

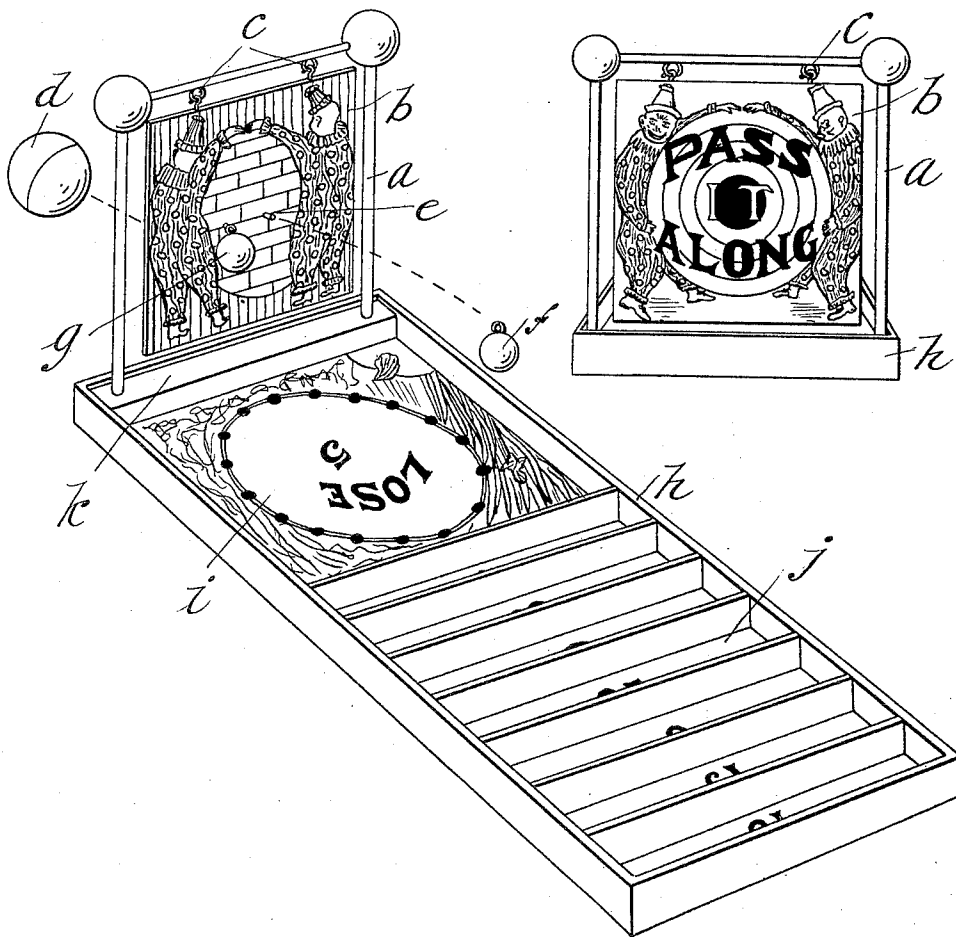
G. W. BUGBEE.
 GAME APPARATUS.
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1,051,548.

Patented Jan. 28, 1913.

Fig. 1.

Fig. 2.



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GAME APPARATUS.

1,051,548.

Specification of Letters Patent.

Patented Jan. 28, 1913.

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To all whom it may concern:

Be it known that I, GLENN W. BUGBEE, a citizen of the United States of America, residing at Syracuse, in the county of Onondaga and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to a parlor target game. These target games have been well known in general for a long time.

The invention herein involved comprises a new and novel arrangement whereby the target game can be played with no danger to the players and with a large element of chance which can be eliminated by the player acquiring the necessary skill. The game embodies means to indicate each hit made upon the target.

The object of the invention is to provide a game of the nature outlined which will be attractive to all players, young and old.

Other objects of the invention will appear in the detailed description and annexed claims.

In the drawings, Figure 1 is a perspective view of the game apparatus looking at the rear side of the target. Fig. 2 is a front view of the game apparatus looking at the front face of the target.

