

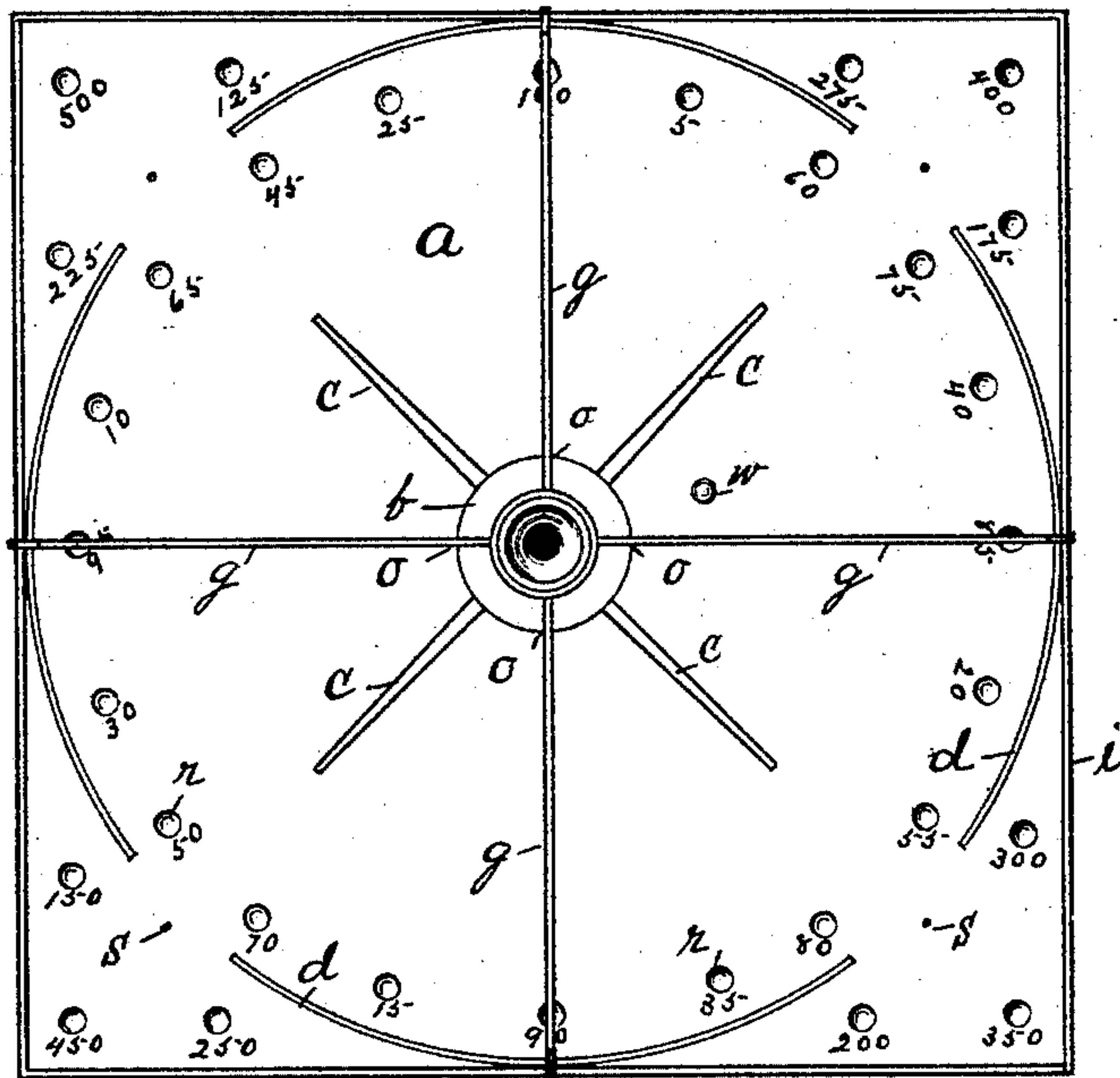
(No Model.)

