## G. N. JOHNSON. GAME BOARD.

(Application filed Oct. 12, 1901.)

(No Model.) 0 George N. Johnson Witnesses 22 La Jamos his Attorneys.

## United States Patent Office.

GEORGE N. JOHNSON, OF LERAYSVILLE, PENNSYLVANIA.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 701,484, dated June 3, 1902.

Application filed October 12, 1901. Serial No. 78,450. (No model.)

To all whom it may concern:

Be it known that I, George N. Johnson, a citizen of the United States, residing at Leraysville, in the county of Bradford and State of Pennsylvania, have invented certain new and useful Improvements in Game-Boards; 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 drawings, and to the letters of reference marked thereon, which form a part of this specification.

ontemplates an improved game-board which may be the reverse side of a "crokinole-board" and which consists of a peculiar arrangement of posts and position-marks for men placed relatively to the positions of the posts, whereby the movement of the men to produce a "count" is accomplished only by the exercise of considerable skill.

The details of construction of my improved game-board are fully set forth in the following description, in connection with which attention is called to the accompanying drawings.

In the drawings, Figure 1 is a perspective 30 view of a game-board embodying my invention. Fig. 2 is a plan view of the same.

Referring to the drawings by letter, A denotes the board, which, as above stated, may be the reverse side of a crokinole-board. The playing-surface of the board is inclosed by a rail a, having at intervals recesses a' a' of semicircular form, and b are depressions or "pockets" at said recesses. Centrally of the board is a position-mark c. This mark is preferably a shallow depression, receiving in practice a ball D, having thereon distinguishingmarks. Encircling the central depression c are a series of posts e e, spaced apart sufficiently to permit the ready passage of a ball between them. Concentric with the series of posts are a circular series of marks or shallow

depressions f f, receiving balls G G. The marks f are so placed relative to the posts e and the central mark e that a post is interposed in the radial path of a ball G, and therefore to displace the central ball G by a ball G the latter must move at an angle to avoid a post before striking the ball G.

In practice a "cue-ball" H is placed on the circular line i and is propelled against a ball 55 G to cause the latter to dislodge the central ball D, whereupon said ball D becomes a second cue-ball and can be played as such until it lodges in one of the pockets b, when it is returned to its first or central position. Between the circular line i and the positionmarks are four pairs of posts jj, which form wickets, arrows indicating the direction which the balls must take to secure the highest count. The balls G are numbered, and the 65 number on a ball traversing a wicket in the direction indicated is doubled and added to the score.

In lieu of balls finger-propelled disks or rings may be employed without necessarily 70 changing the construction of the board or the method of playing the game.

I claim as my invention—

A game-board having a rail and a series of pockets adjacent thereto, a central depression 75 to receive initially a ball to be dislodged, a circular series of depressions for initially-placed balls surrounding the central depression, a concentric series of posts between the central and outer depressions said posts being interposed in the radial paths of the outer balls to render difficult the dislodgment of the central ball by an outer ball, and a series of posts forming wickets between the outer depressions and rail.

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

GEORGE N. JOHNSON.

Witnesses:

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