

No. 625,623.

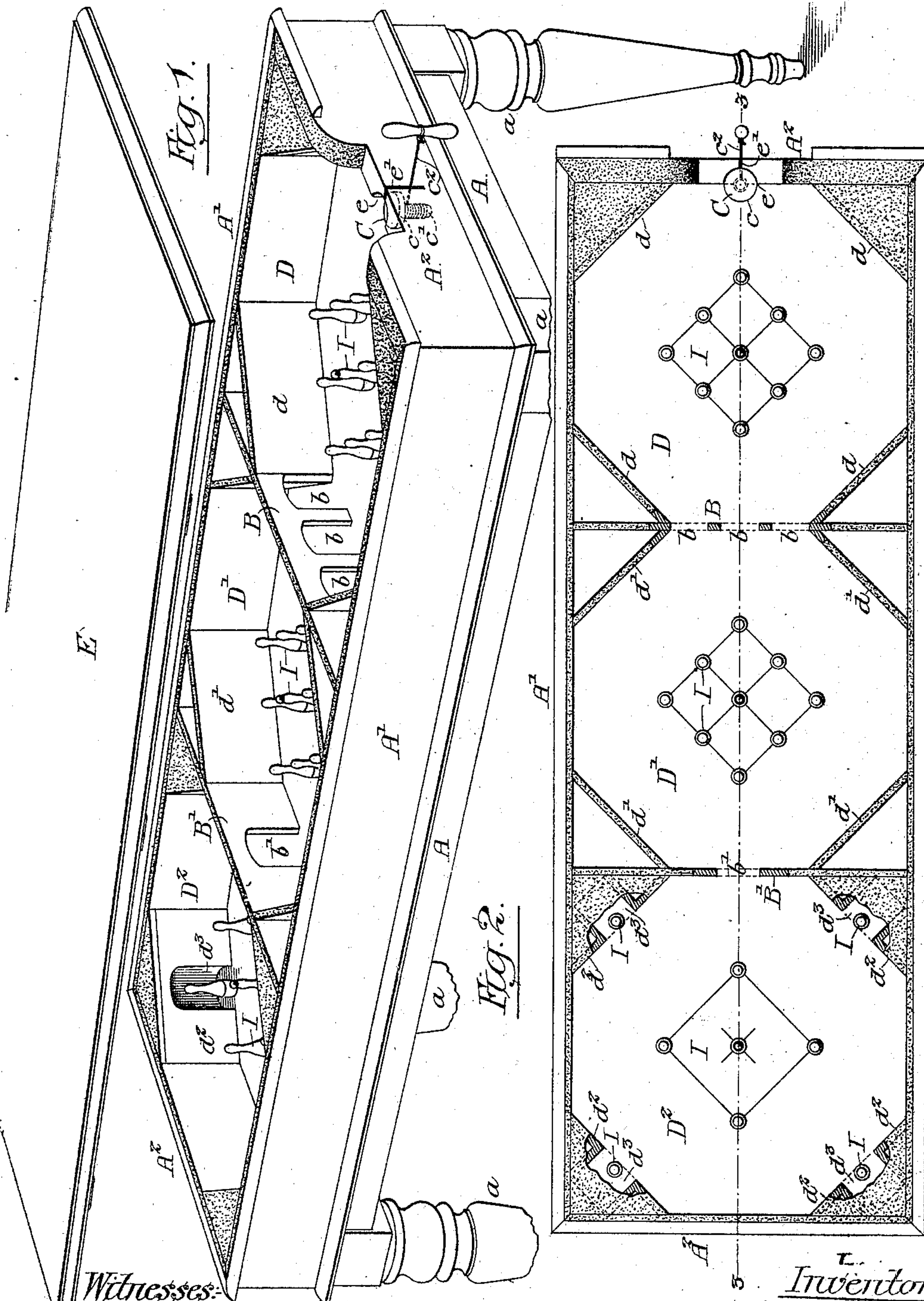
Patented May 23, 1899.

F. WIEGAND & F. DOKENWADEL.
GAME BOARD.

(Application filed Apr. 17, 1899.)

(No Model.)

