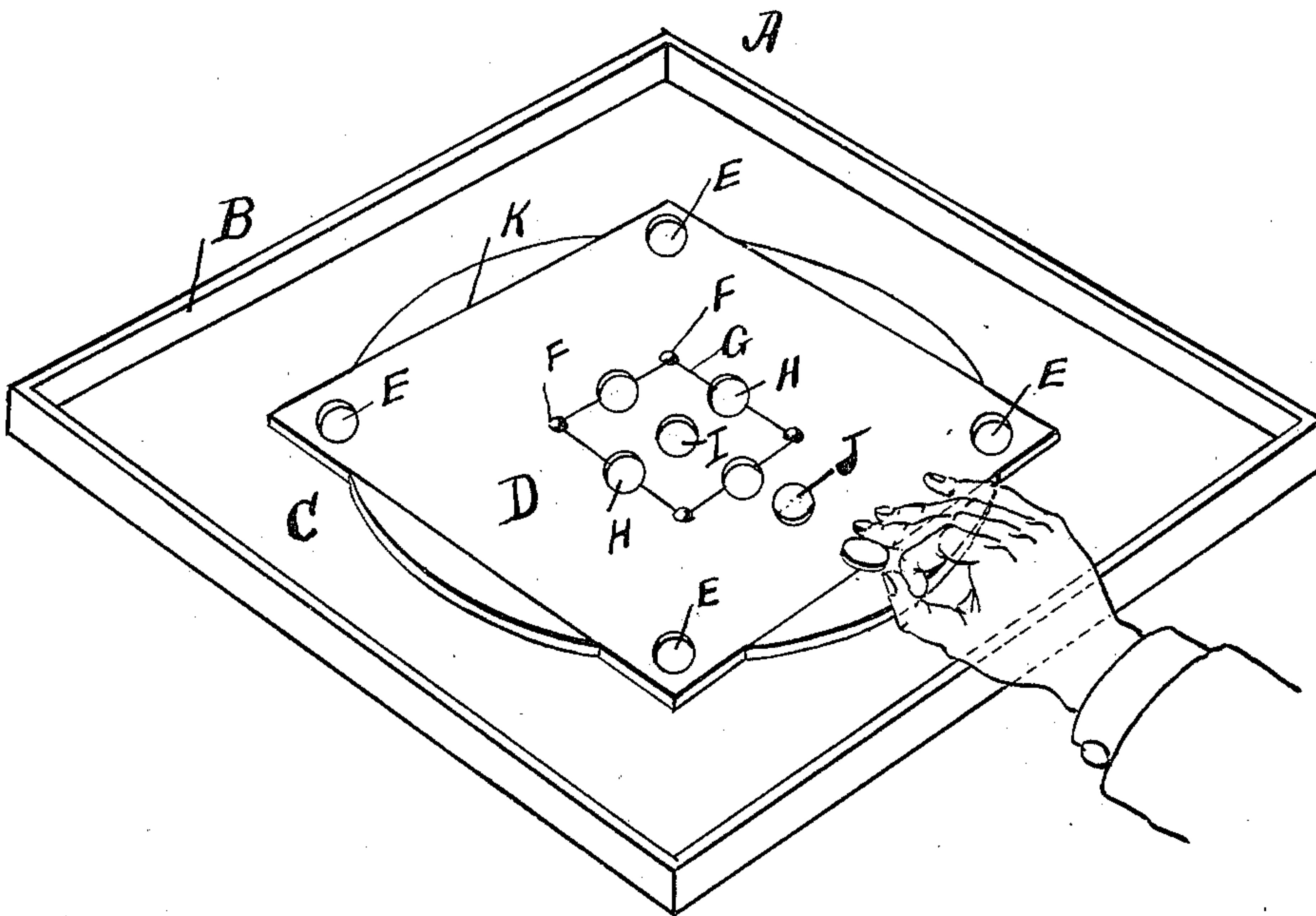


(No Model.)

G. A. GRASSOW.  
GAME BOARD.

No. 566,309.

Patented Aug. 25, 1896.



*Fig 1.*

*Witnesses:*

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# UNITED STATES PATENT OFFICE.

GUSTAV AUGUST GRASSOW, OF INDIANAPOLIS, INDIANA.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 566,309, dated August 25, 1896.

Application filed January 27, 1896. Serial No. 577,004. (No model.)

*To all whom it may concern:*

Be it known that I, GUSTAV AUGUST GRASSOW, a citizen of the United States, residing at Indianapolis, in the county of Marion and State of Indiana, have invented certain new and useful Improvements in Games; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawing, and to the letters of reference marked thereon, which forms a part of this specification.

My invention relates to an improvement in playing games.

