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H. B. ANDREWS.

GAME APPARATUS OR TOY.

APPLICATION FILED NOV. 9, 1903.

NO MODEL.

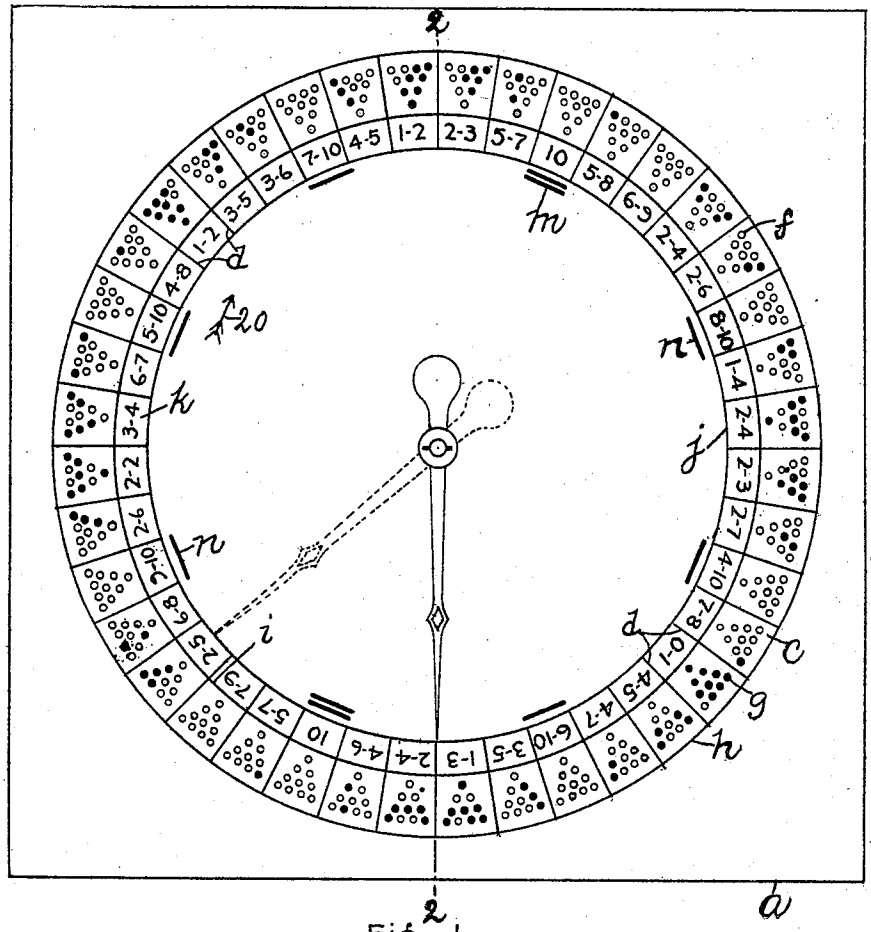

Fig. 1.

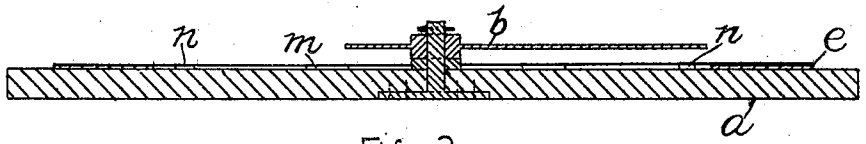

Fig. 2.

Witnesses

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No. 773,243. Patented October 25, 1904.

UNITED STATES PATENT OFFICE.

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GAME APPARATUS OR TOY.

SPECIFICATION forming part of Letters Patent No. 773,243, dated October 25, 1904.

Application filed November 9, 1903. Serial No. 180,336. (No model.)

To all whom it may concern:

Be it known that I, HIRAM B. ANDREWS, of Melrose, county of Middlesex, and State of Massachusetts, have invented an Improvement in Game Apparatus or Toys, of which the following description, in connection with the accompanying drawings, is a specification, like letters on the drawings representing like parts.

This invention relates to a game apparatus or toy with which the game of tenpins may be played. For this purpose I employ a pointer or index, which is revolubly mounted on a suitable base, having arranged in a circle thereon a series of radial lines forming boxes provided with characters indicative of tenpins and also having numerals which indicate the number of pins in each box which are knocked down at each spin of the pointer or index. The tenpins within each box are represented by characters which indicate the pins knocked down and those left standing. Provision is also made for denoting spares and strikes, so that the game of tenpins, as played on alleys with balls and pins, may be played in the parlor or other room with the apparatus herein shown.

