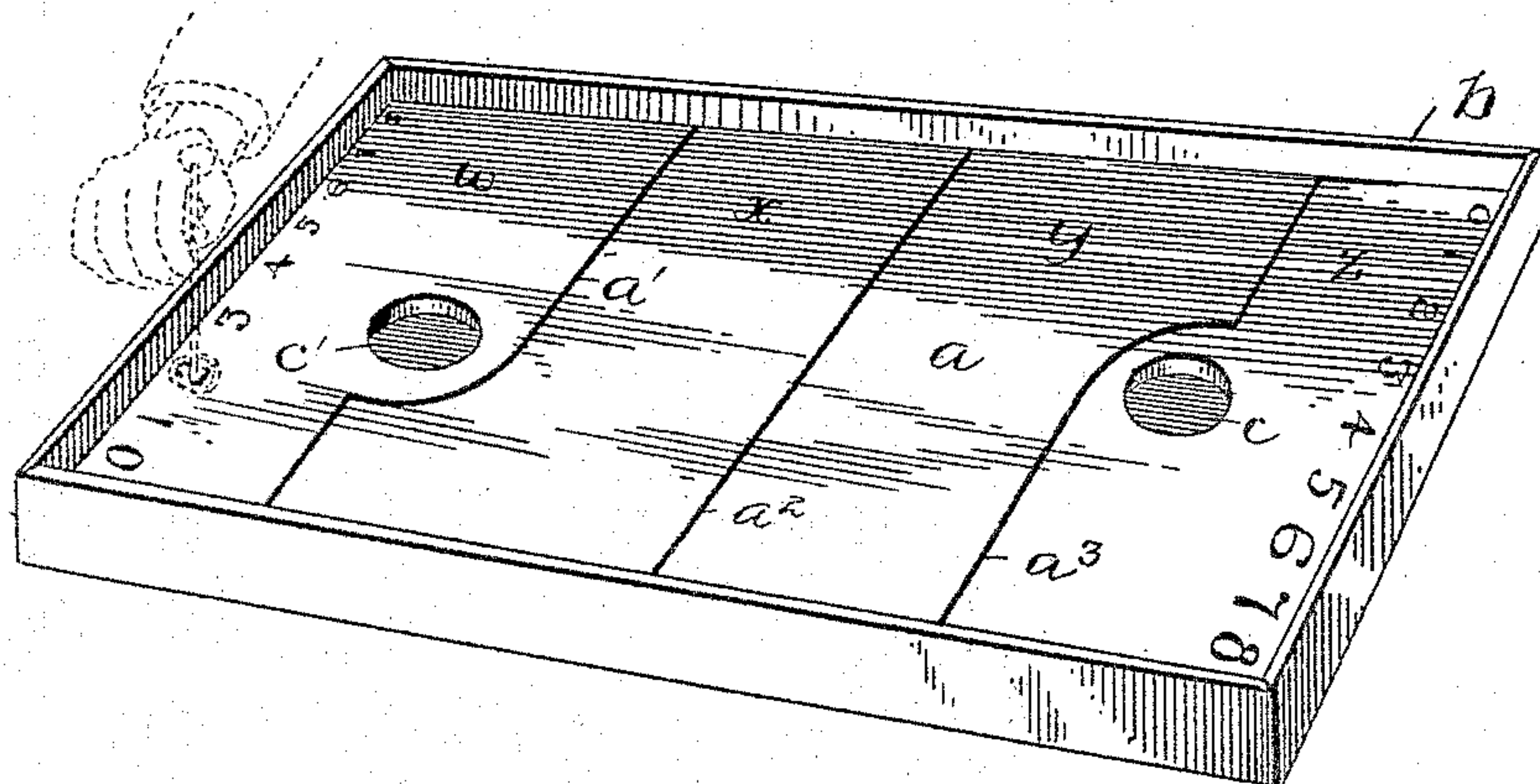


FIG. 2.

