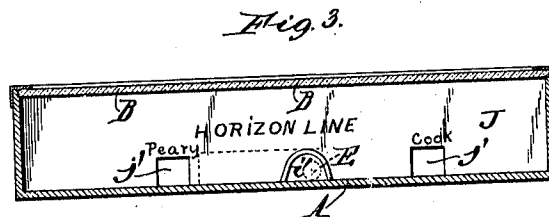
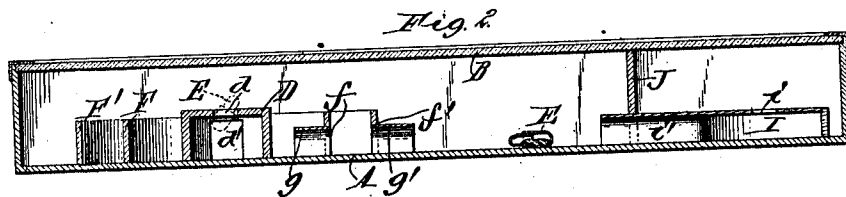
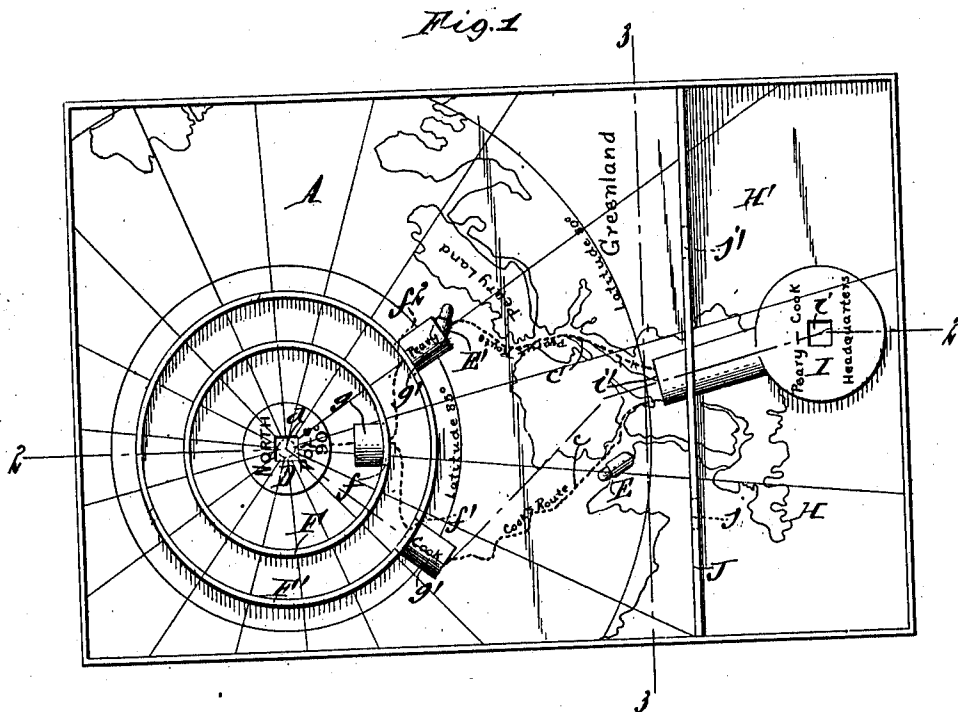


H. C. CLEVELAND.
GAME APPARATUS.
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970,799.

Patented Sept. 20, 1910.



Witnesses:
Richard Loumes.
John H. Shoemaker

Inventor
Herman C. Cleveland,
by Ceyer & Popp
Attorneys

UNITED STATES PATENT OFFICE.

HEMAN C. CLEVELAND, OF BUFFALO, NEW YORK.

GAME APPARATUS.

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Specification of Letters Patent.

Patented Sept. 20, 1910.

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To all whom it may concern:

Be it known that I, HEMAN C. CLEVELAND, a citizen of the United States, residing at Buffalo, in the county of Erie 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 game apparatus or amusement device, based upon the North Pole expeditions of Cook and Peary, although the apparatus may be modified to represent other contestants and other expeditions or routes of travel, without departing from the invention. Its object is the provision of a game apparatus which shall be both entertaining and instructive and which at the same time calls for a skilful and dexterous manipulation of the game board.

In the accompanying drawings: Figure 1 is a top plan view of the game apparatus. Fig. 2 is a longitudinal section thereof on line 2-2, Fig. 1. Fig. 3 is a cross section on line 3-3, Fig. 1.

Similar letters of reference indicate corresponding parts throughout the several views.

The apparatus comprises a base A, preferably in the form of a shallow box, which may have a permanent transparent cover B, if desired, or an ordinary removable cover. Upon the upper side of the box bottom a map C, preferably of the Arctic or polar regions, is printed or otherwise represented. That illustrated in the drawings includes the circles of latitude near the North Pole, the adjacent lands and broken lines *c*, *c*¹ indicating the routes taken by the explorers Cook and Peary. Representing the pole is an object D, preferably consisting of a circular house or covered inclosure provided in its closed top with an entrance-opening *d* and in its side with an exit-opening *d*¹ for the men or game-pieces E, E¹. One of these represents Cook and the other Peary, or any other desired contestants or objects. Each preferably consists of a hollow cylindrical body or capsule partly filled with mercury which by its mobility weights the capsule at one end or the other, rendering its movements uncertain and erratic and adding to the amusement of the game, while at the same time facilitating the jumping of the game-piece into the pole-inclosure, as hereinafter described.

