Sept. 18, 1923. 1,468,531

E. KENT

APPARATUS FOR PLAYING PARLOR GAMES

Filed Feb. 15, 1922 2 Sheets-Sheet 1

Fig. 1.

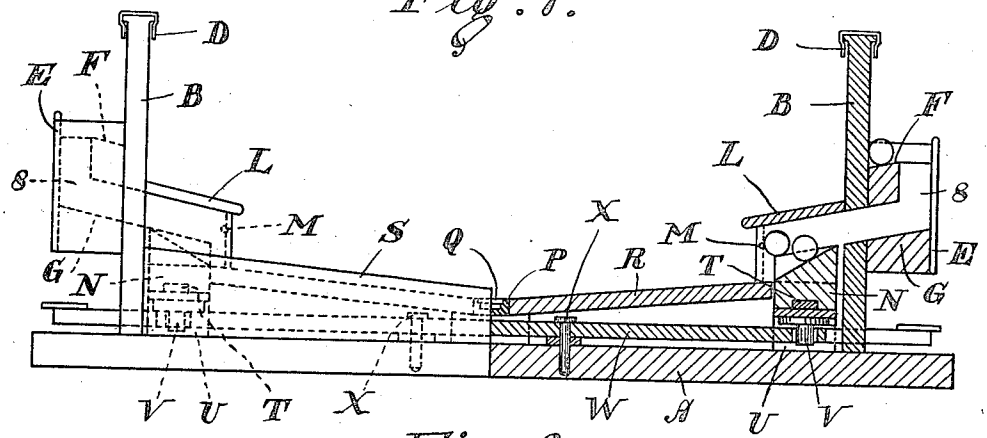
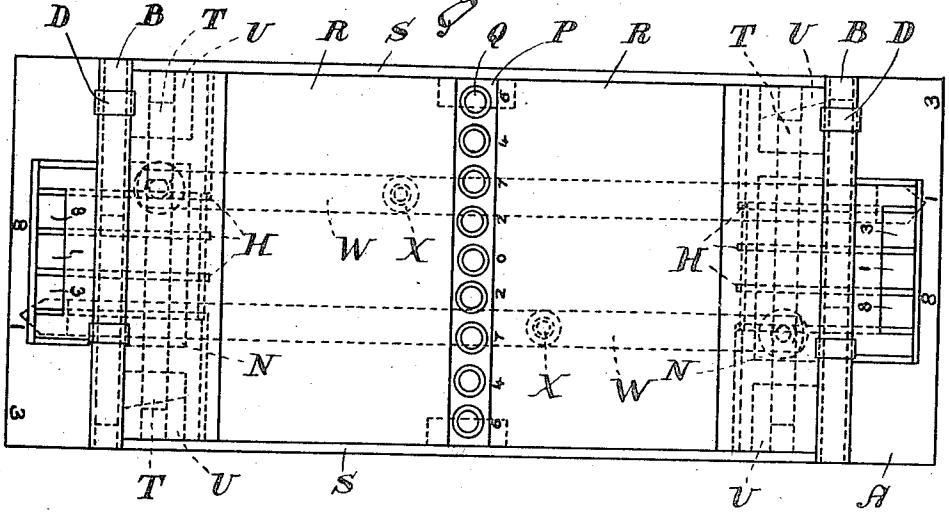



Fig. 3.




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Fig. 2.

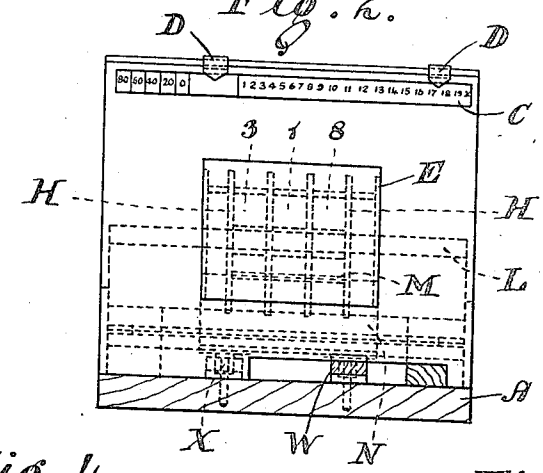



Fig. 4.

