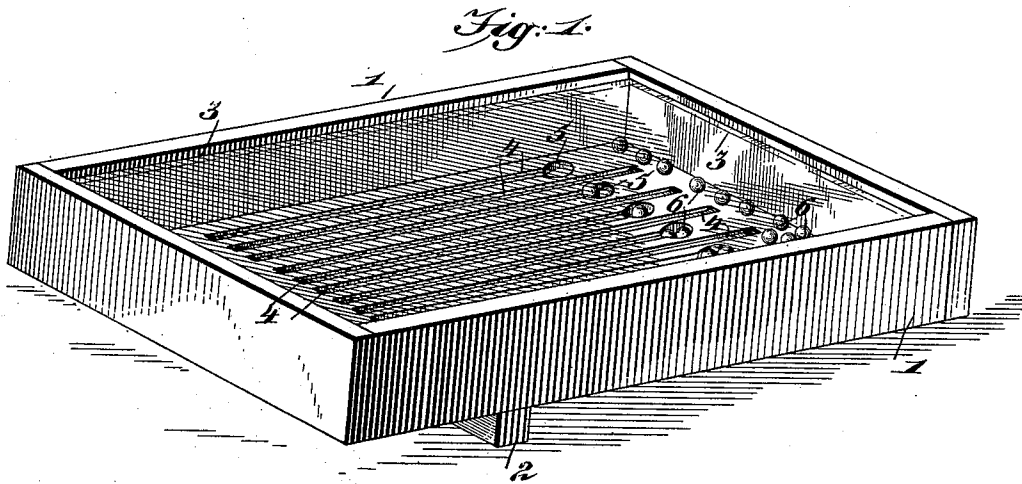
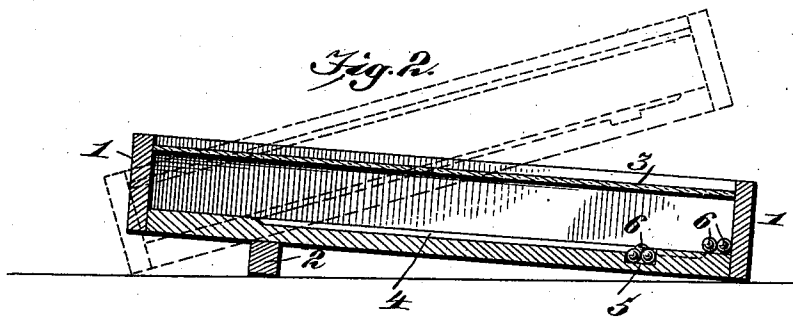


(No Model.)

J. F. PATTERSON.
GAME APPARATUS.

No. 596,089.

Patented Dec. 28, 1897.



Inventor

John F. Patterson

By *his* Attorneys,

C. A. Snow & Co.

Witnesses

H. S. Dieterich
J. E. Hays

UNITED STATES PATENT OFFICE.

JOHN FRANKLIN PATTERSON, OF BATH, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 596,089, dated December 28, 1897.

Application filed December 3, 1896. Serial No. 614,343. (No model.)

To all whom it may concern:

Be it known that I, JOHN FRANKLIN PATTERSON, a citizen of the United States, residing at Bath, in the county of Steuben and State of New York, have invented a new and useful Toy, of which the following is a specification.

My invention relates to games and toys, and particularly to a combined game and puzzle, the same consisting in a certain novel construction and combination of parts herein-after fully described, and particularly pointed out in the claims.

In the drawings, Figure 1 is a perspective view of a toy constructed in accordance with my invention. Fig. 2 is a longitudinal section showing in full lines the normal and in dotted lines the adjusted or initial position of the tilting case.

Similar numerals of reference indicate corresponding parts in both figures of the drawings.

1 designates a tilting case provided at an intermediate point, near one end, with a transverse fulcrum-bar 2, which depends below the floor of the case and holds the latter normally in an inclined position. (Indicated in full lines in Fig. 2.) The case is preferably provided, in addition to its floor, with side and end walls and a transparent covering 3, the floor being provided with a plurality of longitudinally-disposed grooves or guiding-channels 4, alternate grooves terminating near the lower end of the case in depressions or sockets 5. The intermediate grooves or channels pass between contiguous depressions or sockets and extend beyond the transverse line of the same, where they terminate flush with the upper surface of the floor. The depressions or sockets are spaced from the lower end of the case to allow spherical objects 6 to pass beyond the same and occupy a position in the angle formed between the floor and the lower end of the wall.

The device is preferably constructed with a plurality of depressions or sockets and a number of objects which is a multiple of the number of depressions or sockets, whereby when used as a puzzle the aim is to distribute the objects evenly among the depressions

or sockets, seating two or more in each depression, according to the relative numbers of depressions and objects.

When the apparatus is to be used as a game, the case is moved to the initial position shown in dotted lines in Fig. 2 by depressing the short arm or upper end thereof and causing the objects to assume positions at the then depressed but normally upper end, after which said depressed end is released and the case is allowed to resume its normal position and causing the objects to roll toward that end in which the depressions or sockets are formed. The object is to seat as many of the balls in the depressions or sockets as possible, the game being counted according to the number seated. For instance, if less than five are seated it will count nothing, whereas if five or more are seated it will count five, ten, fifteen, or twenty, according to the number of objects nearest, respectively, to five, ten, fifteen, and twenty that may be seated. In other words, if from five to seven are seated it will count five, if eight to twelve are seated it will count ten, if thirteen to seventeen are seated it will count fifteen, &c. Obviously any other system of counting may be adopted. For instance, all of the seated objects may be counted toward the result to be obtained, or the objects may be counted only when one or more balls have been seated in each depression in one throw or operation.

Various changes in the form, proportion, and the minor details of construction may be resorted to without departing from the spirit or sacrificing any of the advantages of this invention.

Having described my invention, what I claim is—

1. A game apparatus or puzzle having a tilting case provided near one end with a transverse fulcrum-bar adapted to hold the case normally in an inclined position when arranged upon a flat surface, and a plurality of rolling objects arranged within the case, the floor of the case being provided with a plurality of longitudinal parallel grooves or guiding-channels, alternate grooves terminating in depressions or sockets spaced from the lower end wall of the case, and the inter-

mediate grooves extending beyond and terminating flush with the floor of the case, substantially as specified.

2. A game apparatus or puzzle having a case provided at unequal distances from its ends with a transverse fulcrum-bar upon which the case may be rocked, the floor of the case being provided contiguous to one end, and spaced from the adjacent end wall, with a plurality of depressions or sockets for the reception of rolling objects inclosed by the case, and said floor being further provided

with grooves or channels extending through spaces between the depressions or sockets and terminating between the same and the contiguous end wall of the case, substantially as specified.

In testimony that I claim the foregoing as my own I have hereto affixed my signature in the presence of two witnesses.

JOHN FRANKLIN PATTERSON.

Witnesses:

FRANCIS M. HAVENS,
R. G. PATTERSON.