

(No Model.)

N. O. STARKS.
GAME APPARATUS.

No. 514,688.

Patented Feb. 13, 1894.

Fig. 1.

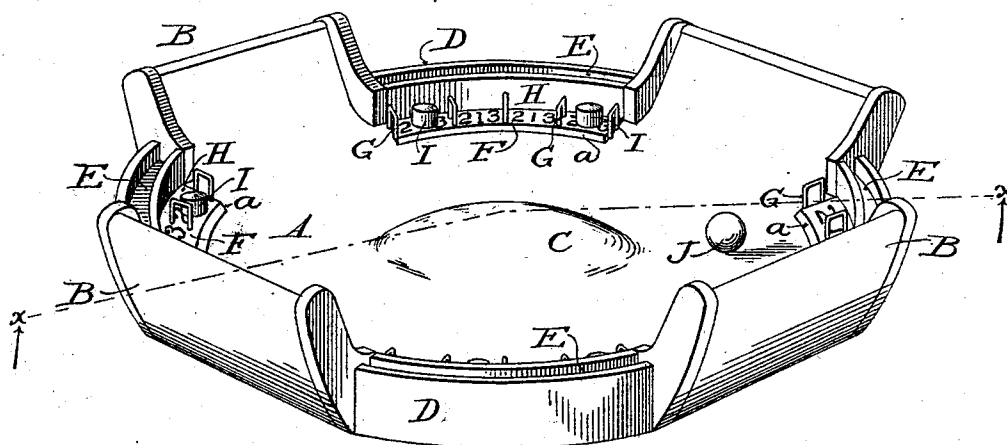


Fig. 2.

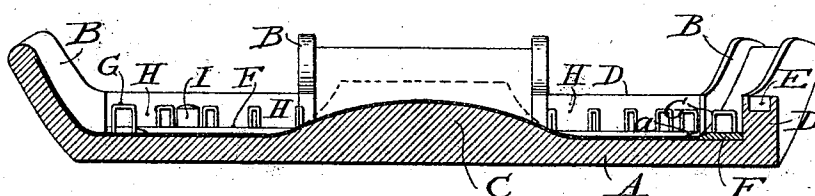


Fig. 3.



Witnesses:

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 514,688, dated February 13, 1894.

Application filed April 25, 1893. Serial No. 471,779. (No model.)

To all whom it may concern:

Be it known that I, NILS O. STARKS, a citizen of the United States, residing at Madison, in the county of Dane and State of Wisconsin, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to game apparatus, and consists of the various details, arrangements and combinations hereinafter set forth and claimed.

In the drawings,—Figure 1 is a perspective view of my new board; Fig. 2, a cross sectional view on the line $x-x$ of Fig. 1; and Fig. 3, a view of one of the buttons.

A indicates the base of the board, which is preferably circular in form, and which is provided with one or more alleys or inclined ways B, which form a continuation or upward extension of the base, the purpose of which will be presently explained. In the center of the base A is a rounded projection C, formed at equal distances from the ways B B, the whole board and the ways or alleys being covered with smooth cloth, such as felt or the like, so as to form one uninterrupted surface. Between the ways B B, there is a raised wall or rim D, the upper face of which is provided with a gutter or recess E, for the reception of the buttons or members hereinafter referred to. Located in front of each section of the rim D is a flat strip F, whose rear edge conforms to the shape of the face of the rim, and whose front edge is beveled as at a , to form a gentle incline from the surface of the board to the upper face of the strip.

G indicates a series of pins or staples, so placed upon the strips F as to divide them into a number of spaces or stalls H,—the different sides and the center of the stalls being numbered, as will be seen upon reference to Fig. 1.

I indicates the buttons, which as shown in Fig. 3, are circular in cross section and provided with a slightly rounded top. While I prefer this form, it is not essential, and is simply adopted for convenience in counting.

J indicates a ball or rover.

While I have shown and described the board with a central rounded projection, I

do not desire to limit myself to that form, as it may be entirely dispensed with or made in a variety of forms, such for instance as shown in dotted lines in Fig. 2.

In playing the game the buttons are placed in the stalls H about a quarter of an inch from the wall or rim D, and each player adopts one section (F) as his own. The rover is then rolled down one of the alleys or ways B and, coming upon the projection C, it is deflected from its straight course and usually rolls into one of the stalls H, moving the button I. When the button is moved to the right against the pin G, the player scores three and denotes it by laying the button on its side in the recess E,—when it moves to the left so as to touch a pin,—he counts two and denotes it by standing the button on its flat end in the recess; and when the button is moved but not pushed against the pins, he counts one and denotes it by turning the button upside down in the recess. A player continues to play until he misses, when the next player takes her turn. When all the buttons are taken, the player having the greatest number of points wins the game.

Having thus described my invention, what I claim is—

1. The game board herein described and shown, comprising the base, the series of separated ways projecting above the sides of the board and forming a continuation of the base, and a rounded projection at the center of the base.

2. In a game board, the combination of a base having a rounded projection in its center, a series of ways projecting above the base and forming a continuation thereof, and a wall or rim connecting the ways and provided with a gutter or recess in its upper face.

3. In a game board, the combination of a base, a series of ways projecting above the base and inclining toward the center to form a continuation of the base, and stalls located between the ways at their inner ends, all substantially as shown.

4. In a game board, the combination of a base having a rounded projection in its center, a series of ways projecting above the

base and forming a continuation thereof, and flat strips located between the ways and divided into stalls or sections.

5 5. In a game board, the combination of a base having a rounded projection in its center, a series of ways projecting above the base and forming a continuation thereof, a wall or rim connecting the ways and provided with a recess or gutter in its upper face, and
10 flat strips located in front of the wall or rim between the ways and divided into stalls or sections.

6. In a game board, the combination of a base having a rounded projection in its center, a series of ways projecting above the 15 base and forming a continuation thereof, and a series of stalls located on the board between the mouths of the ways.

In witness whereof I hereunto set my hand in the presence of two witnesses.

NILS O. STARKS.

Witnesses:

JOHN OLLIS,
N. P. SWERIG.