2 Sheets—Sheet 1.



Witnesses:

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Camille D. Turner

Inventors:

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by their Attorneys:
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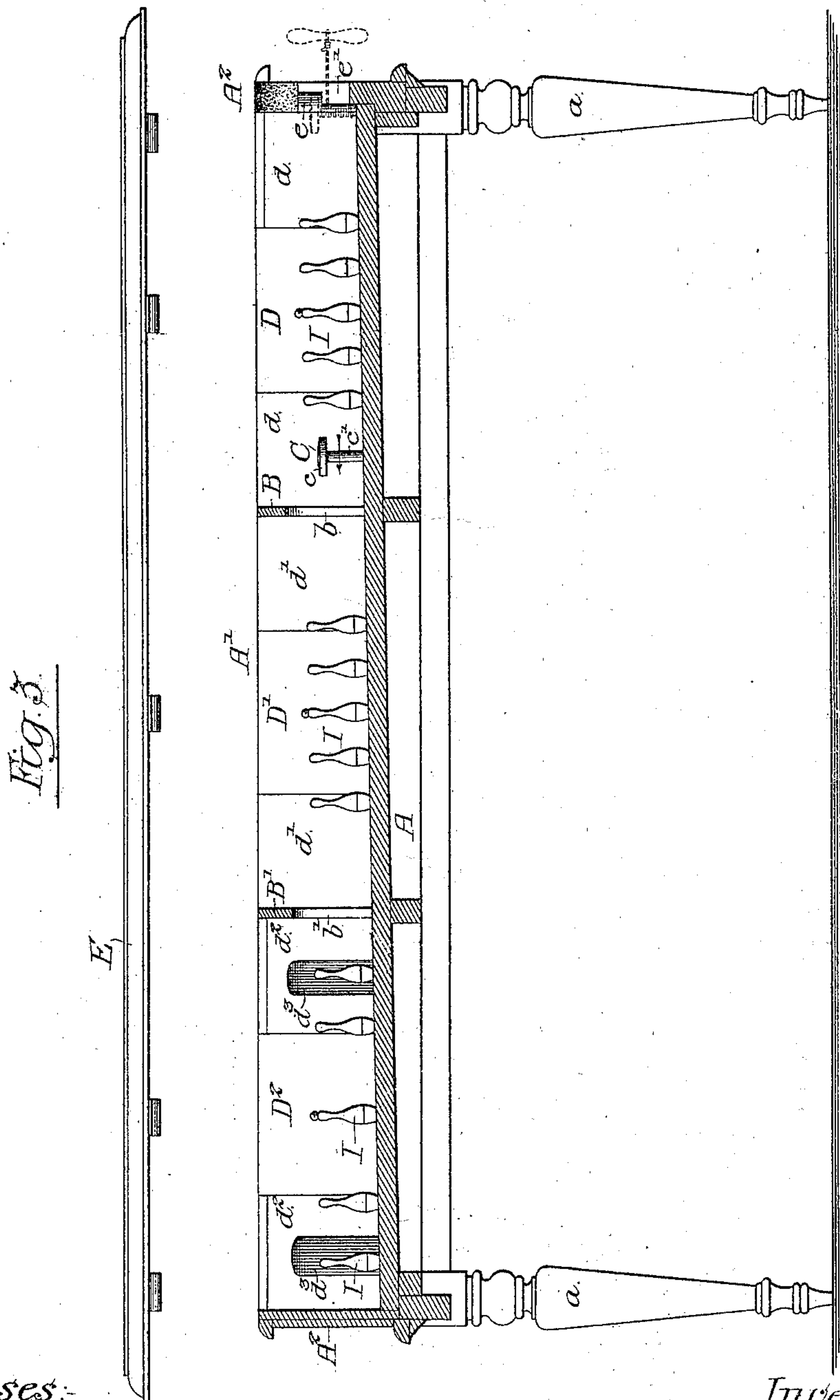
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UNITED STATES PATENT OFFICE.

FRANZ WIEGAND AND FREDRICK DOKENWADEL, OF PHILADELPHIA,
PENNSYLVANIA.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 625,623, dated May 23, 1899.

Application filed April 17, 1899. Serial No. 713,394. (No model.)

To all whom it may concern:

Be it known that we, FRANZ WIEGAND and FREDRICK DOKENWADEL, citizens of the United States, and residents of Philadelphia, Pennsylvania, have invented certain Improvements in Game-Boards, of which the following is a specification.

The object of our invention is to construct a new game-board in which pins are mounted in compartments and are struck by a rotating top, as fully described hereinafter.

In the accompanying drawings, Figure 1 is a perspective view of our improved board, showing the cover or table-top removed. Fig. 2 is a plan view; and Fig. 3 is a sectional view on the line 3 3, Fig. 2, with the table-top elevated.

