H. E. RIDGEDALE.

GAME APPARATUS.

APPLICATION FILED DEC. 4, 1913.

1,131,735. Patented Mar. 16, 1915.

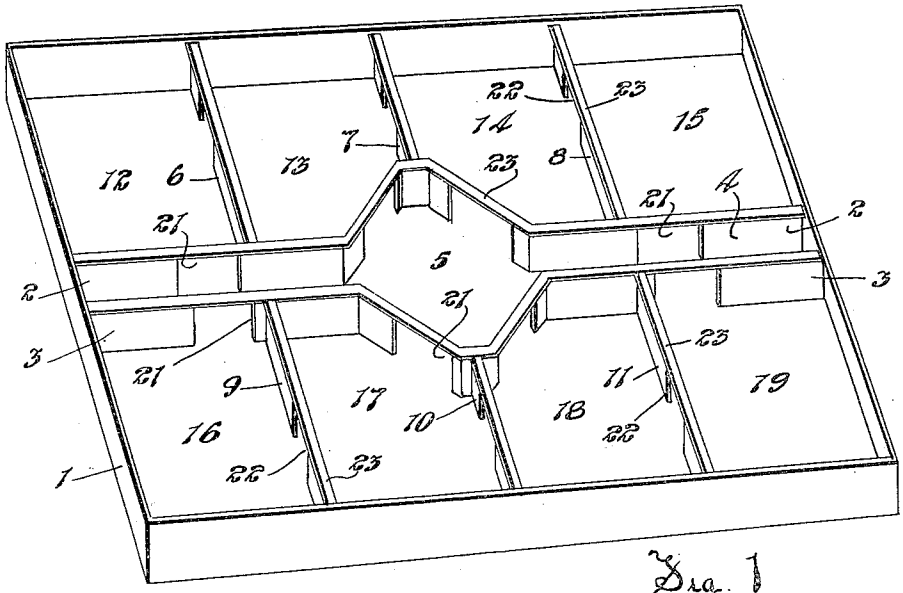


Fig. 1

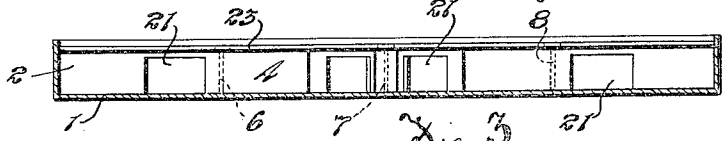


Fig. 3

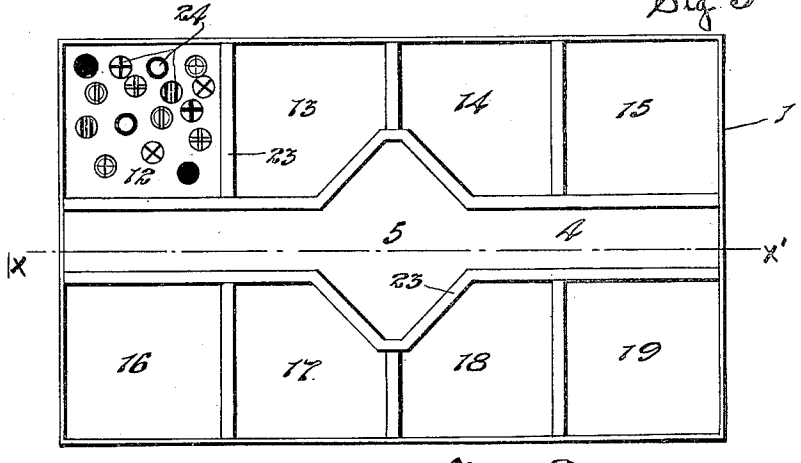


Fig. 2

WITNESSES

Roland Foster

G. S. Foxbrough.

INVENTOR

H. E. Ridgedale.

By

Fred B. Fahnestock

Attorney.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

HARRY EDWARD RIDGEDALE, OF WINNIPEG, MANITOBA, CANADA.

GAME APPARATUS.

