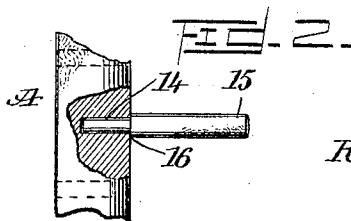
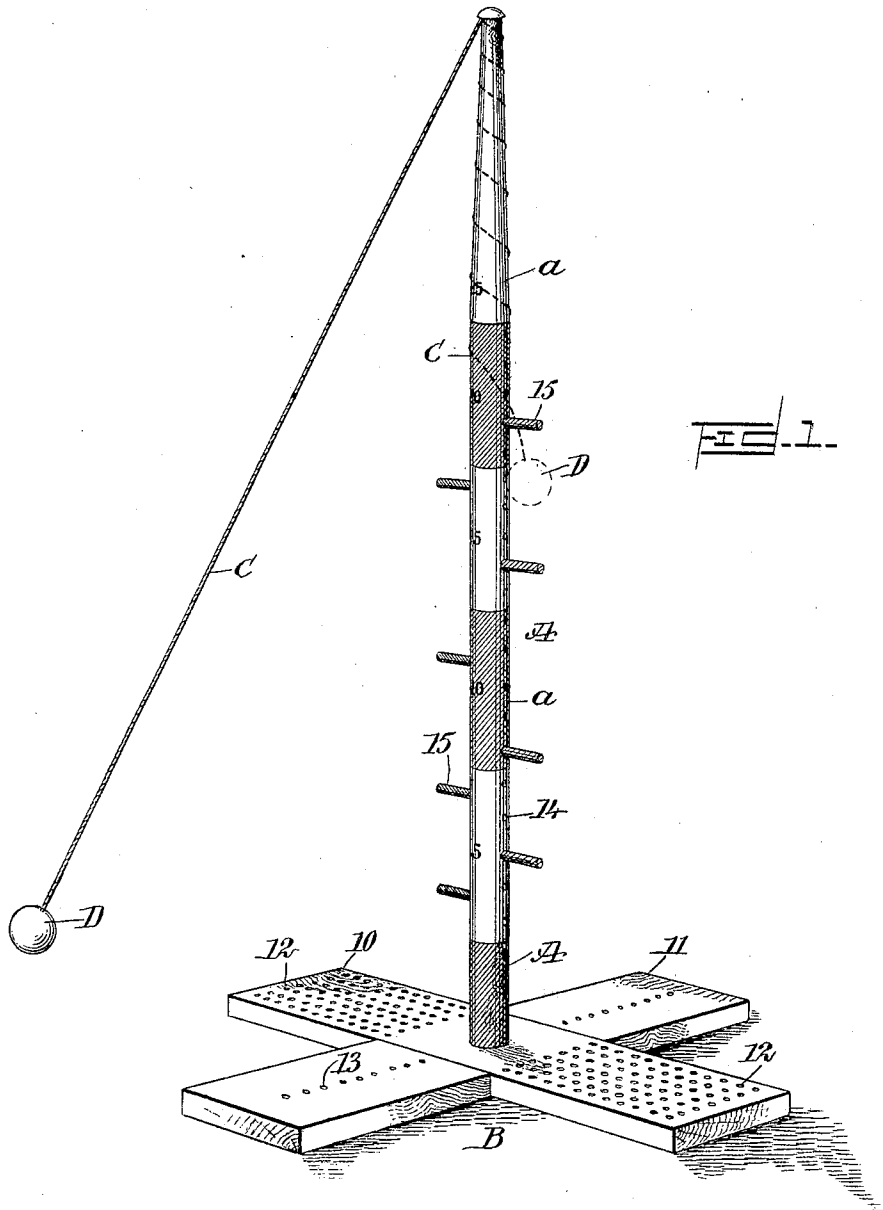


No. 824,560.

PATENTED JUNE 26, 1906.

R. D. MARTIN.
GAME DEVICE.

APPLICATION FILED JUNE 3, 1905.



WITNESSES:

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RALPH DIXON MARTIN, OF TAMPA, FLORIDA.

GAME DEVICE.

No. 824,560.

Specification of Letters Patent.

Patented June 26, 1906.

Application filed June 3, 1905. Serial No. 263,582.

To all whom it may concern:

Be it known that I, RALPH DIXON MARTIN, a citizen of the United States, and a resident of Tampa, in the county of Hillsboro and State of Florida, have invented a new and Improved Game Device, of which the following is a full, clear, and exact description.

The purpose of the invention is to provide an interesting and portable game device which while of a simple nature requires the exercise of considerable skill to successfully play.

The invention consists in the novel construction and combination of the several parts, which will be hereinafter fully set forth in the accompanying claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in both the figures.

