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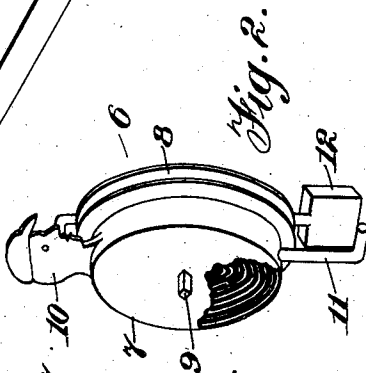
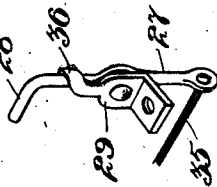


Fig. 5.



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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, ARTHUR AUBRIOT PONS, a citizen of the United States of America, residing at Brooklyn, in the city and State of New York, United States of America, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description of the same.

This invention relates to an improved game apparatus as described in the present specification and illustrated in the accompanying drawings that form part of the same.

The invention consists essentially in the novel construction and arrangement of parts whereby the rudiments of the game of baseball can be used in conjunction with devices for throwing a ball and for automatically operating a number of dummy players.

The objects of the invention are to provide a game for old and young persons involving to a certain extent the rules of baseball and which can be played by any number of persons, and generally to provide an interesting amusing and exciting game particularly suitable as a parlor game.

In the accompanying drawings Figure 1 is a general perspective view of the game apparatus, showing one corner of the board in section and a number of operating cords in dotted lines. Fig. 2 is a perspective detail of a dummy player. Fig. 3 is a perspective detail of a releasing lever and supporting bracket.

Like numerals of reference indicate corresponding parts in each figure.

Referring to the drawings 1 is the base or board having the downwardly projecting rim 2. This board may be constructed of any suitable material, preferably wood or cardboard.

3 is a raised track having the rounded corners 4 and the offset end 5, said track being intended to represent a baseball diamond the rounded corners forming the bases.

6 are a number of dummy players arranged to travel on the track 3 from base to base. Any suitable device for this purpose may be employed but it is necessary that said device shall be capable of automatically traveling on the track. In the form of dummy player shown in the drawing 7 is a stationary drum containing a clock spring,

one end of which is connected to a revolving wheel 8 preferably grooved to fit the upper edge of the track 3, the other end of said spring being connected to a winding shaft 9 controlled by a suitable ratchet and pawl mechanism as is usually provided in such mechanisms to prevent unwinding of the spring until such time as desired. A plate 10 is secured at the top of the drum 7 to represent a person's head.

11 and 12 are balance weights rigidly secured to and depending from the bottom of the stationary drum and from the plate 10 respectively on either side of the wheel 8 so that the said wheel may freely revolve therebetween. The weight 11 is hook shaped and both weights 11 and 12 in addition to retaining the figure upright, form guides inasmuch as they are disposed on either side of the track 3 respectively.

It is not necessary to go further into the details of construction of the dummy players as such spring wound toys are well known and in this particular arrangement the spring is wound for the purpose of storing up energy sufficient to revolve the wheel 8 in order to travel the same completely around the track 3.

13 is a pitching device comprising a lever 14 pivoted at its lower end to a bracket 15 rigidly secured to the board 1 in the center thereof and a cup socket 16 at the upper end thereof adapted to contain a ball 17.

18 is a leaf spring secured to the bracket 15 and pressing the lever 14 in a forward direction.

19 is a cord connected at one end to the lever 14 and extending forwardly through a hole 20 in the board 1 to the underside of the board and thence through a hole 21 in the front flanged edge 2 and terminating in a pull ring 22.

23 is a suitably shaped batting lever pivoted at its lower end to a bracket 24 rigidly secured to the board 1 toward the upper end thereof.

25 is a leaf spring secured to the board 1 and pressing the bat 23 in a forward direction.

26 is a projection from one of the side edges of the bat at the lower end thereof and forming a stop to the forward movement of the bat.

27 are catch levers having the offset ends thereof to brackets 29 rigidly secured to the

board 1 adjacent to holes 30 through which the lower end of the levers 27 extend to the underside of the board.

31 are eyes screwed to underside of the board 1.

32 is a cord or wire connected at one end to the bat 23 projecting through a hole 33 in the board 1 to the underside and terminating in the ring 34.

35 are cords, at one end connected to the ring 34, passing through the eyes 31, and at the other ends connected to the lower ends of the levers 27 respectively, said cords 35 being all on the underside of the board 1.

