

No. 668,930.

W. M. POST.  
GAME BOARD.

Patented Feb. 26, 1901.

(No Model.)

(Application filed Dec. 4, 1900.)

Fig. 1

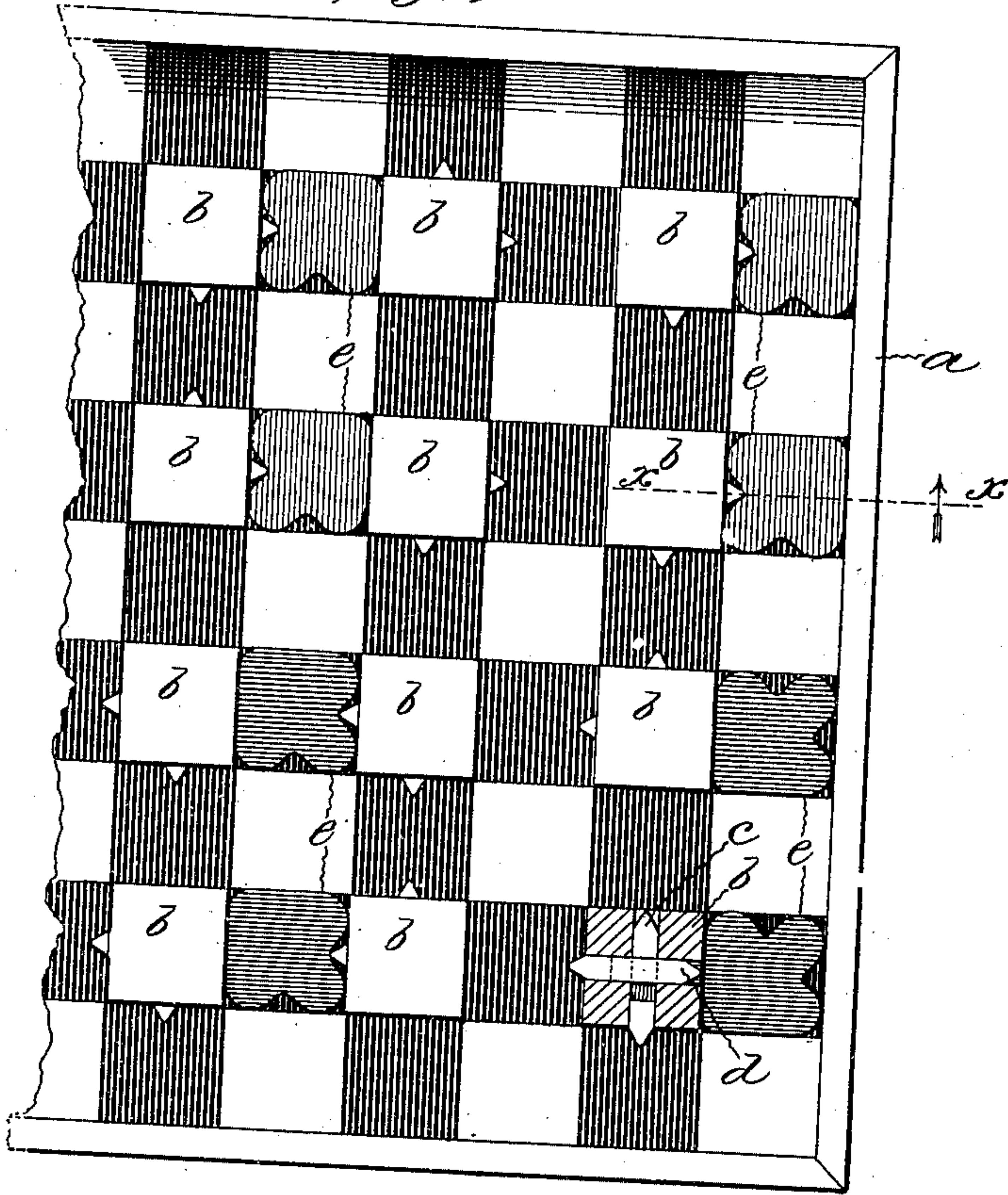


Fig. 2

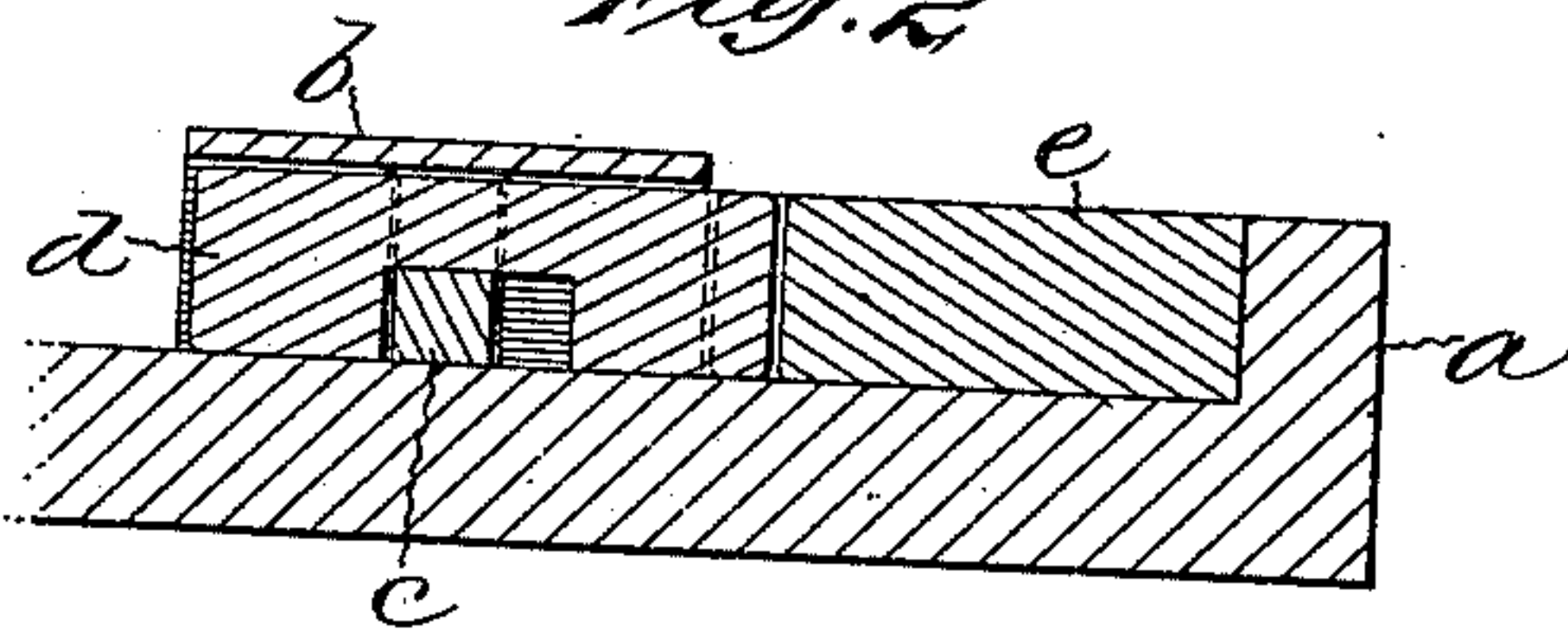
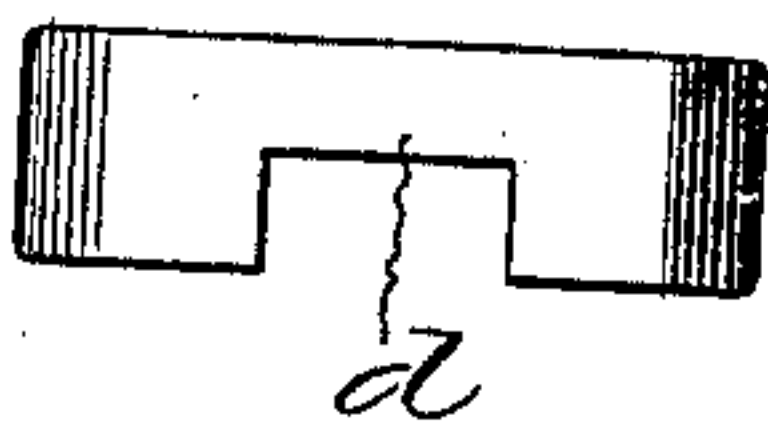


Fig. 3



Witnesses  
E. M. Yeomano  
C. E. Buckland.

Inventor  
Welles M. Post  
By W. E. Simons  
Attorney

# UNITED STATES PATENT OFFICE.

WELLES M. POST, OF HARTFORD, CONNECTICUT.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 668,930, dated February 26, 1901.

Application filed December 4, 1900. Serial No. 38,645. (No model.)

*To all whom it may concern:*

Be it known that I, WELLES M. POST, a citizen of the United States of America, residing and having post-office address at Hartford, in the county of Hartford and State of Connecticut, have invented a certain new and useful Improvement in Game-Boards, of which the following is a description, reference being had to the accompanying drawings, wherein—

Figure 1 is a plan view of substantially one-half of the game-board and its appurtenances embodying the said improvement. In this view the upper portion of one of the raised parts is represented as broken away, so that the sliding pawls carried in that part are seen. Fig. 2 is a view of what is shown in Fig. 1 in central section on the plane denoted by the dotted line *x x*, scale enlarged as compared with scale of Fig. 1. Fig. 3 is a side view of one of the sliding pawls, scale enlarged as compared with Fig. 1.

The object of the improvement is the production of a game played with movable pieces on a board marked off in differently-colored squares.

