G. W. BUGBEE.

GAME APPARATUS.

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1,098,879. Patented June 2, 1914.

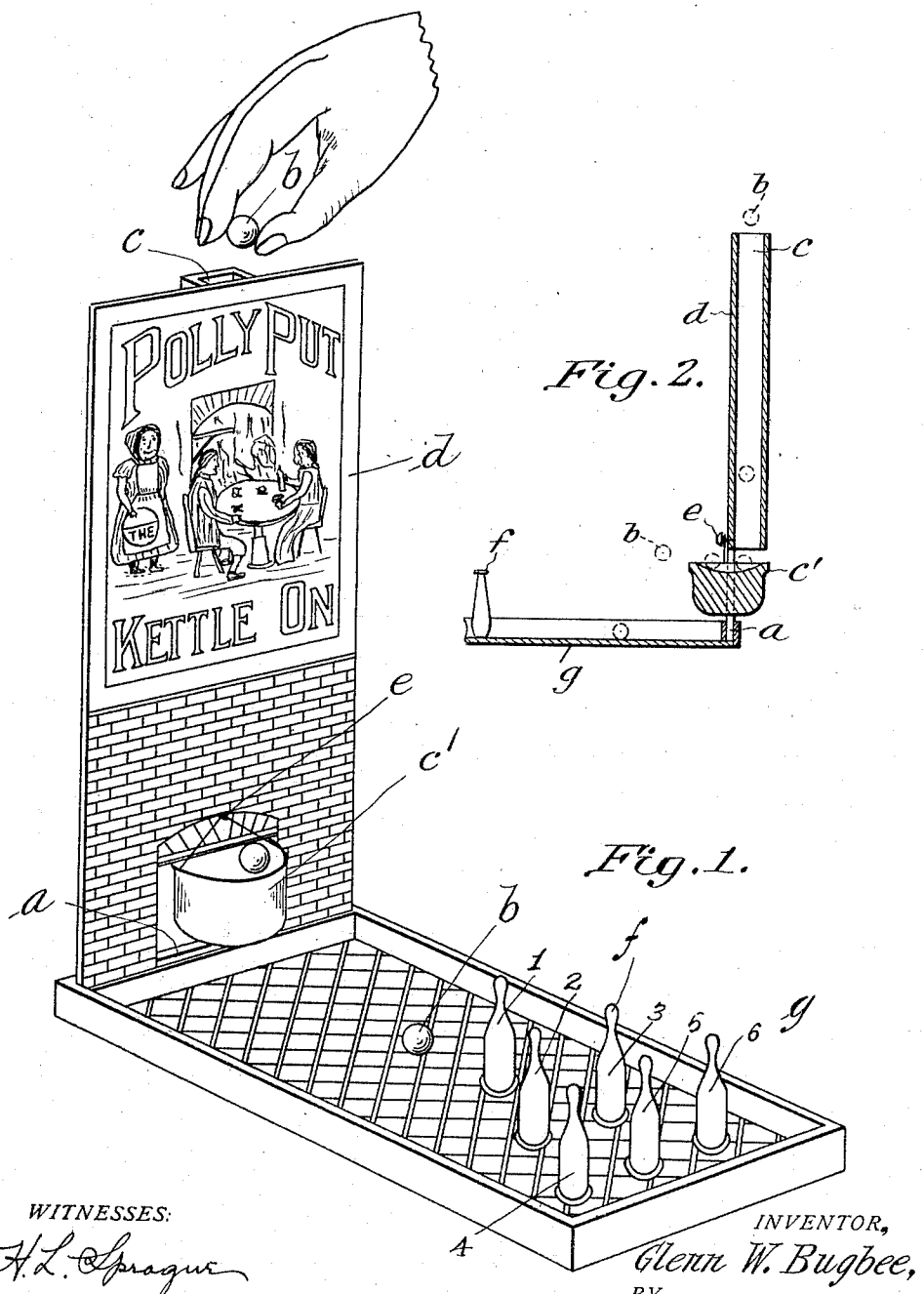


Fig. 2.

Fig. 1.

WITNESSES:

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GAME APPARATUS.

1,098,879. Specification of Letters Patent. Patented June 2, 1914.