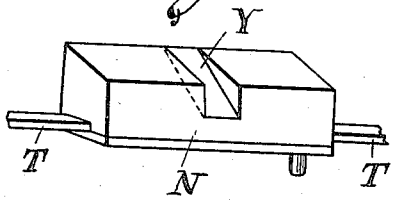



Fig. 5.

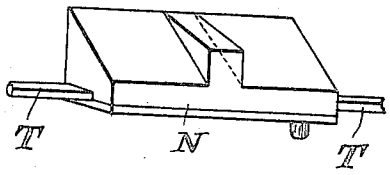
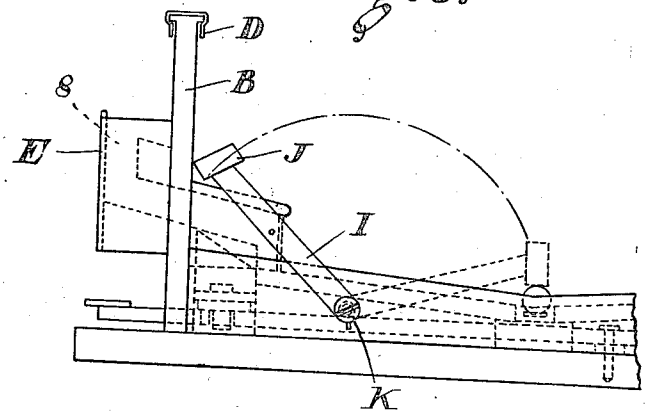



Fig. 6.




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Patented Sept. 18, 1923. 1,468,531

# UNITED STATES PATENT OFFICE.

EDWARD KENT, OF LONDON, ENGLAND.

## APPARATUS FOR PLAYING PARLOR GAMES.

Application filed February 15, 1922. Serial No. 536,764.

*To all whom it may concern:*

Be it known that I, EDWARD KENT, a subject of the King of Great Britain, residing at London, England, have invented certain new and useful Improvements in Apparatus for Playing Parlor Games, of which the following is a specification.

The object of this invention is to construct an apparatus for playing a parlor game with balls such apparatus consisting mainly of a series of stalls into one of which a player may endeavour to pass a ball, some concealed mechanism comprising a movable block worked by a lever and actuated by an opponent whereby such opponent can attempt to and sometimes may divert the ball from passing into the stalls or to retain them in the stalls, inclined planes leading from the stalls to a row of cups or cavities into which the ball will roll if allowed to pass out of the stall, the scoring being effected by either player who obtains his object.

The invention will be fully understood from the following description aided by the annexed drawings in which—

Figure 1 is a part sectional side elevation of the apparatus.

Figure 2 is an end view of the apparatus.

Figure 3 is a plan of the apparatus.

Figures 4 and 5 perspective elevations of movable block either kind being used but not both in one apparatus.

Figure 6 is a side elevation of one half of the apparatus having appliances attached thereto by which blind people can play the game.

I construct a base A on which are positioned at right angles thereto two walls B, B such walls B, B at near their upper edges having the scoring board markings C and the sliding indicators D, D.

On the outside of each wall B, B is positioned a box E having a sloping or flat shelf F at the upper part and a bottom G having a sloping top with partition walls H forming any three compartments or stalls 3, 1, 8, such partition walls leading through a slot cut in each wall B to the other side of the wall B where they are covered by a top L which extends right across the base A and have side walls to enclose them.

The partition walls H on the inside faces of the wall B are merely angled strips and their ends are connected by a bar M which forms a stop for the balls and such angled strips are of a height from the base A as to allow a block N to move under them and the spaces between the strips from the stalls.

Over the base and across the centre thereof is a horizontal ditch P having a row of cups Q variously numbered as shown and from this ditch P on each side is a platform R sloping upwards to a position under the top L but at a short distance below, the sloping platform ending to form a guide with the walls B, B for the blocks N and such platform has sides S, S which sides are secured to it and the base A.