J. B. DAVIDS.  
GAME BOARD.

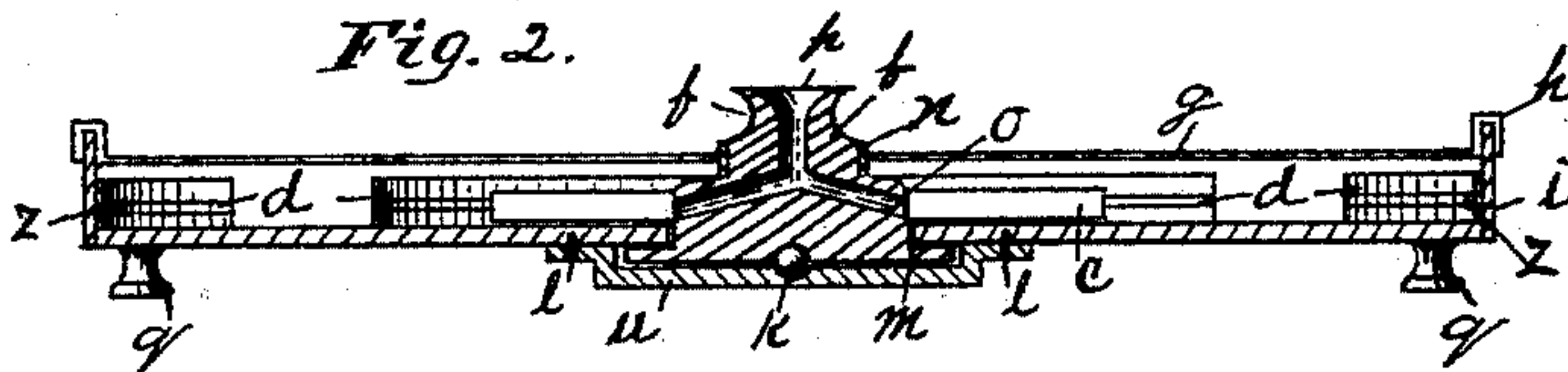
No. 497,910.

Patented May 23, 1893.

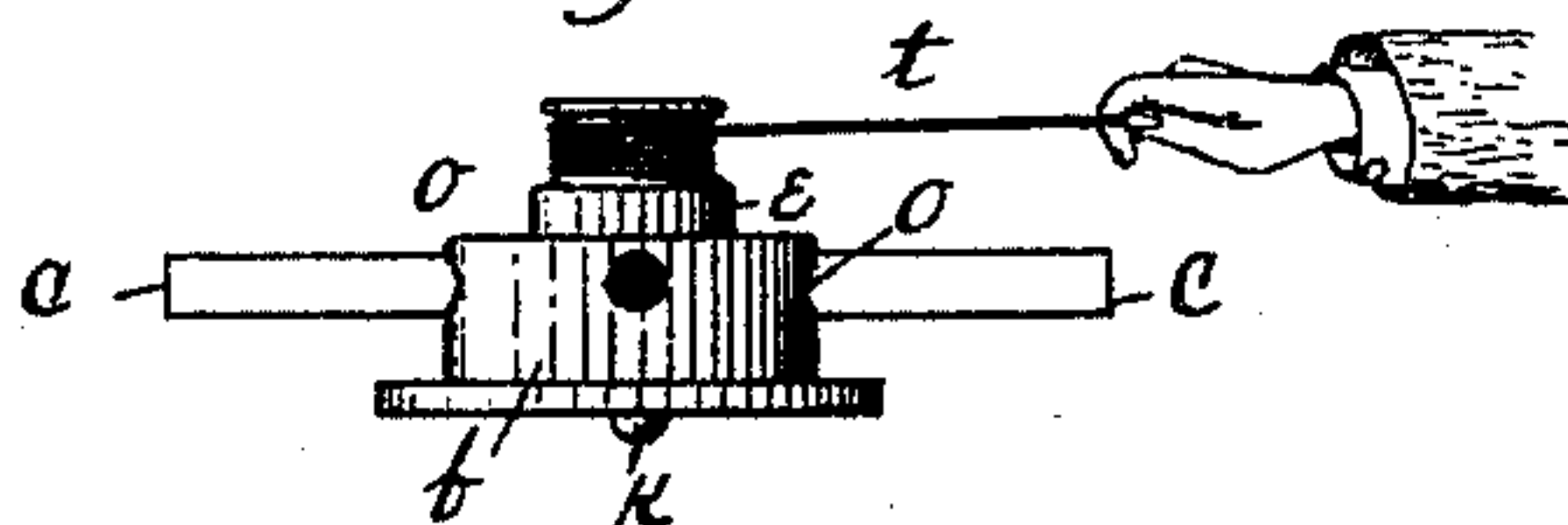
*Fig. 1.*



*Fig. 2.*



*Fig. 3.*



Witnesses  
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# UNITED STATES PATENT OFFICE.

