

951,805.

Fig. 1.

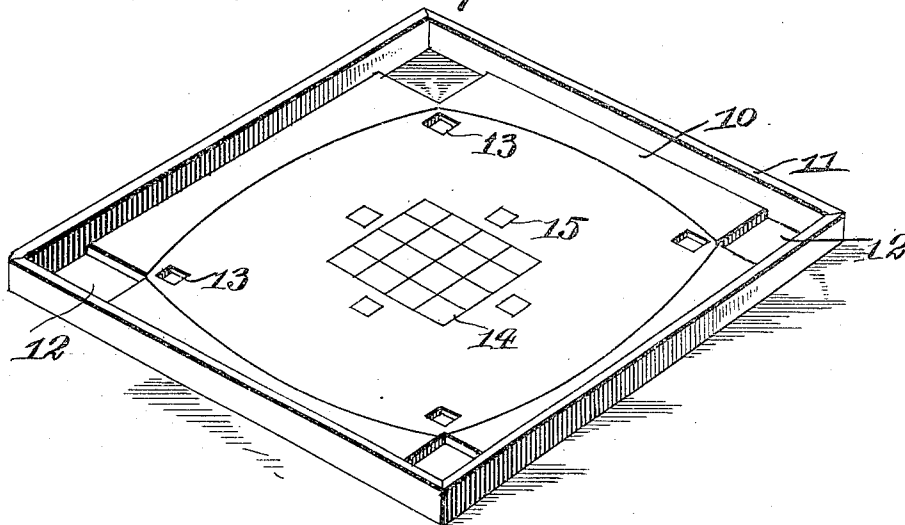
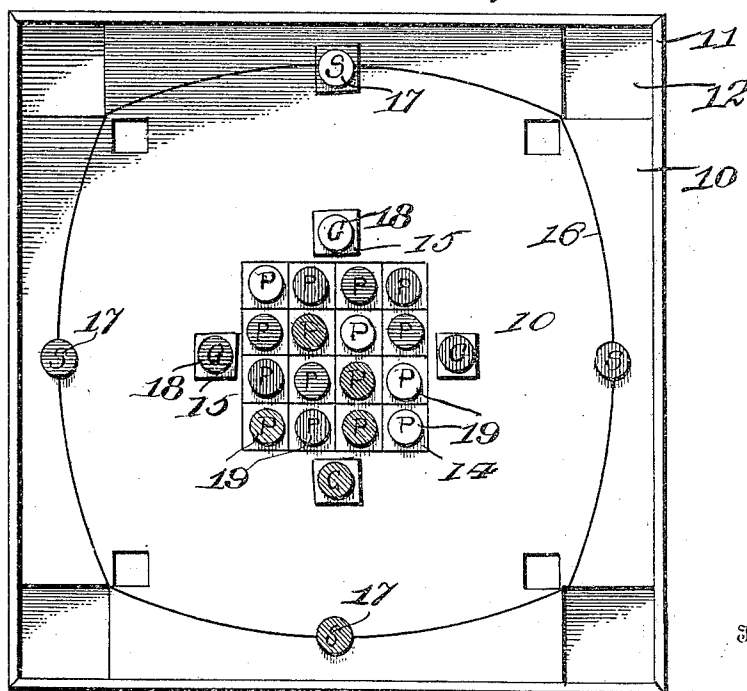


Fig. 2.



Witnesses

W. J. Woodson
J. M. Fullin

R.K. Eldridge

ਉਤ੍ਪਾਦ

H. A. Macy, Attorneys.

UNITED STATES PATENT OFFICE.

ROY K. ELDRIDGE, OF QUINCY, MICHIGAN.

GAME APPARATUS.

951,805.

Specification of Letters Patent. Patented Mar. 15, 1910.

Application filed March 25, 1909. Serial No. 485,828.

To all whom it may concern:

Be it known that I, ROY K. ELDRIDGE, a citizen of the United States, residing at Quincy, in the county of Branch and State of Michigan, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to game apparatus which employ surface projectiles.

An object of this invention is to provide a plurality of movable members which are adapted to be projected across a board and to engage one another in order to direct certain designated members into pockets or the like which are formed in the corners of the board.

The invention has for another object the provision of a game board which is so constructed and configured as to render the directing of the movable members about the same complicated and thereby bring into play the skill of the operator.

