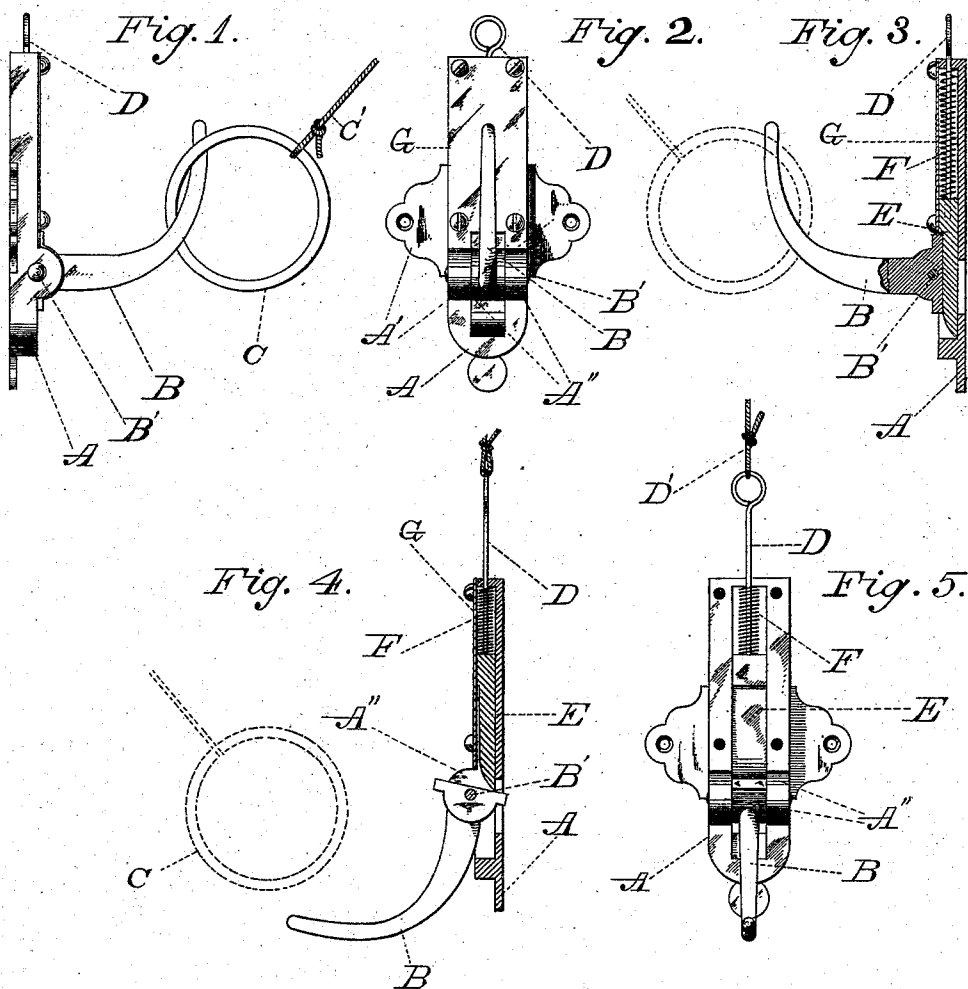


(No Model.)

T. DAVIES.
GAME APPARATUS.

No. 292,899.

Patented Feb. 5, 1884.



Witnesses:
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UNITED STATES PATENT OFFICE.

THOMAS DAVIES, OF POUGHKEEPSIE, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 292,869, dated February 5, 1884.

Application filed December 13, 1883. (No model.)

To all whom it may concern:

Be it known that I, THOMAS DAVIES, a citizen of the United States, residing at Poughkeepsie, in the State of New York, have invented a new and useful Game Apparatus, of which the following is a specification.

My invention relates to the production of a game apparatus for playing a game of chance and skill, which I name a "game of luck." It may be easily played, and combines enough of skill and chance to make it extremely fascinating and interesting.

It consists in adjusting a hook in a metallic frame, with a sliding key and spring, wedge, weight, or tumbler, or other equivalent device, to hold the hook in position, or allow it to drop when the key or its equivalent is raised, the whole placed on the wall of a room, on a suitable board, in such position that a person sitting or standing opposite, at proper distance from it, may swing a suspended ring and catch it on the hook; and then, by pulling up the key or its equivalent by means of a cord arranged over pulleys from the key to reach the left hand of the player, the hook falls of its own weight and liberates the ring, which swings back to the player. The key or wedge, being released by the player, is forced back to its position by a spiral spring or other equivalent device, and lifts and holds the hook again firmly in place, and the player is ready to throw the ring again upon the hook, the point of which he may lower or raise, at his option, as best he can catch the ring upon it. Success in the game consists in casting the ring on the hook the greatest number of times in a given number of throws. Any number of persons may play at the game, each in turn taking a given number of throws.

The game is peculiarly adapted to the use of invalids and persons of sedentary habits, as it requires very little exertion, and that only of the chest and arms.

The novelty of my invention consists in the adjustability of the hook, the simple manner in which I liberate the ring from the hook, and permit it to swing, without wobbling, back to the player, thus indicating the true range without the intervention of another person to unhook the same, and without any change in the position of the player's eye from one play to

another. I attain these objects by the mechanism illustrated in the accompanying drawings, in which—

Figure 1 is a side view of my game apparatus with the ring caught upon the hook. Fig. 2 is a front view, and Figs. 3 and 4 are sectional views, showing the shape and action, of the wedge E and the hook B; and Fig. 5 is a front view, stripped of the plate G, showing the wedge E drawn up and the hook B dropped. Fig. 6 shows the arrangement of the game apparatus in a room.

Like letters indicate like parts throughout the several figures.

A shows the frame, which may cast whole or in two pieces; A', the ears thereof for fastening it to a board on the wall; A'', the bearings for the axis of the hook B.

B shows the hook, and B' shows the axis thereof.

C shows the suspended ring; C', the cord suspending it.

D shows the rod screwed into the wedge E, and D' shows the cord leading over the pulleys to the player.

E shows the wedge, which holds the hook, and which, on being pulled up, as shown in Figs. 4 and 5, liberates the hook, and allows it to drop below the touch of the ring C.

F shows the spiral spring around the rod D, acting between the top of the frame A and the wedge E, as shown in Figs. 3 and 4.

To play the game, the player is seated, as shown in Fig. 6, and throws or swings the ring C over the hook B, as shown in Figs. 1 and 3. The player then pulls up the wedge E by the cord D', Figs. 4 and 5, and the hook falls out of the ring, and permits the ring to swing back to the hand of the player, who instantly releases the cord D', and the wedge E is pressed downward by the spring F, and the hook is forced into position, as shown in Figs. 1 and 3.

Having thus described my invention, its construction, object, and use, what I claim, and desire to obtain Letters Patent for, is—

1. The game apparatus, consisting of the hook B, wedge E, frame A, spring F, rod D, cord D', ring C, and cord C', substantially as described and shown, and for the purposes set forth.

2. The combination of the wedge E, frame

A, and hook B, with the ring C and cords C' D', and spring F, substantially as described and shown.

3. The combination of the adjustable hook
5 B with the wedge E, spring F, and rod D and cord D', substantially as described and shown.

4. The adjustable hook B, in combination with the wedge E, substantially as described and shown.

5. The combination of the frame A, hook 10 B, ring C, wedge E, rod D, spring F, and cords C' and D', substantially as described and shown.

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