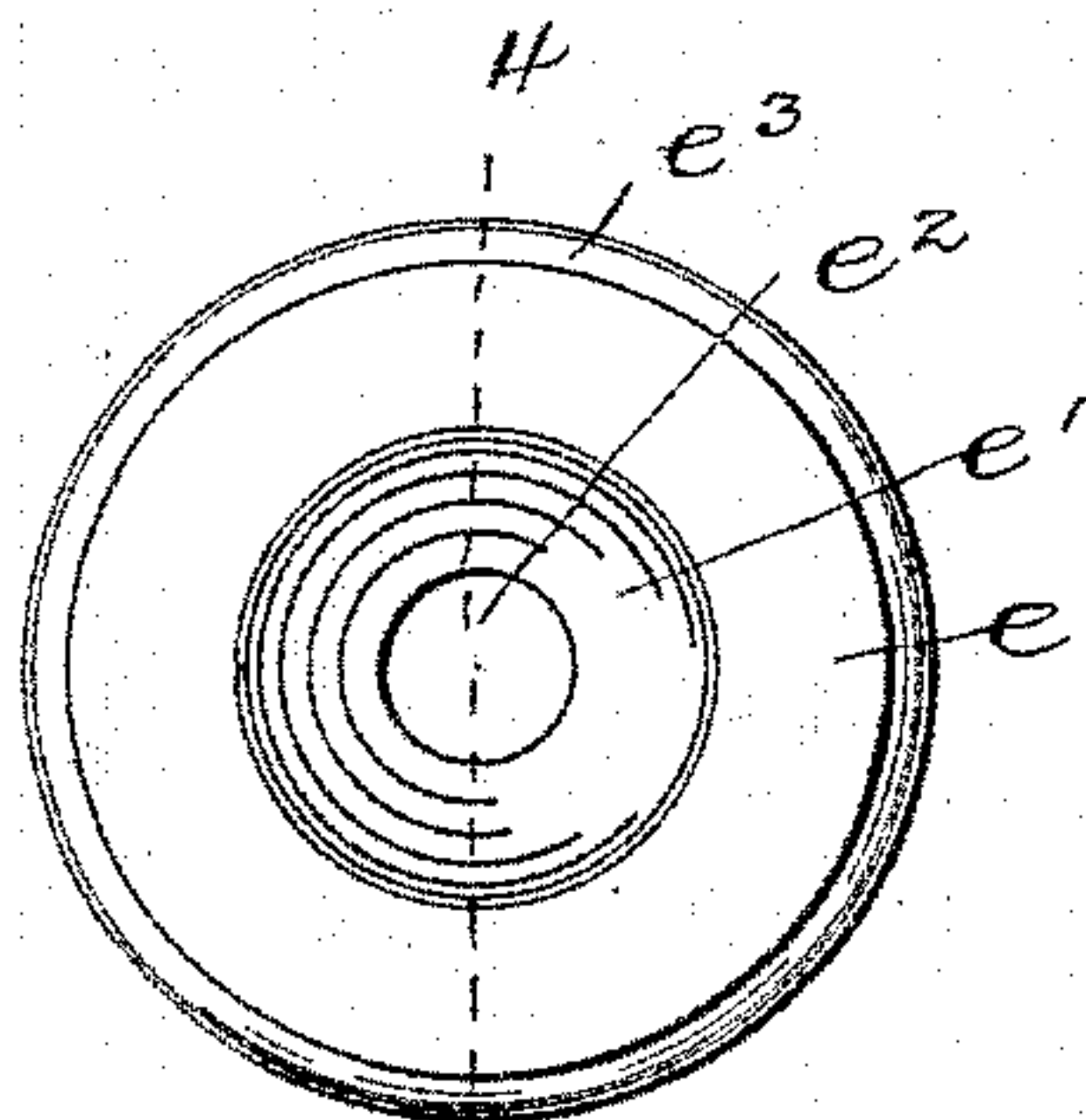
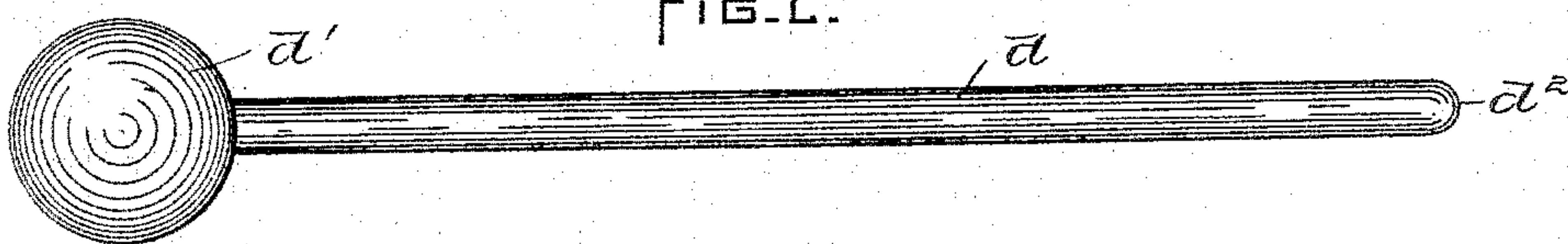