Figure 1 is a perspective view of the improved game device, and Fig. 2 is a detail side elevation of a portion of the mast.

The game device in brief may be said to comprise a mast A, a base B, in which the mast is stepped, a string, wire, or like flexible connection C, secured at one end to the upper portion of the mast, and a ball or equivalent weighty object D, secured to the other end of the string.

The object of the game is to completely wrap the string around the mast with the intention of making the ball strike the mast at a chosen point. The ball having a flexible connection with the mast, any impulse given to said ball will cause the string constituting such connection to wind around the mast and likewise unwind of its own accord.

The base B preferably consists of two cross-pieces 10 and 11, recessed to fit at their central portion one in the other, so as to give stability to the mast, which is secured at the center of the base.

Besides using the base as a support it is also utilized as a counter with which to keep a record of the game. The cross-piece 10 of the base is provided with numerous peg-holes 12 in uniform order and arranged in two series, one series for each player, as two players or two sets of players may enter into the game. The second cross-piece 11 is also provided with peg-holes 13, ordinarily arranged in single lines, which latter peg-holes are employed to keep account of the number

of games played. Suitable pegs are adapted to the peg-holes.

The mast A can be given any preferred contour; but preferably it is made circular, and its upper part is made to taper, so that its circumference greatly diminishes toward the top. The mast is divided into a number of sections *a*, and each section bears suitable designating marks or figures, which comprise the counting-points of the game, their value being based on their distance from the base of the mast—that is, increasing toward the top. The sections *a* of the mast are colored, preferably in solid color, in order that they may be easily distinguished from each other, as well as to serve as a gage on the mast to enable the players to judge their throws.

The mast is provided at opposite sides with a plurality of peg-holes 14, as shown in Fig. 1, which peg-holes 14 are longitudinally arranged and are adapted to receive pins 15. The pins 15 are preferably circular in cross-section, and one end is reduced in size to fit the apertures 14 in the mast, thus providing shoulders 16 for the pins, which insure all of the pins when in place extending at an equal distance from the mast. The object of using the pins 15 is, first, to register the height and the section *a* at which the ball D strikes the mast A after it has completed winding the string; second, to offer an obstruction by catching the string as it starts to unwind from the mast, and, third, as a medium for keeping count of the number of throws, as well as their value. The pins 15 are made of different colors, so that each player will have a differently-colored pin.

The game is played by two persons or by two sets of players. The pins are first removed from the mast and the string is completely unwound. The ball D is then taken by one of the players and thrown with lateral force, the object being to wrap the string C completely around the mast A, causing the ball D to strike in a chosen section. As the object of the game is to get as many as possible of the pins 15 in the mast, it should be the endeavor of the first player to strike low down on the mast and the other players to work gradually toward the top. After the first player has thrown the ball the player places a pin of his color in that section of the mast that the ball strikes. The string C having unwound, the second player will throw the ball in like manner as the first player and

place a pin of his distinctive color in the section *a* where his ball strikes. In this manner the game is continued, each player endeavoring to place as many pins as possible, at the same time keeping free from the obstructions offered by the pins in place. The game becomes increasingly difficult as more and more of the pins are placed and as the play reaches the higher section of the mast, until finally the string is caught by one of the pins, which ends the game. The score of the game goes to the one who has kept free from the pins and is reckoned by giving to each of his pins a value equal to the section in which they have been placed. This score is then counted on the winner's side of the group of peg-holes 12 in the base, and a peg is placed in the proper aperture as a record. The game may be played for as many points as the players choose. Other games than the above may be played, in which the pins are first put in place or removed altogether.

The special construction of the improved game device admits of the use of great skill and judgment in successfully playing the games. The tapering of the top of the mast makes it very difficult to completely wrap the string *C* around the upper sections, while the use of the pins 15 as obstructions calls for a great display of accuracy on the part of the players.

Having thus described my invention, I

claim as new and desire to secure by Letters Patent—

1. In a game device, a base, a mast mounted thereon and provided with apertures to receive pegs, a ball, and a flexible connection between the ball and the mast.

2. In a game device, a base, a mast mounted thereon, tapering in direction of its upper end and divided into sections having predetermined designations, a string attached to the upper end of the mast, and a weight carried by the said string.

3. In a game device, a base having apertures therein to receive score-pegs, said base being constructed of two cross-pieces notched to fit one to the other, a mast secured to the base, tapering in direction of its upper end, which mast is divided into variously-colored sections having predetermined designations and a longitudinal series of apertures, pegs having shoulders formed thereon, which pegs are adapted to enter the apertures in the mast, a string attached at one end to the upper portion of the mast, and a weight secured to the free end of said string.

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

RALPH DIXON MARTIN.

Witnesses:

THOMAS M. KEENE,
CHAS. W. STEWART.