

No. 818,582.

PATENTED APR. 24, 1906.

S. M. THOMAS.
GAME BOARD.

APPLICATION FILED JUNE 26, 1903. RENEWED JULY 6, 1905.

Fig. 1.

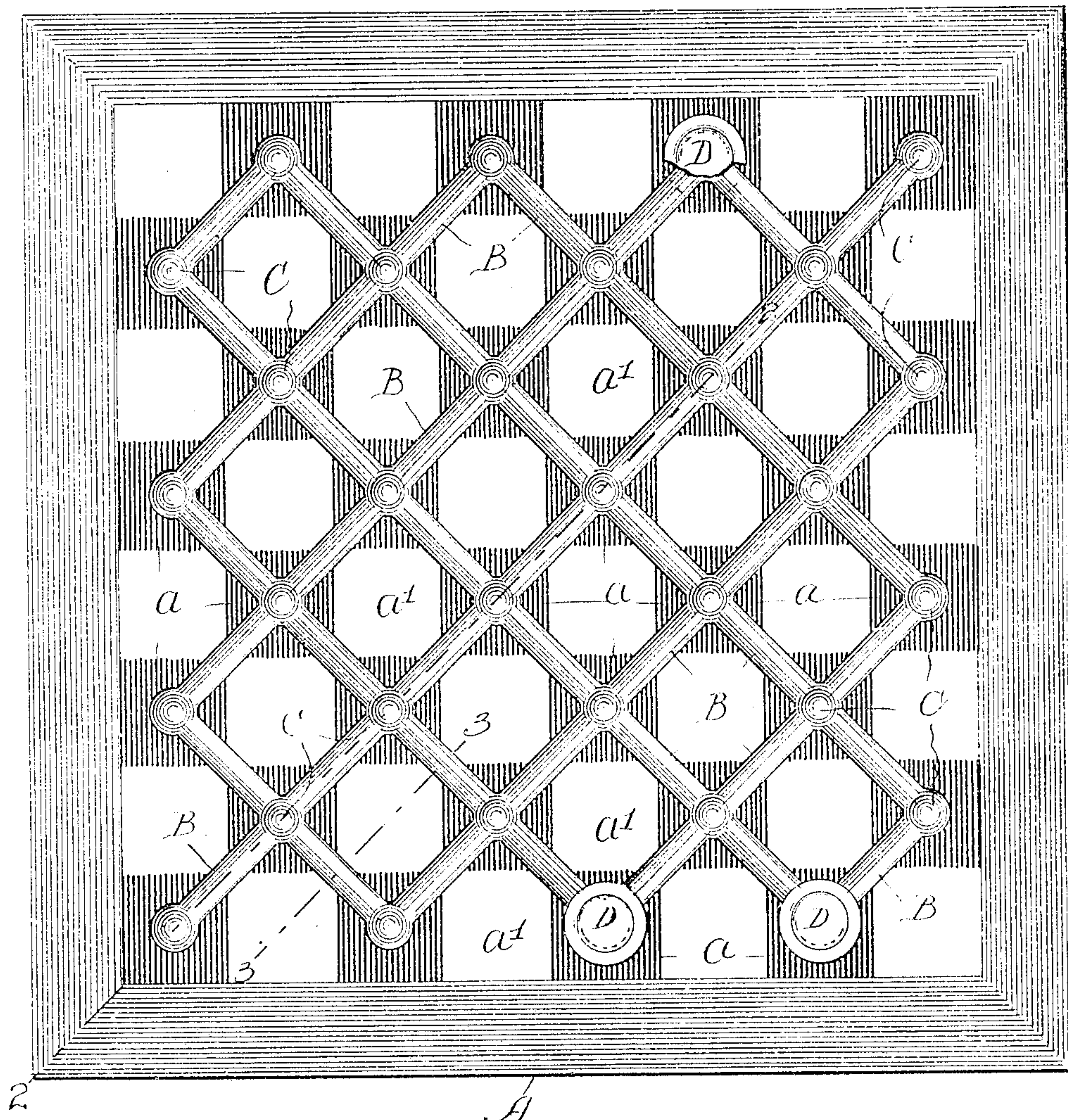


Fig. 2.