In the accompanying drawings the letter *a* denotes the game-board, which is marked off into differently-colored squares. The letter *b* denotes raised parts affixed to the surface of such game-board. Each of these raised parts contains two sliding pawls *c* and *d*, which are disposed and have longitudinal play at right angles to each other. These pawls *c* and *d* are just alike in construction, as shown in Fig. 3. The one lettered *c* has its indented surface uppermost and the

one lettered *d* has its unindented face uppermost.

The letter *e* denotes movable pieces, one half of which are of one color on top and the other half of another color. Each of these movable pieces is mortised or indented on two edges for interlocking with the pawls and unmortised on the other two edges.

The problem proposed in the game is to place the movable pieces, say, about as shown in Fig. 1 and allow each piece to move to the next square of the same color and in such fashion as to get all the movable pieces of one color to the farthest row of squares on the opposite side. When a movable piece is between two of the raised parts, it locks one of the pawls against (effective) movement. It results from this fact that a movable piece is liable to be locked between two raised parts and also that a movable piece is liable to be barred from passing between two raised parts. It is a fact which underlies the problem of the game.

I claim as my improvement—

In combination, the board marked in squares of different colors, the raised parts each containing two sliding pawls at right angles to each other, and the movable blocks each provided with faces adapted to lock with said pawls and other faces not so adapted, all substantially as described and for the purposes set forth.

WELLES M. POST.

Witnesses:

JOHN E. DIMOND,

EDWARD M. YEOMANS.