(No Model.)

J. F. FIELDS.

GAME.

No. 424,284. Patented Mar. 25, 1890.

Fig. 1

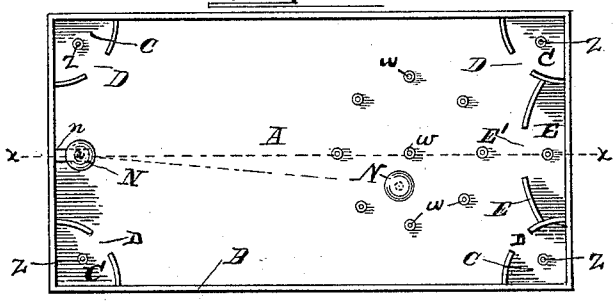


Fig. 2

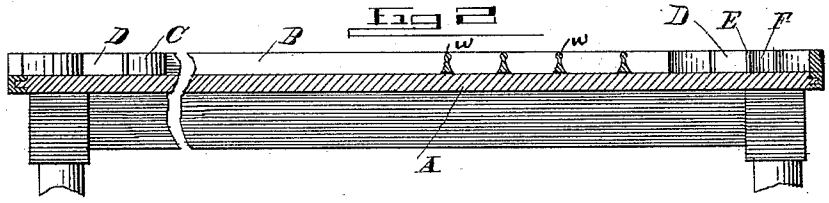


Fig. 3

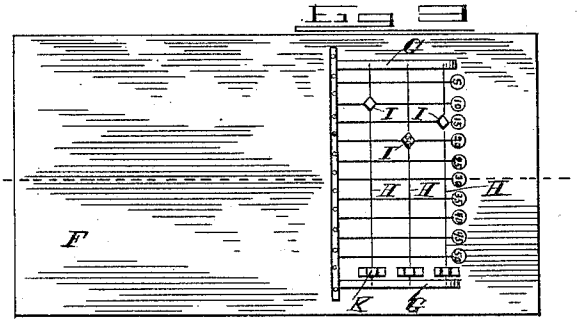


Fig. 7

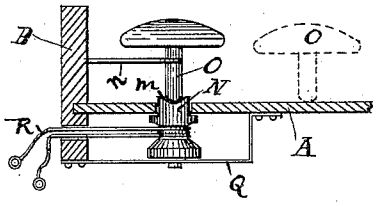


Fig. 4

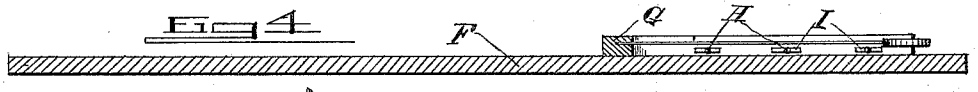


Fig. 5

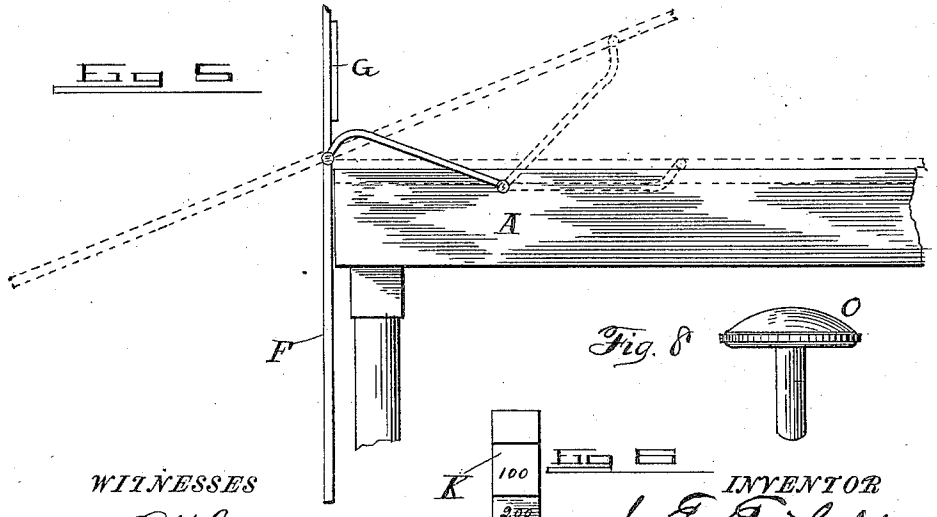


Fig. 8

Fig. 6

WITNESSES

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UNITED STATES PATENT OFFICE.

JOHN FRANKLIN FIELDS, OF ST. IGNACE, MICHIGAN.

GAME.

SPECIFICATION forming part of Letters Patent No. 424,284, dated March 25, 1890.

Application filed June 21, 1889. Serial No. 315,078. (No model.)

To all whom it may concern:

Be it known that I, JOHN FRANKLIN FIELDS, of St. Ignace, in the county of Mackinac and State of Michigan, have invented certain new and useful Improvements in Games; and I do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, and to the letters of reference marked thereon, which form part of this specification.

This invention relates to certain improvements in that class of game-tables wherein the game is played by means of a spinning-top and a series of knockdown pins; and it has for its objects to provide a table in which shall be combined a surface or field upon which the game may be played, mechanism by means of which the top may be set in motion, and a counter whereby the points in the game as successively made may be recorded, as more fully hereinafter set forth.