Surrounding the pole-inclosure D are a number of walls or barriers F, F¹ represent-

ing circles of latitude, two of such walls being shown in the drawings. These walls and the inclosure are placed a suitable distance apart and the spaces between them are open or uncovered, as shown. The inner wall F contains a doorway or passage *f* for the game-pieces, while the outer wall F¹ preferably has two similar passages *f*¹, *f*² located out of line with the passage *f* and corresponding respectively to the routes of Cook and Peary. To increase the difficulty of passing the game-pieces through these doorways, they may be provided with hoods or covered passages *g*, *g*¹, the hood *g* of the inner wall being preferably located on its inner side, while the hoods *g*¹ of the outer wall are located on its outer side, as shown.

In the near or lower end of the box A are preferably arranged two compartments H, H¹, representing the starting stations of the explorers. These are separated from each other by a central partition, preferably consisting of a house or covered inclosure I representing a cache. This has an entrance-opening *i* for the game-pieces in its top and a covered exit-passage *i*¹ leading from its front side and extending through a transverse wall or barrier J which represents the horizon line and separates the compartments H, H¹ from the main compartment of the box containing the pole-inclosure D and annular walls F, F¹. The wall J has passages *j*, *j*¹, connecting the respective starting compartments H, H¹, with said main compartment.

The game-pieces may bear the names of the explorers, as shown, or they may be differently colored or otherwise distinguished.

The game is intended to be played by one person who plays the pieces alternately, although two or more persons may play the game by turns, if desired. Its object is to direct the men or pieces along their respective routes from the starting stations or compartments H, H¹, into the pole-inclosure D and back to the stations, the game-piece first to return being the winner. When played by one person the men are placed in the respective starting compartments H, H¹. The player then endeavors to jump one of the men into the cache I through its top-opening *i*, by an adroit manipulation of the box. If unsuccessful, he gives the other man a chance by trying to jump him into the cache, and so on until one or both have en-

tered the same. If in trying to jump a man into the cache, he passes over into his rival's starting compartment, he must be returned to his own by passing him out through the passage j or j^1 of the rival's compartment and then through the corresponding passage of his own, this being done by tilting and tapping the box to cause the piece to slide or roll along the desired course. After one or both men have entered the cache, the "dash" for the pole begins, the player tilting the box to cause one or both men to pass through the exit i^1 of the cache into the main compartment in front of the wall J. He then tries to pass one of the men through the corresponding doorway f^1 or f^2 of the outer pole-barrier F^1 and thence through the doorway f of the inner pole-barrier F . Failing in either of these attempts, he plays the other man with the same object. Having passed a man into the space between the pole-inclosure D, and said inner barrier, he tries to jump him through the top-opening of the inclosure and then returns him to his starting compartment through the exit opening d^1 of the pole-inclosure and thence through the passage f , doorways f^1 or f^2 , and passage j , or j^1 .

The essential and interesting features of the apparatus would still be retained if the cache I, and the transverse wall J were omitted. I do not therefore wish to be limited to the particular embodiment of the apparatus herein shown and described.

I claim as my invention:

1. A game apparatus, comprising a base, a covered inclosure mounted thereon and having an entrance-opening in its top and an exit-opening in another part thereof, and a game-piece consisting of a hollow rollable body partly filled with mercury and adapted to be jumped through said entrance-opening.

2. A game apparatus, comprising a base, a covered inclosure having an entrance-opening in its top and an exit-opening in its side, one or more walls surrounding said inclosure and having openings for the passage of game-pieces, covered passages extending from one or more of said walls in line with their openings, and game pieces movable on the base and adapted to be passed through said wall-openings and to be jumped into said inclosure through its top-opening.

3. A game apparatus, comprising a base bearing a map of the polar regions, an ob-

ject mounted thereon and representing the pole, a game piece movable on the base and representing an arctic-explorer, and a covered inclosure mounted on the base at a distance from said pole-object and representing a cache, said inclosure having an exit-opening and an entrance-opening in its top through which the game-pieces are adapted to be jumped into it.

4. A game apparatus, comprising a base bearing a map of the polar regions, an object mounted thereon and representing the pole, game-pieces movable on the base and representing arctic-explorers, independent starting compartments for the respective game-pieces arranged at a distance from said pole-object, and a partition separating said compartments and consisting of a covered inclosure provided in its top with an entrance-opening for the game-pieces, said inclosure also having an exit leading to the space containing said pole-object.

5. A game apparatus, comprising a box having a map of the polar regions delineated upon its bottom, a covered inclosure representing the pole, mounted on said map and having an entrance-opening in its top and an exit-opening in its side, walls surrounding said inclosure and having passages, the spaces between said walls and between the latter and the inclosure being uncovered, a second covered inclosure representing a cache, mounted on said map at a distance from the first-named inclosure and provided with an exit-opening and in its top with an entrance-opening, and game-pieces representing arctic-explorers movable upon the bottom of the box and adapted to pass through said openings and passages.

6. A game apparatus, comprising a base, a covered inclosure mounted thereon and having an entrance-opening in its top and an exit-opening in another part thereof, a starting station at a distance from said inclosure, and a game-piece consisting of a hollow rollable body partly filled with mercury and adapted to be jumped into said inclosure through its entrance-opening.

Witness my hand this 9th day of November, 1909.

HEMAN C. CLEVELAND.

Witnesses:

C. F. GEYER,
ANNA HEIGIS.