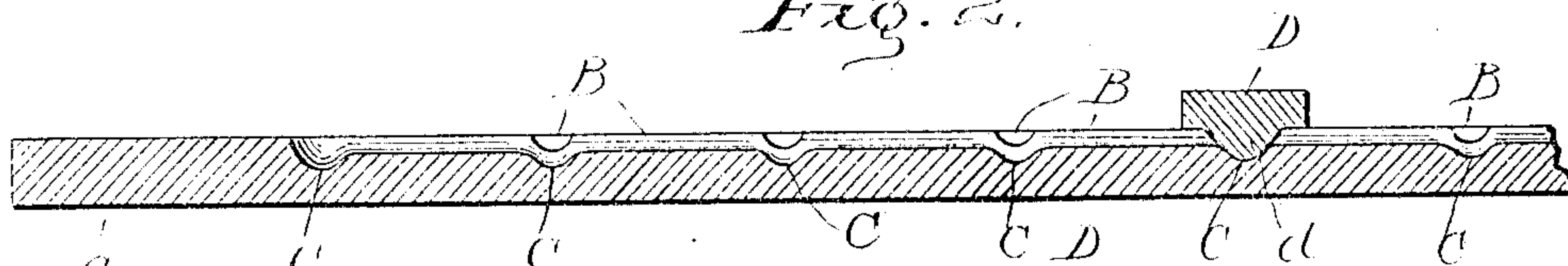


Fig. 3.

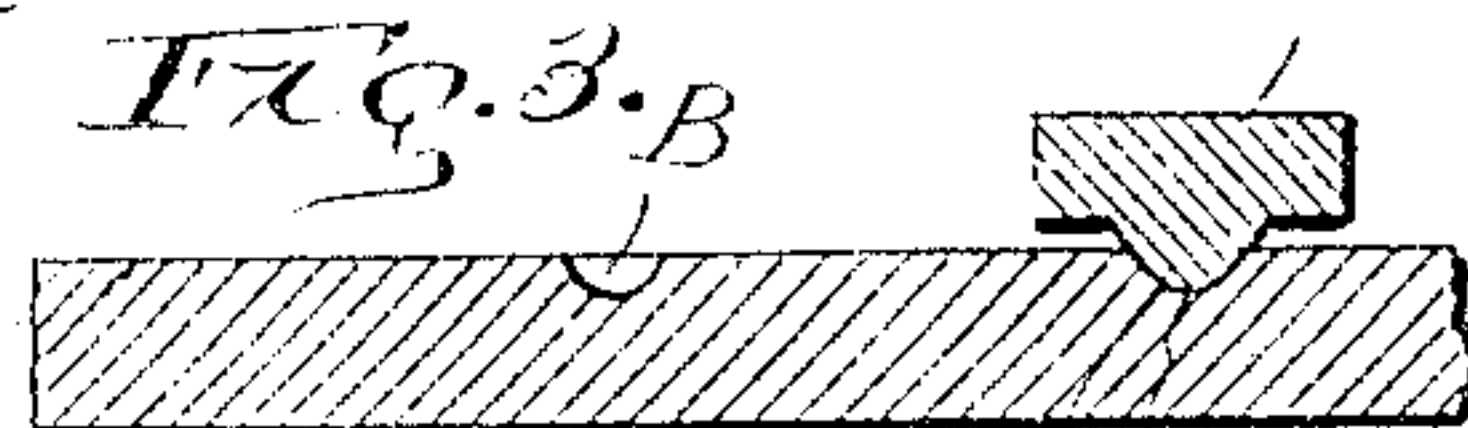
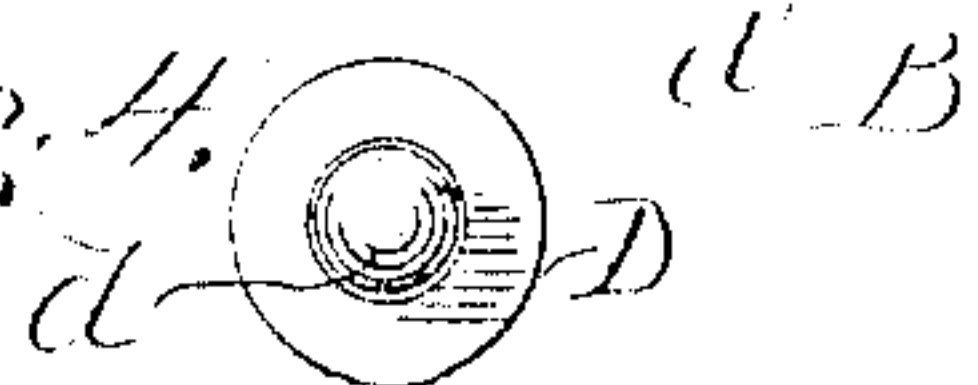


Fig. 4.