These blocks N are carried by strips T riding in pieces U, U secured to the base, such pieces U, U also forming stops to limit the movement of the blocks N the blocks N being of such a length that at any part of their movement they are under the stalls 3, 1, 8.

These blocks N, N are respectively pivotally and loosely connected as at V to levers W, W which are positioned between the base A and sloping platform R and ditch P and are pivoted at X, X to the base A their free ends extending outside the walls B, B which extensions form handles by which they can be manipulated in playing the game.

The block N is provided with a sloping top and has a sloping recess Y cut in the centre of the top part, see Figure 4.

As will be understood there are two sets of appliances to each board or base A and the handle ends of the levers W are positioned on opposite ends.

The game is played with eight balls and such play will be understood from the following rules of the game.

1. The game is played by two persons who, during play, shall remain on opposite sides of the table with the board between them.

2. If desired, lots should be drawn as to which player shall be the first to launch the eight balls, and the winner of the draw shall decide at which side of the table he will play. At the end of each game either player may require his opponent to change places at the table without altering the position of the board.

3. The playing of a break consists in the launching of eight balls by one player, one

ball at a time, with reasonable intervals for scoring, etc.

4. The one who has the break is herein called the bowler. The other is called the defender, who at the next break becomes the bowler, and so on alternately.

5. Of the eight balls seven are of one colour (say white) which are played first, and one of another colour (say red) which must be played last in the break.

6. Should the red ball be played out of its proper turn the bowler shall not score for that occasion. But the defender shall add three points to his own score no matter where the ball may have lodged. The red ball shall then be taken back by the bowler who shall play it again in its proper turn.

7. The bowler, in launching a ball, puts it, at his own discretion, into one of the stalls at his own end (marked 3, 1, 8) without allowing his opponent to see it. The ball may then run into one of the stalls in front of his own screen marked with a corresponding number, in which case the bowler will count that number to his score.

8. But it is defender's business to divert the ball so played from reaching its intended destination. Assuming, for instance, that defender surmises that his opponent is aiming at No. 8 stall, defender will place the pointer of the lever (moving it sideways) opposite the No. 8 at his own end of the board. If the surmise is correct, if bowler has aimed at No. 8, his ball will fall through the opening of a concealed trap and roll into the middle of the board. The ball so dropped will eventually lodge in one of the numbered cups in the ditch and defender will count to his score as many points as are marked against that cup.

Note 1. The lever can open any one of the three stalls, but only one at a time.

Note 2. After player has made a successful shot his ball remains shut up in the stall. It can only be released by defender setting his own lever to point to its number corresponding with the number of the stall in which the ball is shut up.

9. Defender, in the course of the game, will alter the position of his lever at his own discretion, or leave it unaltered, or alter it and replace it, and reasonable time shall be allowed for his so doing. But he shall not touch his lever when his opponent is on the point of launching a ball. (See latter part of rule 10.)

10. It shall be defender's duty to gather up each ball as it is played. He will score his own points and alter, or feign to alter, the position of his lever before another ball is played, and he shall be allowed what he considers to be reasonable time for these several duties.

11. Two of the cups in the ditch are marked with the number 2. Should a white ball lodge in either of these cups, defender will add two to his score as above mentioned and he will have an additional advantage. He will say to bowler: "Your No. 3 stall is barred against your next ball," or "No. 3 barred" (which indicates that the bowler must launch his next ball into his No. 1 or No. 8 stall). If, in spite of this warning, bowler should play into his No. 3 stall he shall not score for that ball, but defender shall himself score three points. The playing of that ball shall count as part of bowler's break.

12. If the last ball (the red one) should lodge in either of the cups marked No. 2 the defender obviously cannot give the warning (previous rule). In this case the defender will add ten points, instead of two, to his score.

13. Should defender fail to pronounce the warning (rule 11) he shall, for that occasion, lose the benefit he might have had by giving the warning, and bowler may aim at No. 3 stall if he chooses and score if he can. It may, of course be a matter of finesse on defender's part to omit the warning and open the No. 3 trap in the usual way.