For a full understanding of the invention reference is to be had to the following description and accompanying drawings, in which:—

Figure 1 is a perspective view of the game board, and Fig. 2 is a top plan view of the same disclosing the movable members in their relative positions.

Corresponding and like parts are referred to in the following description and indicated in all the views of the drawings by the same reference characters.

Referring to the drawings the numeral 10 designates a board which is provided with an upper smoothed surface and which is of rectangular formation. The board 10 is provided with a wall 11 which extends upwardly therefrom about the outer edges of the same to prevent the displacement of the movable members which are engaged thereupon. The board 10 is provided at its opposite corners with pockets 12 which form the goals for the players according to the positions of the same. Recesses 13 are formed in the upper surface of the board 10 adjacent the inner ends of the pockets 12, the recesses 13 being adapted to receive the movable members which are directed toward the pocket for the same, but passed over the recesses 13 thereby impeding the progress of the movable member when directed toward the adjacent pocket 12. Centrally disposed upon the board 10 is a configuration which is formed into a square 14 which is divided

up into a plurality of sections, preferably sixteen, and spaced from the opposite sides of the squares 14 are small squares 15 which are employed for the purpose hereinafter set forth. The board 10 is also provided adjacent its outer edges with a firing line 16 which extends from the inner corners of the pockets 12 and curved outwardly immediately of the adjacent pockets 12 and upon which the projectile 17 is adapted to be positioned. The squares 15 are adapted for the reception of projectiles 18 which are positioned in front of the player and which are adapted to be struck by the projectiles 17 which are projected from the firing line 16 and directed toward the same, the projectiles 18 being adapted for movement toward the center of the board to strike a plurality of disks 19 which are positioned upon the sections of the square 14. In the use of the game the disks 19 are designated as "prisos" and the projectiles 18 are designated as "guards", while the projectiles are indicated as "shots."

The object of the game is to drive the disks 19 or "prisos" into the pockets 12 by means of precipitating the projectiles 17 or "shots" against the projectiles or "guards" to strike the "prisos" and to project the same at the required angle to direct them into the respective pockets 12.

The game is adapted to be played by four persons which may be played individually or as partners and which take their positions at the opposite sides of the board 10. The prisos are sixteen in number and are divided into four colors, as for instance, white, black, red and green, and are played upon the central squares 14, the same being shuffled so as to eliminate the positioning of more than three of a color adjacent one another. The player who is about to play selects one of the guards 18, the same being four in number to correspond with the square 15 upon the board and each of which is of different color to correspond with the several groups of the prisos 19, when the guard 18 is placed upon the square 15 adjacent the player at the board and the projectile 17 is positioned upon the firing line 16 in any position desired at the player's side of the board. The player now, by snapping of the finger or otherwise, causes the projectile 17 to move centrally of the board and to strike against the adjacent guard 18, the shot 17 being projected at such an angle

as to cause the guard 18 to strike the prisos to direct one of several of the same to the pockets 12 formed upon the opposite side of the board from the player, such movement of the prisos being effected by the force of impact upon the same caused by the striking of the guard 18 thereagainst.

Any tally arrangement may be formed in connection with this game consistent with the operation of the same in order to render the same interesting and to designate the skilful playing of the operators. The movable members may be formed of any contour desired although disks are preferably provided which present rounded edges and which move more readily about the board.

Having thus described the invention what is claimed as new is:—

1. A game apparatus as specified comprising a board and a wall upwardly projected about the edges of said board, said board having pockets formed in the corners thereof, recesses formed in its upper face adjacent the inner corners of the pockets and having a configuration disposed cen-

trally thereof comprising a square divided into a plurality of sections and four small squares disposed in spaced relation from the central square, the board also having a "firing" line indicated upon its upper face adjacent the edges thereof.

2. A game apparatus as specified comprising a board, and a wall formed about the edges of said board, said board having pockets positioned in the corners thereof adapted to receive movable pieces positioned on its surface, recesses formed in its upper face adjacent the pockets and a configuration positioned centrally of said board, the configuration comprising a square divided into sections and small squares disposed in spaced relation to the central square at the sides of the same, said board having a "firing" line formed adjacent each edge of the same.

In testimony whereof I affix my signature in presence of two witnesses.

ROY K. ELDRIDGE. [L. s.]

Witnesses:

WILLIAM H. LOCKERBY,
ELVA G. PERRY.