

(No Model.)

E. WEIBEL.
GAME APPARATUS.

No. 512,346.

Patented Jan. 9, 1894.

Fig. 2.

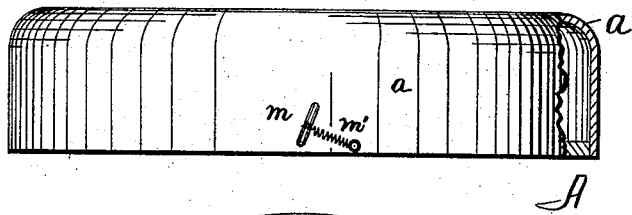


Fig. 1.

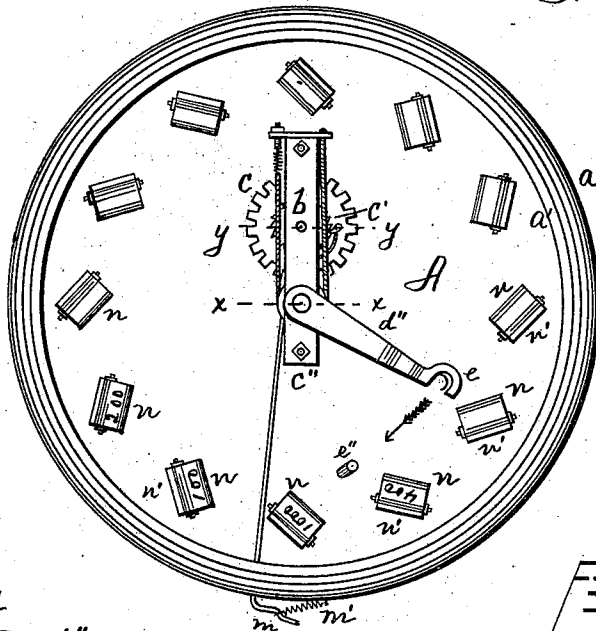


Fig. 4.

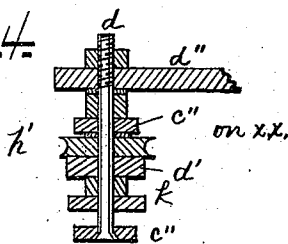


Fig. 6.

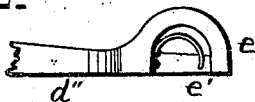


Fig. 5.



Fig. 5.

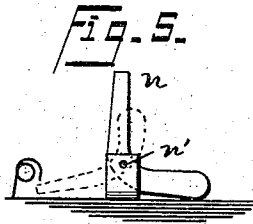


Fig. 3.

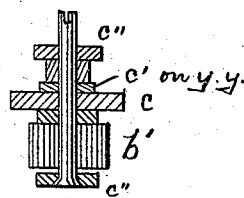


Fig. 8.

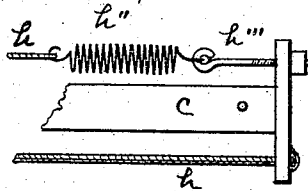
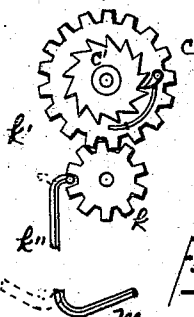


Fig. 7.



WITNESSES:

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UNITED STATES PATENT OFFICE.

EMIL WEIBEL, OF NORWICH, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 512,346, dated January 9, 1894.

Application filed September 15, 1893. Serial No. 485,602. (No model.)

To all whom it may concern:

Be it known that I, EMIL WEIBEL, of Norwich, in the county of Chenango, in the State of New York, have invented new and useful
5 Improvements in Game Apparatus, of which the following, taken in connection with the accompanying drawings, is a full, clear, and exact description.

My invention relates to games of the class
10 employing a spring-actuated catapult to throw a missile, and thereby to knock down or tip over one of a series of objects, each of which is labeled either to gain or lose a certain number or to give the player more or less additional
15 shots; the plan of the game being to see which player can make the largest score with a given number of shots, to begin with, and such additional or less number of shots as may be allowed to him, or lost by him while
20 the game is being played.

