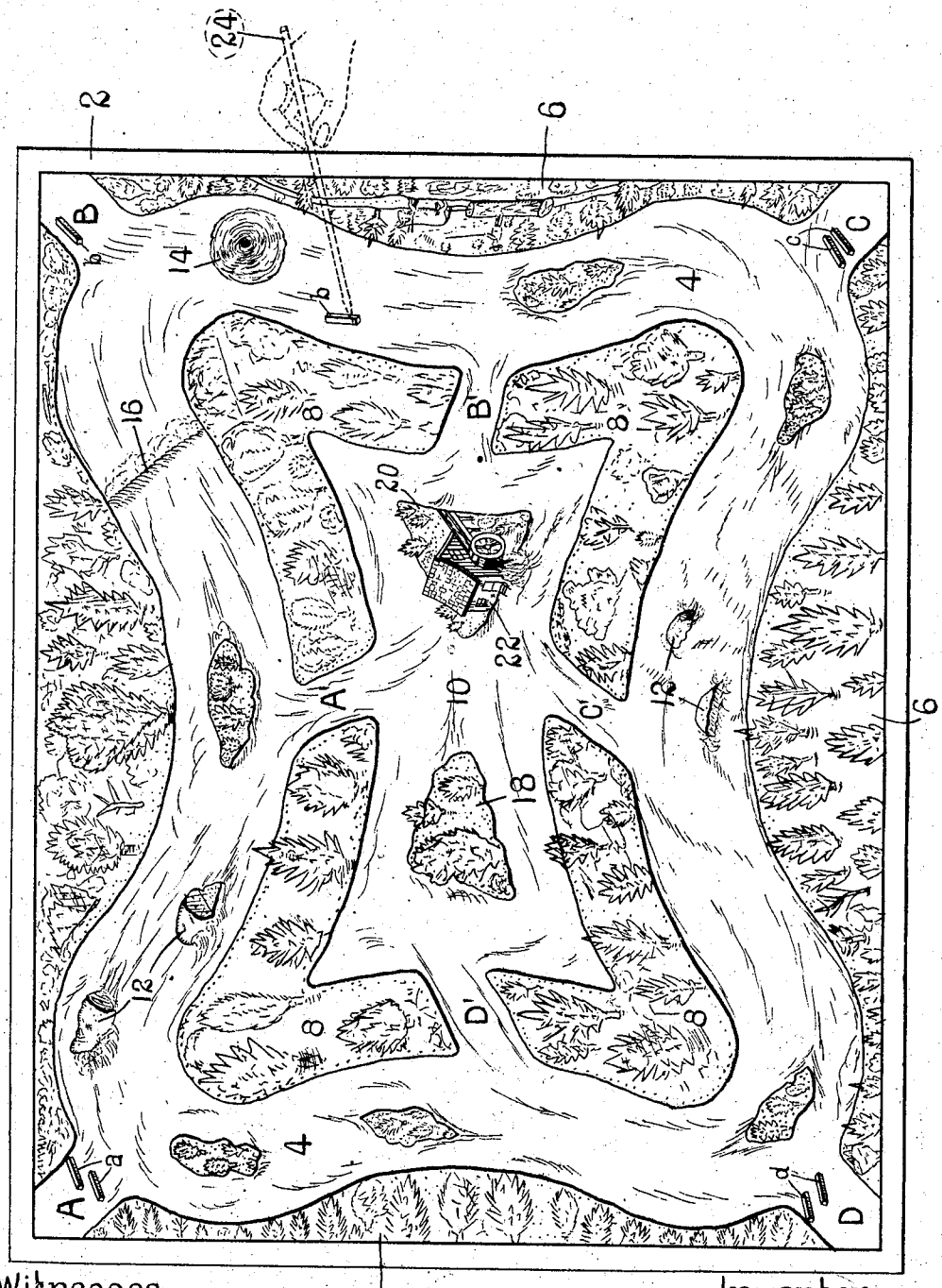
No. 839,278. PATENTED DEC. 25, 1906.

E. A. FARISH.

GAME APPARATUS.

APPLICATION FILED OCT. 30, 1905.




Witnesses
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# UNITED STATES PATENT OFFICE.

EDWARD A. FARISH, OF ST. LOUIS, MISSOURI.

## GAME APPARATUS.

No. 839,278. Specification of Letters Patent. Patented Dec. 25, 1906.

Application filed October 30, 1905. Serial No. 285,077.