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To all whom it may concern:

Be it known that I, GLENN W. BUGBEE, a citizen of the United States of America, residing at Syracuse, in the county of Onondaga and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus. The details thereof are not by themselves all new but the arrangement and the combination of elements are novel and the elements are combined to make an amusement device which has distinct value as a game.

Figure 1 is a perspective view of the game. Fig. 2 is a sectional view of a portion thereof.

The game is called "Polly Put the Kettle On" and comprises a main box *g* on which a set of ten-pins *f* are arranged as shown. At one end of the box a vertical wall *d* is mounted in the slot *a*. A chimney *c* at the back of this wall provides a means to guide the fall of bowling ball *b* as the latter is dropped from the player's hand. At the lower central edge of the wall *d* a suitable opening is arranged in which a pot *c'* is mounted to hang. This pot is supported on a suitable pin *e* fastened to the wall *d* and the top of the pot is inwardly curved for a purpose to be described.

The game can be played by any number of persons. A player holds the bowling ball or marble *b* an inch or two above the chimney *c* and then drops the ball which falls through the chimney being guided thereby and strikes the top of the pot *c'*. The ball rebounds from said top and is directed toward the ten-pins *f*. These ten-pins are set up on arbitrarily numbered circles and when any pin or pins are knocked over the player scores the numbers indicated in the circles of those fallen pins. When the top of the pot is curved properly there is considerable chance for skilful playing because the ball must be dropped accurately to hit the top in just the proper manner for the ball to be sent directly toward the front pin of the set of ten-pins. If the ball hits to either side of the center of the top it will be sent to the side of the box and thus fewer pins will be knocked over. The pins in the back row can be on rings of less scoring value than the pins in front which will be hit by the ball when it starts directly before the front pin. So, unless the bowling ball is dropped properly a high score cannot be made. The pins have been numbered 1 to 6 on the drawings to indicate that they have different scoring values when knocked down.

The game board *g* is provided at one end with a slot *a* into which the back wall *d* is adapted to fit in order to take the position shown. The front of this wall *d* represents a fire place and the kettle hangs directly in the fire place. When the apparatus is not in use the wall *d* can be placed in box *g* together with the pins, ball and kettle, thus making a compact, easily handled structure.

In playing each player is entitled to three plays before the next player starts. No play can be taken over again.

The game can be for any required number of points which will be added up from the values given by the rings as the pins are knocked down.

While it is preferable to play the game as stated the rules can be changed arbitrarily if desired.

The arrangement of the game apparatus can be made somewhat differently than that described in the illustrated form without departing from the essential features of the apparatus.

What I claim, is:

1. In a game apparatus, a game board including a bowling apparatus, side walls for said board, a substantially curved member mounted above the board to give a falling bowling ball which strikes said member a rebound either parallel to the side wall or toward a side wall depending on where the ball strikes said member.

2. In a game apparatus, a game board having arbitrary values assigned to certain positions thereon, ten-pins arranged to be set upon said valued positions, a vertical wall mounted to face said ten-pins having an opening in the bottom thereof adapted to receive a substantially dish-shaped member mounted above said board, means for guiding a falling object from the top of said wall to said member, all for the purposes described.

3. In a game apparatus, a game board including a bowling apparatus, an upstanding wall arranged at one end of said board having guiding means in connection there-

with to guide a bowling ball, an opening in the bottom of said wall, a substantially dish-shaped member mounted in said opening against which the bowling ball may rebound as it falls thereagainst and roll toward the ten-pins of the bowling apparatus.

4. In an apparatus of the class described a horizontal game board having means by which a bowling game may be played, means to cöoperate with the bowling ball comprising an apparatus mounted at one end of the board to guide said bowling ball in a vertical fall, means arranged below said guiding means against which the ball may strike and be given an impulse toward the ten-pins of the bowling apparatus.

5. In a game apparatus, a bowling box having side and end walls together with suitable ten-pins and a bowling ball, an end wall having a fire place and chimney, the former represented by a hole in the wall to which the chimney leads, a kettle with a cover mounted on the wall to hang within the fire place, constructed and arranged so that when a bowling ball is dropped in the top of the chimney it will strike the top of the cover and rebound against the ten-pins or side walls of the bowling box.

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Witnesses:
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Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."