It will thus be seen that the batting lever 23, when moved in a rearward direction will pull the cords 35 thereby pulling inwardly the lower end and outwardly the offset ends, of the levers 27 and it should here be mentioned that the catch levers 27 are respectively at the outside of the corners of the track or diamond, that is to say, at the home plate and bases and in the normal position of said levers the offset ends 28 abut against the side of said track thereby forming stops to the passage of the dummy players. Springs 36, which may form extensions from the brackets 29, are provided to return the levers 27 to their normal positions.

Recesses 37 forming cups or pockets for receiving the ball are provided in the board 1, these pockets being arranged in parts of the diamond where it is least likely that the ball will rebound from the bat 23. Any number of similar recesses 38 may also be provided preferably in parts where it is likely that the ball may rebound or roll.

In the use of this game apparatus, a dummy player or a number of dummy players are placed on the track after being wound up and normally are retained at the home plate or bases by the levers 27. The ball 17 is placed in the cup 16 and lever 14 drawn backward by pulling the ring 22 which is let go sharply thereby throwing the ball from the cup 16. After a little practice the ball may be aimed to hit the bat 23 thereby forcing the same backward against the resistance of the spring 25 and releasing the catch levers 27 and allowing the dummy players to move, said dummy players as before stated, being wound up and ready to travel. The levers 27 will immediately return to their normal position after the passage of the dummy players so that the next following players will be again arrested. Thus it will be seen that the dummy players move intermittently from base to base. The offset end 5 of the track is provided to guide the dummy players off the track when they reach the home plate. Assuming the batting lever 23 has been hit by the ball and the latter rebounds within the diamond it will most likely roll into one of the recesses 37 or 38. Assuming the former the player may be

given one base, two bases, three bases, or a home run according to which one of the said recesses receives the ball. Should the ball land in one of the recesses 38 the player is caught out. Any number of recesses 38 may be provided and any desirable rules may govern the game but most of the rules of the game of baseball can be followed with this apparatus, for instance, if the player misses the bat three times he retires in favor of another player. If the ball rebounds outside of the track this is a foul ball. However I do not wish to restrict myself to any particular rules governing the game.

It is obvious that details of construction may be modified without departing from the spirit of the invention as claimed in the following claims for novelty.

What I claim as my invention is:

1. In a game apparatus, a raised track suitably supported, an automatically moving object adapted to travel on said track, catch devices governing the travel of said object to and from certain points in said track, a ball projecting device, an obstacle, means operatively connecting said obstacle and said catch devices and a ball adapted to be thrown by said projecting device against said obstacle.

2. In a game apparatus, a board, a track supported on said board, a plurality of automatically moving objects intermittently and simultaneously traveling on said track, catch devices governing the stopping and starting of said objects, a ball projecting device mounted on said board and comprising a spring controlled lever pivoted at the lower end and having a socket at the upper end, a ball loosely fitting said socket and a target operatively connected with said catch devices and adapted to be hit by said ball to operate said catch devices.

3. In a game apparatus, a board, a raised track formed in diamond shape, a plurality of spring wound dummy players adapted to automatically and simultaneously travel on said track, catch levers arranged at the corners of said track in the path of said dummy players, a spring controlled batting lever pivoted at its lower end and operatively connected with said catch levers, a ball projecting device and a ball adapted to be thrown by said device against said batting lever to release said catch levers and thereby permit the travel of said dummy players to the next corners of the track.

4. In a game apparatus, a board having a downwardly flanged rim, a diamond shaped track having rounded corners and suitably mounted on said board, a plurality of automatically moving dummy players adapted to travel on said track, catch levers pivotally mounted at said rounded corners in the path of said dummy players, a spring controlled batting lever pivoted at its lower end to a bracket mounted near the top corner of the

track, cords connecting said batting lever with the lower end of said catch levers, a spring controlled ball projecting lever pivoted at its lower end to a bracket rigidly secured in the center of the board, said lever having a socket at the upper end, a ball loosely fitting said socket, a cord connected to said lever at one end and terminating in a pull ring at the other end, and a plurality of cups forming ball receiving pockets within the diamond.

5. In a game apparatus, a substantially diamond shaped trackway, automatic player devices containing stored energy adapted to move themselves on said trackway, a ball slinger, an obstacle receiving the ball from said slinger, and means operated by said obstacle for stopping and starting said player devices.

Signed at Bath Beach, Brooklyn, city of New York, this 9th day of March, 1911.

ARTHUR AUBRIOT PONS.

Witnesses:
ROBT. J. HUTCHISON,
ROBT. L. HUTCHINSON.