1,131,735. Specification of Letters Patent. Patented Mar. 16, 1915.

Application filed December 4, 1913. Serial No. 804,658.

To all whom it may concern:

Be it known that I, HARRY EDWARD RIDGEDALE, of the city of Winnipeg, in the Province of Manitoba, Canada, have invented certain new and useful Improvements in Game Apparatus, of which the following is the specification.

The invention relates to an improvement in game apparatus and the object of the invention is to provide an inexpensive simply constructed game apparatus which will give considerable amusement to the player and will require considerable skill on his part to accomplish the object of the game, which will be more apparent hereinafter.

With the above objects in view the invention consists essentially in a box having a series of compartments therein arranged on opposite sides and separated by a runway, there being suitably located passages or openings between the various compartments and between the compartments and the runway, the parts being arranged and constructed as hereinafter more particularly described and later pointed out in the appended claim.

Figure 1 represents a perspective view of the box showing the compartments and runway. Fig. 2 represents a plan view to reduced scale of the complete game apparatus. Fig. 3 represents a longitudinal sectional view through the box, the section being taken in the plane denoted by the line X—X′ Fig. 2.

In the drawing like characters of reference indicate corresponding parts in each figure.

At the onset I might state that the present game apparatus is designed after the form of a stockyard being provided with compartments representing pens and an interposed passage representing the runway of a stockyard, the runway and compartments being connected by openings representing gates. It is explained that in stockyards the various grades of cattle are put in one pen and then sorted out, so to speak, like grades being put into different pens in the yard. This forms the basis of my game which is in reality a stockyard game, the object of the game being to pass different colored marbles, which are representative of the different grades of the cattle, from a single compartment and sort them into the various compartments, this being accomplished by balancing the box with the hands, the marbles at no time being touched by the hands.

Referring now to the drawing; 1 represents a substantially rectangular box provided with the usual sides, ends and bottom which box is actually supplied with a cover (not shown) when marketed.

2 and 3 are longitudinally disposed opposing walls passing from end to end of the box and forming a passage or runway 4 it being noticed that centrally of the box the walls are spread apart slightly to form what might be termed a quadrangle 5.

6, 7, 8, 9, 10 and 11 are paralleled partitions passing between the walls 2 and 3 and the sides of the box, these partitions forming in the present instance eight compartments or pens 12, 13, 14, 15, 16, 17, 18 and 19. All the compartments or pens are connected with the runway through openings or passages 21 these openings being directly opposite on the opposing sides of the runway. Further the adjoining compartments in each instance are connected by an opening 22 representative of a gate. Guard strips 23 are placed on the tops of the partitions and walls, these preventing the marbles shortly referred to from escaping over the partitions and walls. Sets of marbles 24 are supplied, these marbles representing the various grades of cattle. In the present instance I have shown sixteen marbles there being eight sets, the sets being designated in a different manner in the drawing and in this way being readily distinguishable.

In playing the game the marbles are first all put into the compartment 12. One then grasps the box by the hand and by balancing or tilting it manipulates the marbles until he has placed a different set of marbles in each compartment. When this is accomplished the game is completed and there will be two marbles of the same kind in each compartment. The number and location of the openings makes it rather difficult to so divide the marbles and therein lies the amusement of the game. It will be understood that the number of compartments can be varied at will as also the number of marbles and further that any of the openings can be dispensed with or more can be added without departing in the least from the spirit of the invention.

What I claim as my invention is:

A game apparatus comprising a substantially rectangular box or other container

provided with a central passage or runway and a series of compartments on opposite sides of the runway, the walls of the runway being offset to provide a quadrangle in the runway, the compartments opening one to the other and to the runway and a number of distinguishable sets of marbles or such like contained initially in one compartment, the number of the sets corresponding to the number of compartments, as and for the purpose specified.

Signed at Winnipeg this 8th day of November, 1913.

HARRY EDWARD RIDGEDALE.

In the presence of—
G. S. ROXBURGH,
S. SILVERT.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents. Washington, D. C."