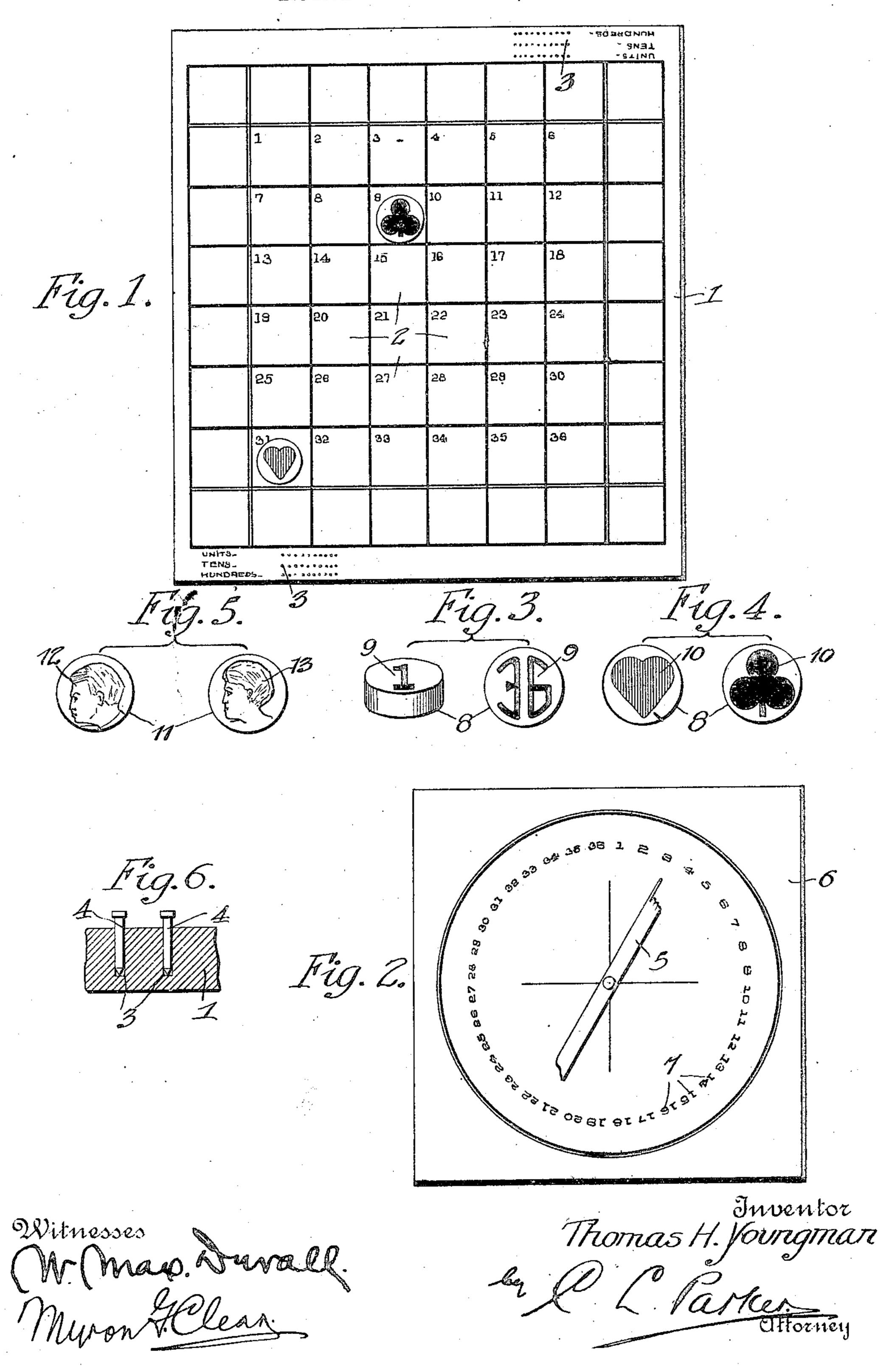
T. H. YOUNGMAN. GAME BOARD. APPLICATION FILED AUG. 22, 1907.



UNITED STATES PATENT OFFICE.

THOMAS H. YOUNGMAN, OF MITCHELL, SOUTH DAKOTA.

GAME-BOARD.

No. 875,230.

Specification of Letters Patent.

Patented Dec. 31, 1907.