FIG. 3.

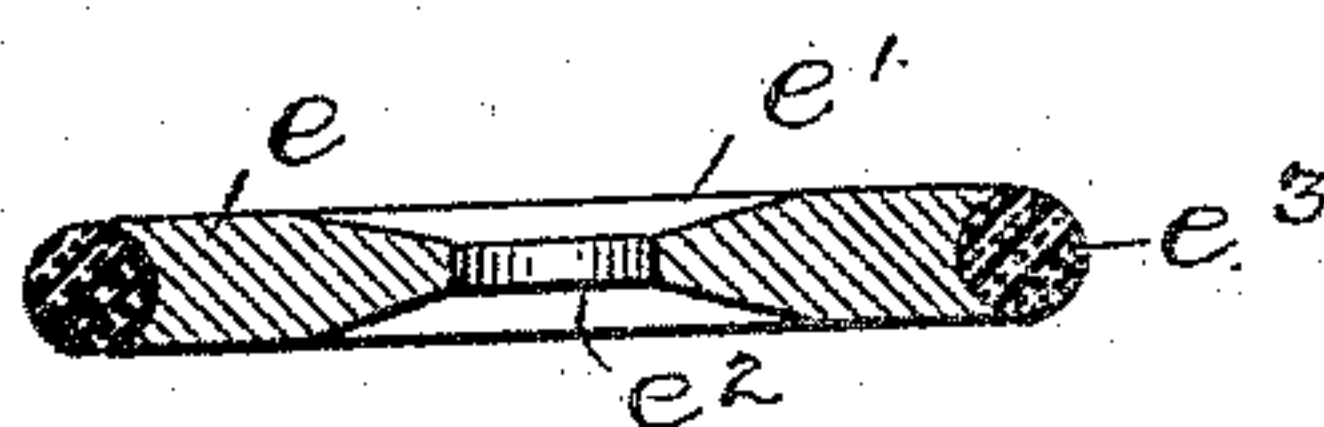


FIG. 4.

WITNESSES:

James Allen
H. Brown

INVENTOR.

G. H. Monks

By *Wright Brown Corsey*

HIS ATTORNEYS.

UNITED STATES PATENT OFFICE.

GEORGE H. MONKS, OF BOSTON, MASSACHUSETTS.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 491,293, dated February 7, 1893.

Application filed May 16, 1892. Serial No. 433,111. (No model.)

To all whom it may concern:

Be it known that I, GEORGE H. MONKS, of Boston, in the county of Suffolk and State of Massachusetts, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

My invention has reference to a new and useful game board and comprises a suitable board provided with an inclosing wall. The surface of the board is preferably divided into four "fields" or spaces by lines marked upon the same, and within the two fields or spaces at either extremities of the board are depressions or pockets let into the same as shall presently appear. The game partakes somewhat of the nature of pool, except that instead of a ball, a single disk is used which is provided on its periphery with a desired thickness of rubber or similar material which when the disk is impelled against the side wall, causes it to rebound or carom from the walls and describe certain angles in the same manner as would a billiard ball in striking a cushion. A suitable cue is provided with which the disk is driven about the board, all of which will more fully appear hereinafter.

In the accompanying drawings, I have shown what I deem the best embodiment of my invention although it will be obvious that I am not limited to the precise manner of playing shown and described, and that many games might be played upon the board.

Figure 1 is a perspective view of the board. Figs. 2 and 3 details of the cue and disk respectively and Fig. 4 is a sectional view on line 4 4 of Fig. 3.