Figure 1 is a plan view of a game or toy embodying this invention, and Fig. 2 a section on the line 2 2, Fig. 1.

Referring to the drawings, *a* represents a base of wood or other suitable material, upon which a pointer or index *b* is mounted to turn freely. The pointer *b* coöperates with a series of spaces *c*, formed by radial lines *d*, which may be painted or otherwise affixed onto the base *a* and which in the present instance are represented as made on an annular strip *e*, of paper, cloth, or other suitable material, which may be adhesively or otherwise affixed to the base *a*. The spaces *c* constitute boxes, which are provided with characters representing tenpins, and in the present instance the tenpins are represented by skeleton circles *f* and filled circles or dots *g* for a purpose, as will be described. The boxes *c* are bounded by an outer circle *h* and an inner circle *i*, and I prefer to provide a smaller circle *j*, which forms, with the inner circle *i* and the radial lines *d*, supplemental spaces *k*, in which are placed numerals for a purpose, as will be described.

The numerals in the spaces *k* indicate the number of pins in each box which are knocked down by the different balls. For instance, the left-hand numeral, reading in the direction of the arrow 20, Fig. 1, indicates the number of pins knocked down by the first ball, the right-hand numeral indicates the number of pins down on the first and second balls, and the skeleton circles indicate the number of pins down on three balls, with the exception of those frames which show ten skeleton circles and having only a single numeral—namely, "10"—which indicates a strike, denoted by the two dashes *m* in a radial line with the box having but a single numeral. A spare is indicated by a single dash *n* in a radial line with the boxes whose right-hand numeral is "10."

The manner in which the game of tenpins may be played may be briefly described as follows: The person or operator gives the pointer one spin, which corresponds to the rolling of three balls in the regular game. Assume that the pointer was in the position indicated by full lines in Fig. 1, and after being set in motion and making a complete revolution stops in the position indicated by dotted lines. In this case the person who has spun the pointer makes a score of six for his first box, which is figured up as follows: The numeral "2" indicates the number of pins down on the first ball, the numeral "5" the total number of pins down on the first and second balls, and the skeleton circles the total number of pins down on three balls, which in the particular instance is six, as four filled circles or dots are contained in this box, which indidicate that four pins remain standing after three balls have been rolled, so that on the first spin the score made is six.

Assume that the pointer stops in line with a box having a single dash *n* in line with it. In this case all the pins are down on the second ball, and he adds to the ten the left-hand

number of the box at which the pointer stops on the next spin, and if a strike is made he adds the right-hand number.

If the pointer stops at the box having the same number of skeleton circles as the right-hand numeral, it indicates that a miss has been made with the third ball, and if the pointer stops at a box having the same numerals it indicates a miss on the second ball.

The score of each person is kept the same as in the regular game.

The boxes *c* containing the characters indicating the pins, the numerals indicative of the number of pins down, and the dashes indicative of spares and strikes may be printed upon a piece of paper, cloth, or other suitable material and affixed to the base *a*, or they may be painted directly upon the said base.

The pointer must make a complete revolution in order to score. Failure to spin the pointer a complete revolution constitutes a foul, and three fouls in succession forfeits further trial.

I claim—

1. A game apparatus of the character described, comprising a base provided with a series of spaces separated from one another and arranged in a circle to form boxes, each box having a plurality of characters indicative of the total number of pins, another concentric series of spaces containing numerals indicative of the number of pins knocked down, the characters and numerals taken together indicating the number of pins knocked down in each shot, and a pointer or index revolubly mounted on said base within said circle and coöperating with said boxes, substantially as described.

2. A game apparatus of the character described, comprising a base having arranged thereon a series of spaces, each containing a plurality of characters indicative of the total number of pins, numerals coöperating with said spaces to indicate the number of pins knocked down in each box, and characters indicative of spares and strikes, and a pointer movable on said base and coöperating with said spaces, substantially as described.

3. A game apparatus of the character described, comprising a base having a series of radial lines forming spaces arranged in a circle, some of said spaces having a plurality of different characters indicative of the total number of pins knocked down and those left standing, and numerals coöperating with said spaces to indicate the number of pins knocked down, and a pointer revolubly mounted on said base and coöperating with said spaces, substantially as described.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

HIRAM B. ANDREWS.

Witnesses:

JAS. H. CHURCHILL,

J. MURPHY.