A box *h* is divided into one large compartment *i* adjacent the target as shown and a series of small compartments *j*. To all of these compartments arbitrary characters are assigned to indicate the value of the hit made upon the target as hereinafter described. A frame work comprising up-rights *a* is removably mounted in the end cross piece *k* shown in Fig. 1. To the upper cross bar of the frame work a target board *b* is hinged at the points *c*. By hinging the target as shown the shock of a heavy blow or hit against the target will cause it to swing and absorb the energy of the missile which hit the target, thus the target can be made of weaker material than would otherwise be necessary and the target will not be injured as easily as if it were mounted rigidly.

On the front face of the target the ordinary bull's-eye with surrounding rings is outlined and on the rear face of the target one or more pins *e* are fastened on which may be hung by suitable means balls *f* and *g*, one on each pin. As shown the pins *e* are placed

one at each side of the bull's-eye, on the same horizontal line and at equal distance from the center of the bull's-eye. If desired more pins *e* and balls *f* and *g* may be added to the structure, but two are preferably used in the relation described.

It will be seen as the balls *g* and *f* are hung loosely any blow on the front face of the target will transmit an impulse to cause them to fly away from the rear end of the target and into one or the other of the compartments in the box.

The game may be played as follows: With the frame work placed in position as shown in Fig. 1 and the target hung thereon with the rear face toward the compartments in the box the player takes the position several feet from the game apparatus and facing the front face of the target. He then throws a rubber ball *d* aiming it at the bull's-eye. If the bull's-eye is struck exactly at its center both balls *g* and *f* will receive equal impulses and will tend to fly to the same compartment in the box which will be one of the small compartments, and if both balls land in one of the small compartments the arbitrary characters assigned thereto will give the player the value of his hit on the target. If, however, the ball does not strike the bull's-eye but at one side thereof it will be seen that the ball *f* or *g* which is hung on the side struck by the ball *d* will receive a stronger impulse than the ball on the other side. The ball receiving the stronger impulse will tend to fly to one of the small compartments which have positive values assigned thereto and the ball receiving the weaker impulse will tend to fall into the large compartment which has a negative value assigned thereto. By adding the two values the relative value of the hit can be obtained. If the ball *d* strikes the target at the edge thereof it is likely that neither ball *f* nor *g* will receive an impulse sufficient to send it to the small compartment but both balls will tend to fall into the large compartment having a negative value and thus the player making the weak hit will have his score cut down.

What I claim, is:—

1. In a game of the class described a box having a series of compartments therein to which arbitrary characters may be assigned a target mounted with one face toward the box and its compartments together with a

projectile adapted to enter said compartments and means to loosely fasten said projectile to the face of the target toward the box whereby when a blow is struck on the opposite face of the target said projectile will be given an impulse away from the target and toward the compartments.

2. In a game of the class described a box having a series of compartments, a target mounted in the box having means to loosely hang one or more projectiles on its rear face whereby when the front face of the target is hit one or all of said projectiles will be knocked from the hanging position into one or the other of said compartments.

3. In a game of the class described a box having a large compartment and a series of small compartments, an upright supporting frame mounted at one end of the large compartment, a target hinged thereto having its face with the counting rings thereon on the side away from the compartments, means to loosely hang articles on the opposite face of the hinged target whereby they will be knocked into one or the other of said compartments when the target is hit in order to indicate by arbitrary characters assigned to said compartments the nature of the hit made upon the face of the target.

4. In a game of the nature described a box having a series of compartments therein to which arbitrary characters may be assigned, a target loosely mounted at one end of the target with its main side facing away from the box, two members loosely hung at different points on the other side of the target

whereby when a hit is made on the target face said two members may receive different impulses to fly into one or the other of said compartments and record the hit by the arbitrary characters assigned to the compartments which the members enter.

5. In a game of the class described a box having a series of compartments to which arbitrary characters are assigned, a frame work at one end of the box on which a target is mounted with the bull's-eye facing away from the compartments, two members and means for loosely mounting them on the rear face of the target one on each side of and at an equal distance from the center thereof whereby if the bull's-eye is hit both members will be knocked from their mountings into the same compartment but if the target is hit elsewhere one member will tend to fly to one compartment and the other member to another compartment thus indicating the relative value of the hit.

6. A toy target for game apparatus comprising a target, a projectile and means for loosely mounting the same on one face of the target whereby a blow made by a projectile on the opposite face of the target will cause said first mentioned projectile to leave its mounting and travel a distance proportionate to the hit made by the second mentioned projectile.

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Witnesses:

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