The board *a* may be constructed to form the top of a suitable table or may be separately made to be set upon any desired level support as desired; and is made of sufficient thickness to permit the depressions or pockets *c c'* to be formed without necessitating an extension on the under surface of the board. The pockets are arranged on the central line of the board, or, in other words, on an imaginary line extending lengthwise of the board, parallel with and about equi-distant from the longer sides thereof. The side walls, which may be termed cushions, are formed of suitable strips secured to the sides of the board as shown, and project upwardly, only high enough to prevent the escapement of the disk

e from the board. Near the end cushions, on the surface of the board, are marked two series or rows of service points, equally spaced and extending across the end of the board from one cushion to the other, at right angles to the median line of the board, each row being located between a pocket and the adjacent end of the board. Four fields or spaces *w, x, y, z*, are provided, whose limits are marked by transverse lines *a', a², a³*, one, *a²* drawn centrally to divide the board into halves, the other two *a' a³* dividing the halves as shown, the extreme fields or spaces thus divided constituting service courts, within which are the pockets *c c'* preferably of circular form, into which the disk *e* is to be shot. This disk comprises a circular piece of metal or other suitable material centrally reduced at *e'* and having the perforation *e²*. An annular groove is adapted to contain an endless strip of rubber *e³* which is of a circumference smaller than the periphery of the disk and is held in place by the groove and its own elasticity. A cue *d* is used to manipulate the disk and has a rounded end *d²* to engage the perforation in the disk and also a ball *d'* at the other extremity for convenience in handling. It will be obvious that as two persons are to play two cues are provided.

The manner of playing will now be described. The privilege of first play is decided in any manner, preferably with the cues, one contestant holding both hands over and concealing the ends of the cue, the other may guess in which hand the ball is held. The game is begun by one contestant (hereinafter designated No. 1, the other No. 2) placing the disk over the point marked 1 at his end of the board, and with the cue inserted in the disk, gives the same sufficient momentum to send it into the opposite pocket provided his aim is good and his opponent has not prevented the entrance of the disk with his cue. Should No. 1 succeed in shooting the disk into the opposite pocket either by a straight move or by caroming from one cushion to the other, one point is counted for him, and the next "serve" is from the same end of the board with the disk placed upon the point marked 2. Opponent No. 2 may however guard his pocket with his cue and attempt to prevent the entrance of the disk, and should he succeed

therein the disk becomes his, counting a point in his favor after which he may attempt to shoot it into No. 1's pocket playing from any point within the line of the service court or his end of the board; should he succeed, another point is scored for him, when No. 1 again serves from the point marked 1. When however he succeeds in scoring a point he again serves from point 2 and so on, the point from which he serves denoting the number of points gained. Within the line a' , the disk is the property of player No. 1, and within line a^3 it belongs to No. 2. For instance No. 1 having served from one of his service points and failed to score, No. 2 gains possession of the disk and may attempt to play into No. 1's pocket shooting from any point within line a^2 . Should he however be outside of his service line (a^3), No. 1 may wrest the disk from him and carry it to his court or immediately shoot it into No. 2's pocket. Moreover other rules govern the game which it will not be necessary to fully set forth, as the foregoing description suffices to explain the general method of playing.

I claim:

1. A game board, comprising a base, two pockets formed therein, one near each end of the board, said pockets being arranged on the median line of the board, suitable walls in-

closing the board, and two rows of service points extending across the median line of the board, each row being located between one of the pockets and the adjacent end of the board, as set forth.

2. In a game of the character described, a suitable board, four spaces or fields marked thereon, recesses or pockets within the fields at the ends of the board, a suitable number of service points marked on the board near the ends thereof, a disk, a cushion of rubber on periphery thereof, a central perforation therein, and a set of cues having rounded ends to engage the perforation of the disk, substantially as described.

3. A game comprising the board a , having service points marked thereon, pockets c c' , spaces or courts w , x , y , z , disk e having reduced portion e' perforation e^2 and rubber cushion e^3 fitting in annular groove in said disk and cue d having rounded end d^2 and ball d' , substantially as described.

In testimony whereof I have signed my name to this specification, in the presence of two subscribing witnesses, this 14th day of May, A. D. 1892.

GEORGE H. MONKS.

Witnesses:

CHAS. T. GALLAGHER,
JONATHAN CILLEY.