*To all whom it may concern:*

Be it known that I, EDWARD A. FARISH, a citizen of the United States, residing at St. Louis, Missouri, have invented a certain new and useful Improvement in Game Apparatus, of which the following is a full, clear, and exact description, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawing, forming part of this specification, in which the figure is a plan view of the board on which my new game is played and shows in perspective the logs used in playing the game.

This invention relates to games of amusement, and has for its object to provide a game that can be manufactured at a small cost and which will be interesting and can be played by a number of people. In its broadest aspect the game consists in manipulating a device termed a "log" from a given point on a pathway (represented as a river) down the river to an objective point, herein termed an "inner pool," without allowing the log to get out of the boundaries of the river or touch any obstructions in the river.

In the preferred form of my invention as herein shown, 2 designates a board on which the game is played, having represented thereon a winding river 4, a mainland 6, four islands 8, surrounding an inner pool 10, and sluices A′, B′, C′, and D′, connecting the river and the inner pool. In the river are a plurality of rocks 12, a whirlpool 14, and falls 16, and in the inner pool is an island 18 and an island 20, on which a sawmill 22 is located. Stations (shown as bays or inlets A, B, C, and D) are located at suitable points on the banks of the river and act as the places from which the respective players start to manipulate their logs. Each player has two logs *a*, *b*, *c*, and *d* and a putting-pole 24, with which he presses on one end of a log to cause it to turn end over end or swing around in the direction in which the river flows, the logs preferably consisting of pieces of rubber about one inch long and one-fourth inch in diameter and the putting-poles consisting of pointed pieces of wood about five or six inches in length. The board on which the game is played is preferably twenty-four inches long and eighteen inches wide; but it should be understood that the dimensions of the board, the logs, and the putting-pole can be varied without departing from the scope of my invention and also that the logs can be formed from other material than rubber. If desired, the board can be formed in two sections hinged together to permit it to be folded.

The game can be played by two, three, or four people, and suitable rules may be agreed upon by the players for governing the game. The manner of manipulating the logs is shown in dotted lines at the upper right-hand corner of the board, the player starting from his station and manipulating one of his logs down the river in the direction of its current until the log touches one of the islands, the mainland, or one of the rocks in the river. If the log lies entirely upon one of the large islands or mainland, the player loses his turn and must place his log back in his station and commence over again. If only a portion of the log lies ouside of the boundaries of the river and the player can move it back into the river by turning it over on its side once in a substantially rolling movement, he can continue playing; but if he cannot do this he forfeits his turn, and at his next turn after his opponents have played he can "spar" off the log by pressing with the putting-pole upon the end of the log that remains in the water to cause the opposite end of the log to swing around clear of the land in the direction in which the current flows. When a player arrives at the "falls," he must so manipulate his log that it will jump completely over the falls clear of the foam, a failure to do so requiring him to place his log above the falls and also lose his turn. In passing between the whirlpool and the mainland or island if the log should touch the foam surrounding the whirlpool the player only loses his turn; but in case more than one-half of the log should rest within the whirlpool it is considered as being sucked under, and the player must place the log in his station and start over again. After the player has manipulated his log from his station—for example, A—around the entire course of the river he must continue down the river until he reaches the sluice A′, that corresponds to his starting-station, and must manipulate the log through this sluice without touching the islands on either side to the inner pool, where the sawmill is located, the player who first gets both of his logs to the inner pool winning the game.

While I have herein shown and described the game as being capable of being played by four people, it should be understood that it could be changed to include a different number of players and that the shape and form of

the river and also the number of islands, rocks, and other obstructions may be varied without departing from the scope of my invention.

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. A game apparatus consisting of a sheet of material having printed thereon a pathway, a starting-point and an objective point, in combination with a rectangular-shaped device adapted to be turned end over end by pressure applied to one end thereof to manipulate it from the starting-point down said pathway to the objective point; substantially as described.

2. A game apparatus consisting of a sheet of material having represented thereon a river flowing between a mainland and a plurality of islands, a pool which said islands surround, sluices connecting said river and pool, a whirlpool, rocks, and falls located in the river, a sawmill on an island in said pool, and starting-stations at suitable points on the shore of the river, in combination with logs comprising small pieces of rubber about one inch long and one-fourth inch in diameter, which logs are adapted to be turned end over end by pressure applied to one end thereof for manipulating them from said starting-stations down the river, through the sluices to the inner pool; substantially as described.

In testimony whereof I hereunto affix my signature, in the presence of two witnesses, this 28th day of October, 1905.

EDWARD A. FARISH.

Witnesses:

WELLS L. CHURCH,

GEORGE BAKEWELL.