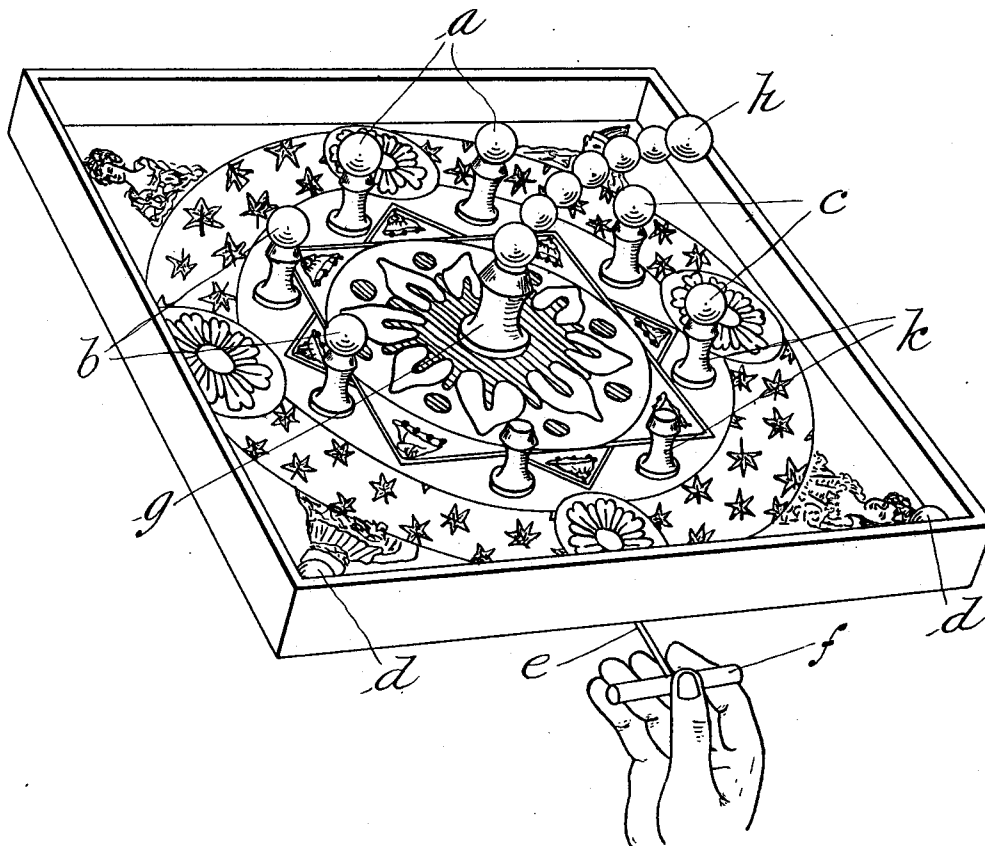


G. W. BUGBEE.
GAME APPARATUS.
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1,051,551.

Patented Jan. 28, 1913.



WITNESSES:

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GAME APPARATUS.

1,051,551.

Specification of Letters Patent.

Patented Jan. 28, 1913.

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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 board apparatus for any number of players. Some of the details of the game are not new.

The invention resides in the combination of the details in a new and useful manner.

The apparatus embodies a series of stands arranged around a central stand through which and the game board a string passes. This string has on one end a handle by which it is pulled through the central stand. Above said stand are a series of beads or ball members which are strung on the string in order that as said string is pulled and released the ball members may be made to take a vertical position and then fall therefrom to hit one or more of the series of stands. This series is preferably arranged in a circular path around the central stand and comprises pairs of cup-shaped stands, each pair being of a distinguishing color which will differ from the color of any other pair in the series. Each pair of stands has for coöperation therewith two balls of a color corresponding to that pair of stands. When these balls are placed on their respective stands and the string carrying the bead members is tightened and then loosened the series of bead members or balls strung thereon will first be elevated and then fall against the balls on the stands and knock one or more of them off.

It is not old to provide an amusement device comprising the series of ball members which are movable into a vertical position by tightening a string as shown in the drawings, but it is considered new to so arrange said series of ball members on a string in combination with the circular series of stands and their associated members in order to play the game which is hereinafter described.

In the figure the game board is shown in perspective with all its essential features clearly indicated.

In order to play the game in which any number of players may start, it should first

be determined how many rounds will be played. Each player has only one turn and a round is played when each player has had his turn. By a turn is meant an operation by a player of the string *e* until he has knocked off of the stands *h* two balls of a like color. Each player holds the game board with one hand and grasps the handle *f* with the other. The string *e* attached to the handle *f* passes through the central stand *g* and has the balls *h* thereon, as indicated. The player suddenly tightens the string *e* whereupon the balls *h* will assume a vertical position on the stand *g*. It is then best for the player to allow plenty of slack in the string in order that the balls *h* may fall and knock one or the other of the balls comprising the colored pairs *c*, *a*, *b* or *d* from their respective stands. It is necessary for each player to operate the string *e* until he has knocked off of the stands *h* two balls of a like color keeping tally in the meantime of the number of other balls knocked off in attempting to knock two of a like color off their stands. After the latter is accomplished the next player takes his turn and repeats the operations. When the required number of rounds has been played, that player who has knocked the least total number of balls off in that number of rounds wins the game.

The series of balls on the central stand is called the wig-wag which is also the name of the game. This wig-wag will operate best if the player draws the string tight rapidly and loosens it to a considerable extent. There is a great element of chance in the game and thus it will be uncertain to the end which player is going to win.

The arrangement shown is the preferred one. The stands however can be arranged in different ways than the one shown while the general character of the apparatus would remain the same.

What I claim, is:

1. In a game of the class described a game board, a series of playing members, means for mounting said members in unstable equilibrium and means for knocking said playing members from their mounting comprising a stand, a series of bodies, a string passing through said stand and said series of bodies having one end connected with the outermost body and the other end

extending to the edge of the game board whereby when the string is pulled and released said bodies will be pulled to a vertical position above the stand and then fall to knock off the playing members as described.

2. In a game of the class described a game board, a series of pairs of balls, each pair having a common designation, cup stands in said board on which the balls may be mounted in a position from which they can be knocked off easily together with means for knocking off the balls comprising a series of bead members on a string, a central stand in the game board on which the bead members may be supported, a string passing through the central stand and the beads, and extending from below the game board whereby when said string is pulled and released the beads will stand up and then fall

to knock the balls from the cup stands as described.

3. In a game of the class described a game board, a central stand and a series of other stands arranged in a circle around said central stand, a series of bead members on a string passing through the central stand adapted to be supported in perpendicular position on the stand when the string is pulled and fall from said position when the string is slackened together with a series of balls adapted to be placed on said circularly arranged stands and knocked therefrom on being hit by the falling bead members.

GLENN W. BUGBEE.

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."