A is the base of the game-board, mounted in the present instance on suitable legs *a*. On the base are side boards *A'* and end boards *A''*, and extending from one side board to the other are partitions *B B'*, having openings *b b'*, respectively, for the passage of the spinning-top *C*. In the present instance the partition *B* has three openings *b*, and the partition *B'* has a single opening *b'* at the center. Thus three communicating compartments *D D' D''* are formed. Each compartment is in the form of an octagon. Corner-pieces *d* form the octagon-shaped compartment *D*, while corner-pieces *d'* form the octagon-shaped compartment *D'*. The corner-pieces *d''* of the compartment *D''* have niches *d'''* for the reception of pins *I*.

The bottom *A* of the board is on a slight incline from the compartment *D* to the compartment *D''*, as shown in Fig. 3. The top *C* has a head *c* and a shank *c'*, on which the cord *c''* is wound. This cord is provided with a suitable handle by which it can be drawn. The top is adapted to a pocket *e* in the end board *A''*, and the cord *c''* passes through a slot *e'* in the end board.

The pins *I* are in the form of ordinary ten-pins in miniature, and there are preferably nine pins in each compartment, the pins in the compartments *D D'* being grouped at the center, and in the compartment *D''* five pins are arranged at the center and one pin in each niche, as shown in Fig. 2. We have

made the center pin in each compartment the "king-pin."

In playing the game the pins in the center of the compartment *D*, with the exception of the king-pin, may count one point each and the king-pin five points, while the pins in the compartment *D'* may count two and the king-pin ten, and the pins in the center of the compartment *D''* may count three, the king-pin fifteen, and the pins in the niches *d'''* may count twenty-five points each, as it is more difficult to strike these pins than the pins at the center of the board.

In playing the game the pins are set as shown in the plan view Fig. 2, the top is placed in position in its pocket, and a finger is placed on the top, so as to steady it. The string is then drawn quickly, rotating the top, which will free itself of the string and immediately start off, striking in some instances one or more pins in the compartment *D* before striking the sides, and again striking the sides and deflecting and striking the pins. The top will eventually pass through the openings *b* in the partition *B*, and it will repeat the movement in the compartment *D'*, striking down one or more of the pins, and will pass through the opening in the partition *B'* to the last compartment *D''*, and while rotating therein will strike down one or all of the pins at the center and in some instances one or more of the pins arranged in the corner-niches.

In order to make the top travel from the section *D* to the section *D''*, the bottom of the board, as clearly shown in Fig. 3, is slightly inclined. Thus while the top will readily rebound in striking the sides of any one of the compartments it will travel toward the compartment *D''*, and if it is in the second compartment *D'* it will not reënter the compartment *D*, owing to the incline of the bottom, and likewise it will not reënter the compartment *D'* when it is in the compartment *D''*.

We preferably provide a table-top *E* for the game-board, so that the game-board can be used as a table when it is not wished to play the game, and we preferably cover the upper edges of the sides, ends, and partitions with felt or other suitable material, so that the

table-top will fit snugly in position, although this is not essential; but the felt adds materially to the appearance of the board.

We claim as our invention—

5 1. A game-board having three compartments, the bottom of the game-board being inclined from the first compartment to the last, openings in each of the partitions forming the compartments, a top adapted to spin
10 in the several compartments and to pass through the openings in the partitions, and pins arranged in the several compartments, substantially as described.

15 2. The combination in a game-board having sides and ends and two partitions, dividing the game-board into three compartments, a continuous inclined bottom inclined from the first to the last compartment, corner-pieces making each compartment octagonal, two or
20 more openings in the first partition and a single opening in the second partition, pins in the several compartments and arranged substantially as described, and a top adapted to a socket in the first compartment and adapt-
25 ed to spin and travel through the several compartments, substantially as described.

3. The combination in a game-board having sides and ends and two partitions, with corner-filling pieces in each compartment, three

openings in the first partition for the passage 30 of a top and a single opening in the second partition for the passage of a top, the corner-pieces in the third compartment having niches in which pins can be set, with a series of pins in each compartment arranged substantially 35 as described, a top adapted to a pocket in the wall of the first compartment, and a slot through which the spinning-cord is drawn, substantially as described.

4. The combination of a game-board having 40 an inclined bottom, with partitions dividing the game-board into three compartments, pins arranged in the three compartments substantially as described, and a top adapted to spin in the several compartments, openings in the 45 partitions through which the top can pass, with a table-top adapted to close the game-board so that the structure can be used as a table when not in use as a game-board, substantially as described. 50

In testimony whereof we have signed our names to this specification in the presence of two subscribing witnesses.

FRANZ WIEGAND.

FREDRICK DOKENWADEL.

Witnesses:

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JOS. H. KLEIN.