Witnesses:

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UNITED STATES PATENT OFFICE.

STEPHEN M. THOMAS, OF CHICAGO, ILLINOIS.

GAME-BOARD.

No. 818,582.

Specification of Letters Patent.

Patented April 24, 1906.

Application filed June 26, 1903. Renewed July 6, 1905. Serial No. 268,555.

To all whom it may concern:

Be it known that I, STEPHEN M. THOMAS, a citizen of the United States of America, residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

My invention relates to certain new and useful improvements in game-boards; and its object is to produce a device of this class especially for use in playing the game of checkers, although it can be used in other similar games wherein counters are moved upon a board.

The invention is illustrated herein by a checker-board, and the description is of a checker-board, although it is to be understood that boards can be constructed in a similar manner for other purposes.

To the above end my invention consists in certain novel features of construction which are clearly illustrated in the drawings furnished herewith and described in this specification.

In the aforesaid drawings, Figure 1 is a plan view of a checker-board embodying my invention. Fig. 2 is a vertical section in the line 2 2 of Fig. 1, showing a checker in place and showing the cross-section thereof. Fig. 3 is a section in the line 3 3 of Fig. 1, showing a checker in cross-section in the position with reference to the board which it occupies when being moved from square to square; and Fig. 4 is a plan view of one of the checkers.

Referring to the drawings, A is a board which is marked into alternate dark and light squares *a a'* in the usual manner, there being sixty-four squares in the board illustrated, eight upon each side, four of which are of each color. In the game of checkers all the playing is done by diagonal moves upon the dark squares. For this reason I run a series of diagonal grooves B through the dark squares in both directions, so that any of the checker moves can be made by following the grooves. These grooves are shallow and curved at the bottom, as shown in Fig. 3. At each intersection between two grooves—that is, at the center of each dark square—is a circular depression C, which is slightly deeper than the grooves.

The checkers are indicated by D, and each is made in the shape of a short cylinder in the ordinary form. At the bottom of each

checker, however, is provided a downwardly-projecting curved button *d*, which is of the right size and shape to fit into the circular depressions C when a checker is placed in the center of the dark squares, which is the proper position when at rest.

The operation of this board will now be readily apparent. The checkers are set up in the ordinary way with the buttons *d* in place in the circular depressions C. The playing is done by sliding the checkers. When lateral pressure is brought to bear upon the checkers, the button slides out of the circular depression, its curve being flat enough to permit this, and slides down any of the grooves B until it reaches the next depression C, when the button falls into place and the checker is held in position with comparative security. In forming "kings" it is only necessary to invert one of the checkers upon the other with the button projecting upward, and the appearance of a king made in this way is superior to that made with the ordinary flat checker now in use.

The advantages of this device are twofold. First, a move in an improper direction is almost impossible because the checkers tend naturally to follow the grooves. They are also always placed exactly in the middle of the squares, so that no doubt can arise as to the proper place of any checker. A further advantage arises, however, from the fact that an accidental jolt or jar imparted to the board is not likely to disarrange the pieces.

I realize that considerable variations are possible in the details of this construction without departing from the spirit of the invention, and I therefore do not intend to limit myself to the specific form herein shown and described, except as pointed out in the claims.

I claim as new and desire to secure by Letters Patent—

1. The combination with a game-board having a plurality of squares and a plurality of depressions within said squares and having a plurality of grooves of less depth than the depressions running through the squares, and depressions in the direction in which the moves are to be made, of a plurality of pieces having downwardly-projecting buttons of the same thickness as the depth of the depressions.

2. The combination with a game-board

having a plurality of squares, the squares
having shallow circular depressions, and a
plurality of grooves of less depth than the de-
pressions, running through the squares in the
5 direction in which the moves are to be made
and intersecting the depressions, of a plural-
ity of pieces having downwardly-projecting
circular buttons of the same size as the de-
pressions in the squares.

In witness whereof I have signed the above to
application for Letters Patent, at Chicago, in
the county of Cook and State of Illinois, this
20th day of June, A. D. 1903.

STEPHEN M. THOMAS.

Witnesses:

RUSSELL WILES,
CHAS. O. SHERVEY.