The object of my invention is to provide a game to be played by two or four persons, partners, sitting opposite to each other and holding disks of the same color, for amusement, and is adapted for old as well as young people.

A further object is to provide a game-board that is simple in construction, economical to manufacture, and durable in use.

In the accompanying drawing, A designates my game-board, which I preferably construct of light wood, although any other suitable material may be used. The board is provided with a raised border or rim B around the edges sufficiently high to prevent the disks used in playing from leaving the board.

C designates the upper surface of the board, being the portion termed the "ditch" in playing, surrounding the raised central part D, upon which the game is played. The central part D is of circular form, but has four right-angled corner-pieces protruding from the periphery, each pointing toward a corner of the board. The corners are of the same height as the circular part, the whole being approximately half as high as the rim. A line K is painted across the circular part between each two corners, connecting them at their sides where they join the circle, the lines and corners thus presenting at the surface a square whose sides are parallel to the sides of the board. The parts of the circle outside of the line K are used as starting-points for the players. In each corner of the

square is a recess or pocket E of suitable depth to receive a disk when shot into it.

At the center of the board is a pocket I, and around it are four pockets H, all the pockets being alike, the latter four being situated so that one is between the center and each of the four starting-points. A concentric line G is painted around the center, passing through the center of each pocket H, forming a square whose sides are parallel to the edges of the board. At each corner of this square is driven a tack having a rubber head. Suitable disks J are provided, half of them being of a different color than the others, to designate the two sets of players.

It is preferred to make the game-board of two kinds of lumber, the border and bottom of one kind and the center-piece of another, both stained for natural colors. It is also preferred to paint the disk-recesses of a dark color.

In describing the game it is preferred to call the bottom of the board between the center-piece and borders the "ditch." The illustration shows the disks in different positions when shot, also the position of the hand in delivering the shot by holding the first finger between the thumb and second finger and sending the disk with the first finger. The object is, when there is an opponent's disk on the board, to shoot for it and force him out of the recesses and squares into the ditch. It is to be understood that the recesses in the board are very shallow, not deep enough to prevent the disk from being lifted out when "shot."

The rules of the game are as follows: The game may be one or two hundred, as you may determine. Each player must hold the same number of disks. Any one may begin the game by placing one of his disks on the board in front of him on the edge of circle of board between the two recesses on outer edge of large square. In placing your disk for a shot you must confine yourself to your portion of the board between the two recesses on edge of large square and place disk on outside of black line in front of you. The first party now having played, the one at his left plays next, placing his disk in like manner, his object being to force his oppo-



5      nent's disk out of recesses and squares into  
the ditch. Often more disks are sent in the  
ditch with the one shot by caroming from  
one to the others. A player may place his  
10      disk against any disk within his bounds, and  
thus send the two in any direction, except  
his opponent's disk in recess on outer edge  
of large square next to him. If there is an  
opponent's disk on the board, you are obliged  
15      to shoot for it, trying to force it out of re-  
cesses or squares of board into the ditch.  
A disk shot off the board on the floor is dead  
and cannot be shot until the next round, but  
should be placed in ditch out of hands.  
20      When the opponent has two disks in such po-  
sition by hitting one it glances to the other  
and sends both in the ditch, and you can  
save your own by stopping it in center recess  
of small square. A count of fifty is recorded  
25      as soon as made. At the end of each round  
a count is taken of all disks on square of  
board. The side having one hundred or over  
one hundred when the last round is played  
wins the game. A disk shot into a recess  
30      must lie flat in order to score the proper  
count.

The counting is as follows: The skilful  
carom-shot scores fifty when made. A disk  
lodging in center recess of small square  
35      counts twenty. Each outer recess of center  
recess on small square counts ten. Each re-  
cess on outer edge of large square counts

five. Disks lying inside of small square in  
center of board count three. Disks lying  
on large square of board count two. Disks 35  
leaning and lying partly in recess and on  
squares count three or two. All others count  
nothing.

Having thus described my game, what I  
claim, and desire to secure by Letters Pat- 40  
ent, is—

The herein-described game-board having  
the raised border B, the raised central por-  
tion D of circular form having the rectangu- 45  
lar protruding corner-pieces joined to the  
periphery of said circular form, the lines K  
joining said corner-pieces and forming a  
square, the pockets E at the said corner-  
pieces, the lines G forming a small square 50  
central on the board, the tacks F having  
rubber heads situated at the corners of said  
small square, the pockets H situated on the  
lines of said small square central between  
the tacks, the pocket I at the center of said  
small square, and the ditch C adjoining said 55  
border and surrounding said central part D,  
all combined and arranged substantially as  
specified.

In testimony whereof I affix my signature  
in presence of two witnesses.

GUSTAV AUGUST GRASSOW.

Witnesses:

JNO. S. THURMAN,  
E. T. SILVIUS.