My object is to produce an entertaining game for young people, or old as well, aiding the players in addition or subtraction, comprising a catapult actuated by a wound-up spring
25 and intermediate gearing, means to intermittently release and stop the catapult, and by its sudden stoppage to throw a missile against one of a series of objects and knock, tip or
30 tilt it over from an upright position, each object being labeled with numerals, or in such manner that the player will gain or lose a given number of points, or gain or lose one or more shots, the game being to see which player
35 can make the largest score with a given number of shots to start with, the means for releasing and stopping the catapult being entirely under the control of the player.

My invention consists in the several novel features of construction and operation hereinafter described and which are specifically
40 set forth in the claims hereunto annexed.

It is constructed as follows, reference being had to the accompanying drawings, in which—

Figure 1, is a top plan, and Fig. 2, is a side
45 elevation of the machine, broken out to show the inwardly overhanging wall. Fig. 3, is a vertical sectional elevation of the spring winding mechanism and gear and ratchet. Fig. 4, is a like view of the shaft, actuated by said
50 spring, the driving gear thereon, the brake pulley, and part of the catapult. Fig. 5, is a side elevation of one of the objects to be

knocked or tilted over by the missile. Fig. 6, is a top plan of the free end of the catapult and the missile holder. Fig. 7, is a top
55 plan of the releasing and stopping mechanism. Fig. 8, is a detail in top plan of the brake-belt tightener or adjuster. Fig. 9, is a side elevation of a cylindrical missile.

A, is the bed, surrounded by the wall —a— 60 which overhangs inwardly as at —a'—. Upon the bed, a winding post —b— is erected, to which the spring —b'— is connected, as in a clock; —c— is a drive-gear secured on said post; —c'— an ordinary winding ratchet-
65 wheel and pawl mechanism on said post, said post being journaled in the frame bars —c''—. A shaft —d— is also journaled in said frame, carrying the gear —d'— driven by —c—, and the catapult —d''— is secured to said shaft,
70 and provided with the missile-holding pocket —e—, and the grip-spring —e'— to hold the missile —e''— therein. A brake-belt —h— is secured to said frame, passes, in frictional engagement, around the brake pulley —h'— and
75 has its other end secured to the tension spring —h''— connected to the adjusting bolt and nut —h'''— mounted in said frame, by which the speed of rotation of the catapult shaft —d— is regulated. 80

Upon the shaft —d— a ratchet —k— is secured and —k'— is a pawl engaging therewith, while —k''— is a rock-shaft connected to or integral with said pawl, and by means of the handle —m— said shaft is rocked to
85 disengage said pawl, and thereby release the shaft —d— to be rotated by the spring —b'— to drive the catapult, and —m'— is a spring to retract said pawl into re-engagement with the ratchet —k— to suddenly stop the catapult, and eject the missile, which in its flight
90 will probably strike one of the counterbalanced or angular objects —n— pivoted in a bracket —n'— and knock or tilt it over. Each of these objects is numbered and the player
95 scores the number indicated by the one knocked over, the game being to see which player can score the largest number in a given number of throws, each player personally releasing the catapult, and stopping it whenever
100 he chooses to let go of the pawl handle.

The labels upon the objects can be varied as desired, some being marked to win the number thereon, some to lose it, and others to win

one or more additional throws, or to lose one or more.

The overhang of the wall operates to prevent the missile from being thrown out over the wall, or flying out when it strikes an object, and the object tilts, and the missile is consequently thrown upward from the then inclined face of said object.

What I claim as my invention, and desire to secure by Letters Patent, is—

1. The combination with a power-driven catapult, a missile thrown thereby, and an adjustable brake upon the catapult shaft, of a tilting object, and an exterior wall.

2. A game apparatus comprising a base, a wall around it, a power-driven catapult mounted upon a rotatable shaft, and provided with a missile-holding pocket, a missile, and a series of tilting objects arranged concentric with the catapult shaft, each numbered or labeled as may be desired, in combination.

In witness whereof I have hereunto set my hand this 6th day of September, 1893.

EMIL WEIBEL.

In presence of—

C. B. KINNE,

HOWARD P. DENISON.