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To all whom it may concern:

Be it known that I, Thomas H. Youngman, a citizen of the United States, residing at Mitchell, in the county of Davison and State of South Dakota, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

My invention relates to game boards and their appurtenances and particularly contemplates the provision of an improved structure capable of use as a solitaire or as a game for two persons.

My invention further and specifically resides in the following features of construction, combination and arrangement as will be hereinafter described with reference to the accompanying drawing forming a part of this specification, in which like numerals are used to designate like parts throughout

the several figures, and in which,

Figure 1 is a plan view of my improved game board, Fig. 2 is a plan view of the spinning indicator board, Fig. 3 comprises respectively, plan and perspective views of the game pieces, showing the numbered sides thereof uppermost, Fig. 4 comprises plan views of a pair of the game pieces illustrating the figured sides thereof and denoting respective sub-series, Fig. 5 comprises plan views of a pair of pieces having heads thereon denoting the sexes, and Fig. 6 is a sectional view through a portion of the game board shown in Fig. 1, and illustrating the pin 35 counters.

In the practical embodiment of my invention I provide a game board 1 marked off into a series of blocks 2, said blocks being numbered in horizontal rows from one pro-40 gressively to the highest or last block on the board. The board 1 is provided with a plurality of vertical openings arranged in rows therein at opposite sides 3, said rows being designated respectively, "units", "tens" 45 and "hundreds" and each row having a pin counter 4 adapted to be put into any one of the openings in its respective row. A spinning indicating finger 5 is mounted upon a suitable board 6 as shown in Fig. 2, which 50 board 6 may be formed as a part of the board 1. The board 6 and the spinning indicating finger 5 are provided with a series of numbers, 7, arranged in a circle upon said board concentric with the mounting of said finger 55 5, and said numbers, 7 progressively in-

crease in their circular path in proportion

and corresponding to the numbers arranged upon the blocks 2 of the board 1. A plurality of game pieces 8 are provided corresponding to the number of blocks upon the 60 board 1 and numbered upon one of their faces 9 corresponding to the numbers upon said blocks 2, and correspondingly increasing throughout said series. On their opposite faces 10 said game pieces are provided with 65 symbols such as "hearts" and "clubs" as shown in Fig. 4, the entire series of said game pieces 8 being divided equally into sub-series and each of the pieces comprising each of said series having the same designa- 70 tion. A single pair of game pieces 11 are provided as shown in Fig. 5, similar in size and shape to the pieces 8, one of said pieces 11 being provided with a representation 12 of the head of a man on its face and the 75 other being provided with the representation 13 of the head of a woman on its face.

I will first describe the solitaire game as it may be played with my improved board and its pieces. The player first places the game 80 pieces 8 upon the blocks 2 of the board 1, with their numbered sides up and the numbers corresponding to the numbers of said blocks. The spinning indicating finger 5 is then violently rotated and the number at 85 which it rests denotes the block of the board 1 from which the player must remove the one of the pieces 8 resting thereon. He then elects to remove two of the pieces 8 substituting in their places the pieces 11 shown in Fig. 90 5, to represent himself and a girl. One piece 8 having already been removed the numbered pieces may be then played off by jumping adjacent pieces and removing the ones jumped over, the object being to jump 95 all the numbered pieces off the board while leaving the two elected pieces remaining side by side thereon For instance, we will suppose the player has elected piece 5 to represent himself and the piece 14 to represent a 100 woman, the numbered pieces, if played rightly may all be jumped and removed from | the board leaving the piece 5 upon the block 15 of the board at one side of said piece 14.

The game for two players is conducted as 105 follows, the game pieces being first placed upon the blocks on the board 1 with their numbered sides down and without respect to the numbers of the blocks 2. The "hearts" and "clubs" are arranged to alternate one 110 another, and the game pieces are removed from blocks 15, 16, 21 and 22 centrally of

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the board 1. The opposing players then jump hearts over clubs and clubs over hearts as the case may be until neither player can jump farther. The round is then ended and 5 each player scores the total of the numbers on his pieces which remain on the board, and the round is repeated until one player scores five-hundred or a thousand as decided upon at the commencement of the game. The 10 scoring may be accomplished by the pin counters 4 as previously described.

Having thus fully described my invention, I claim:

A game apparatus consisting of a board marked with progressively numbered blocks, 15 a series of game pieces progressively numbered correspondingly to the blocks, and a pair of game pieces having fanciful designs thereon distinguishing them from the numbered pieces.

In testimony whereof I affix my signature

in presence of two witnesses.

THOMAS H. YOUNGMAN.

Witnesses:

R. P. Loomis,