14. The game is won by the player who first scores 100 points.

15. Neither player shall ask his opponent what action he purposes to take in regard either to launching the balls or placing the lever. Nor may either player make any verbal statement as to his own intention in these matters. But either player may finesse by making a misleading action (such as ostentatiously altering the lever and cautiously replacing it, etc.) before the launching of a ball by bowler 16. In the event of a ball on the sloping boards failing by mischance to lodge in one of the cups in the ditch the ball shall be recovered by the bowler and played again into the stall in which it had last been placed, and defender shall not alter his lever from its last position. Defender will then score of necessity.

Instead of the block N having a recess Y in the middle the recess may be on the outside portions of the top as at Figure 5, in which case the method of scoring is altered. The player would be aiming at the middle of the board and the opponent trying to keep the ball in the stalls 8, 1, 3.

To enable the blind to play the game I pivot to the sides of the sides S of base, two arms, I, I having at their end a cross bar J and I control the arms by a coiled spring K or otherwise so that the bar J normally rests against a wall B whereby a blind person after play can feel and catch hold of the bar J and move same for it to rest upon the ball in one of the cups and, by moving the hand along the bar J, he can feel the ball and ascertain the value of the ball and the bar may be provided with Braille or

other indications by which the blind player can ascertain the value of the ball.

Instead of employing two sets of appliances on one board I may employ only one in which case I provide a low wall or equivalent next to the ditch P to prevent the balls rolling off the apparatus.

As will be understood the stalls and handles of the levers are screened from the observation of an opponent.

What I do claim as my invention and desire to secure by Letters Patent is:—

1. An apparatus for playing a parlor game with balls, consisting of a base, a row of cups arranged transversely across said base, a sloping platform abutting said row of cups at its lower end, a transversely slotted wall spaced from the upper end of said platform, a receptacle on the rear of said wall, partitions dividing said receptacle into channels and extending through said slot to form stalls, a stop in front of said stalls, a bottom for said stalls formed of a horizontally movable block, and a lever connected at one end to said blocks and operable from the opposite end of said base.

2. An apparatus for playing a parlor game with balls, consisting of a base, a row of cups arranged transversely across said base, a sloping platform abutting said row of cups at its lower end, a transversely slotted wall spaced from the upper end of said platform, a receptacle on the rear of said wall, partitions dividing said receptacle into channels and extending through said slot to form stalls, a stop in front of said stalls, a bottom for said stalls formed of a horizontally movable block, a lever connected at one end to said blocks and operable from the opposite end of said base, said blocks having channels therein.

3. An apparatus for playing a parlor game with balls, consisting of a base, cups arranged transversely of said base, a course consisting of sloping platforms adapted to direct balls to said cups, a transversely slotted vertical wall, a part of said course lying behind said wall and a part consisting of movable blocks lying adjacent the vertical wall on the side adjacent said cups, a stop on the side of the blocks opposite to said wall, and means operable from the side of said base opposite said wall for manipulating said blocks to direct a ball either against said slots or to said cups.

4. An apparatus for playing a game with balls, consisting of a base having a plurality of cups arranged transversely thereof, an upright wall secured to the base and spaced from said cups, a plurality of courses leading from said wall to said cups, means for concealing a section of said courses, means operable from the end of the base opposite said wall for selectively controlling a portion of one of the concealed sections of the course so that a ball played may be diverted from its intended course.

5. An apparatus for playing a game with balls, consisting of a base having a row of cups thereacross, a vertical wall attached to said base and spaced from said cups, an inclined platform extending from said goal to a position spaced from said wall, means for selectively directing a played ball along a predetermined course leading to one of said cups, a movable member between said wall and platform, means on said member for diverting under certain conditions the predetermined course of a played ball, and means for manipulating said movable member controlled from the opposite end of said base.

6. An apparatus for playing a game with balls, comprising a plurality of courses including an inclined surface with cups at one end thereof, said courses being concealed at the opposite end, channels formed in the concealed parts of said courses, stops in front of said channels, and means operable from the side of the apparatus opposite the channels to divert a played ball from its intended course and against one of said stops.

In testimony whereof I have hereunto set my hand in presence of two subscribing witnesses.

EDWARD KENT.

Witnesses:
W. Brown,
H. Maykels.