JOHN B. DAVIDS, OF NORTH DARTMOUTH, MASSACHUSETTS, ASSIGNOR TO  
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## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 497,910, dated May 23, 1893.

Application filed October 3, 1892. Serial No. 447,741. (No model.)

*To all whom it may concern:*

Be it known that I, JOHN B. DAVIDS, a citizen of the United States, residing at North Dartmouth, in the county of Bristol and State of Massachusetts, have invented certain new and useful Improvements in Game-Boards, which I call "Spaketto," of which the following is a specification, reference being had to the drawings hereto annexed, in which—

Figure 1, represents a plan view of my invention. Fig. 2, represents a view of the same in vertical central section, and Fig. 3, represents a view of some of the details.

*a*, represents a board, preferably rectangular in form, having the exterior raised edge *i*, and the interior raised edges *d*, *d*, and with its upper surface provided with a series of cup-shaped recesses *r*, and pins *s*. The center of the board *a*, is provided with a circular opening *m*, of suitable size to loosely receive the flanged block *b*, having the central circular opening or passage way *p*, connecting with the openings *o*, leading out at the sides thereof; and having a cup shaped cavity in its bottom, of suitable depth to receive a little less than half the diameter of the ball *k*.

*u*, is a block, having a cup shaped cavity, similar to that in the block *b*, and is secured to the under side of the board *a*, by screw *l*.

To the block *b*, and midway between the openings *o*, are secured the radial arms *c*, reaching about two thirds of the distance between the hub or block *b*, and the raised edges *d*.

*n*, is a collar, loosely fitting on the shoulder *e*, of the block *b*, and provided with the arms *g*, having the hooks *h*, which embrace the top edge of the raised edge *i*, and serve to hold the hub *b*, in an upright position.

*w*, represents a ball, with which the game is played.

*t*, represents a cord, which is wound around the throat *f*, of the hub *b*, and given a pull, in order to cause the hub *b*, to revolve on its pivot. A part of the cup shaped recesses *r*, are preferably arranged in a circle, just within the circle formed by the interior raised edges *d*, and are numbered, as from 5 to 100.

The remainder of the recesses, are arranged in the corners of the board, between the ex-

terior and interior raised edges *i*, and *d*, and are numbered, as from 125. to 500. The pins *s* are arranged in front of the openings through the interior raised edges *d*, in order to make it more difficult for the ball *w*, to enter the recesses bearing the highest numbers.

*z* are elastic cushions secured to the inside surface of the raised edges *d*.

*q*. are legs on which the game board rests.

Two or more persons may join in the game, which is played as follows: The cord *t*, is wound about the throat *f*, and then smartly pulled, which causes the hub *b*, with the arms *g*, to rapidly revolve on its ball pivot *k*. A ball *w*, is then dropped into the opening *p*, and passes down, and out at one of the openings *o*, between the arms *g*, to be struck and batted by the arms, and rebounded by the cushions *z*, until it lodges in one of the recesses, or comes to rest on a vacant space. An equal number of points are counted in the game, as the recess in which the ball lodges, is numbered. Game, may be any number of points agreed upon.

I claim—

1. In a game board, the combination of the board *a*, having the raised edges *i*, and *d*, and provided with the cup shaped recesses *r*, and pins *s*; the pivoted hub *b*, having the interior passage ways *o*, and *p*; and the ball *w*, for the purpose as shown and described.

2. In a game board, the combination of the board *a*, having the raised edges *i*, and *d*, and provided with the cup shaped recesses *r*; the pivoted hub *b*, having the interior passage ways *o*, and *p*, and provided with the radial arms *c*; the ball *w*; and means to revolve the hub *b*, on its pivot, substantially as shown, and for the purpose described.

3. In a game board, the combination of the board *a*, having the raised edge *i*, and the interior raised edges *d*, provided with the elastic cushions *z*, and provided with the cup shaped recesses *r*; the pivoted hub *b*, having the interior passage ways *o*, and *p*; and the ball *w*, for the purpose as shown and described.

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Witnesses:

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