In the accompanying drawings, forming part of my specification, Figure 1 represents a top view of my improved table, showing the cover of the same removed and exposing the field upon which the game is played. Fig. 2 represents a longitudinal vertical sectional view of the table, but not showing the mechanism for spinning the top. Fig. 3 represents a bottom view of my removable top cover of the table, showing the counter whereupon the points of the game are kept. Fig. 4 represents a longitudinal sectional view of same top, showing the counting mechanism; and Fig. 5 represents a detail sectional view showing the top of the table in two different positions in which it may be placed upon removal from the table during the game. Fig. 6 is a side view of a counter. Figs. 7 and 8 are detail views of the top.

Referring to the drawings, the letter A indicates the table, and B a ledge or flange extending upward from the surface of the same, so as to form an inclosed "field," upon which the spinning-top employed in the practice of the game may travel. The surface or field of the table at its corners is provided with segmental inclosures C, having openings D, through which the peg or stem of the top may travel during its traverse over the field of the table. The field of the table at one end between the corner inclosures is provided with a similar intermediate inclosure E, having also an opening through which the peg or stem of the spinning-top may pass.

The removable top or cover F of the table is provided on its under side with supports G, to which are strung parallel wires H, upon which are mounted movable cubical blocks I, which have one surface plain or unmarked and the opposite surface marked with the number "50."

Along the edge of the table at properly-spaced intervals are marked figures ranging in progression from 5 to 50, and centrally from such marked spaces are extended division-lines, which cross the counter-wires at right angles, as shown in Fig. 3 of the drawings.

The wires at one end, preferably the right-hand side, as indicated in the drawings, are provided with hexagonal blocks K, each of which has one plain face, the other faces being marked consecutively "100," "200," "300," "400," and "500." These, in connection with the movable blocks upon the wires, serve to keep the count of the game up to its limit, which in the present is represented as five hundred points. For instance, if a player makes five points he moves the block I on the upper wire H, or whichever wire he uses, (as one wire is used by each player to keep his score,) to a point opposite the line running from figure-mark "5" on the cover, and each successive five points made are marked by moving said block to the right opposite "10," "20," &c., until fifty points have been scored. The block I is then turned to present its numbered face "50," and when the next five points are made by the player block I is moved back opposite mark "5," the block showing fifty points and the line five, making the fifty-five points won. The block I is moved forward, as before, as more points are scored, and when one hundred have been made, block K on his wire is turned to score the one hundred points and block I moved back to zero with its blank face outward.

The bottom of the table near one end is formed with an aperture *m*, which serves as a bearing for the upper end of a spool N, the upper end of which projects above the field of the table and is formed with a concave seat,

wherein the extremity of the peg or lower end of the spinning-top shaft O may be seated prior to being put into motion. The lower end of the spool-shaft is journaled in a bracket Q or other support on the under side of the table. The body of the spool between its two bearings has passed around it a cord, which is carried through apertures at the end of the table near where the spool is located, the said cord R terminating in rings or handles, by which it may be grasped, so that it may be pulled back or forth to rotate the spool and give motion to the spinning-top.

The letter *n* indicates a wire bracket extending from the end of the table near where the spinning-spool is located, which has a turn bend at its free end to secure the upper end of the stem or peg of the top O and center it in its seat on the spinning-spool. The periphery of the spinning-top may be grooved and inlaid with a ring or band of rubber to prevent abrasion or injury to the parts of the table with which it may come in contact in traversing its field.

The operation of my invention is as follows: To start the game, the lower end of the peg or shaft of the top is placed in the upper concave end of the spinning-spool, the top being held in position by resting against bracket *n*. The string is pulled quickly, so as to rotate the spool and give motion to the spinning-top. The motion thus given to the spinning-top will remove or cause it to jump from its seat to the field of the table, over which it will take its course, removing the knockdown pins *w w* in its way, or entering the inclosures at the corners or at the end of the field, throwing down the pins Z Z therein and securing the equivalent for such inclosures. Each pin and inclosure counts so many points for or against the player when knocked down.

What I claim, and desire to secure by Letters Patent, is—

1. The combination of the cover having a series of enumerating parallel division-lines and a series of parallel wires strung across and at right angles to said division-lines, and the cubical blocks mounted thereon, having numbers on their faces, and capable of being turned on the wires, whereby the count can be carried on after the end of the wire is reached, with the numbered blocks at the ends of the wires, whereby the count, when each of the movable cubical blocks has reached its limit, may be recorded, substantially as described.

2. The combination of the table and the spinning-spool N, its bracket and operating-cord R, with the top O and the bracket extending from the side of the table and forming a bearing for the peg or shaft of the top when the same is in position for operation, substantially as specified.

3. The herein-described game apparatus, consisting of a table having an upstanding ledge around its edges, inclosures C at the four corners thereof having a single entry, an inclosure E at one end of the table between the adjoining inclosures C, the pins *w* and Z, and the cover F, the spool N, its actuating-cord, the bracket *n*, and top O, all substantially as described.

In testimony that I claim the foregoing as my own I affix my signature in presence of two witnesses.

JOHN FRANKLIN FIELDS.

Witnesses:
C. E. HUNLIOTT,
FRANK BRENCKMAN.