No. 836,681. PATENTED NOV. 27, 1906.

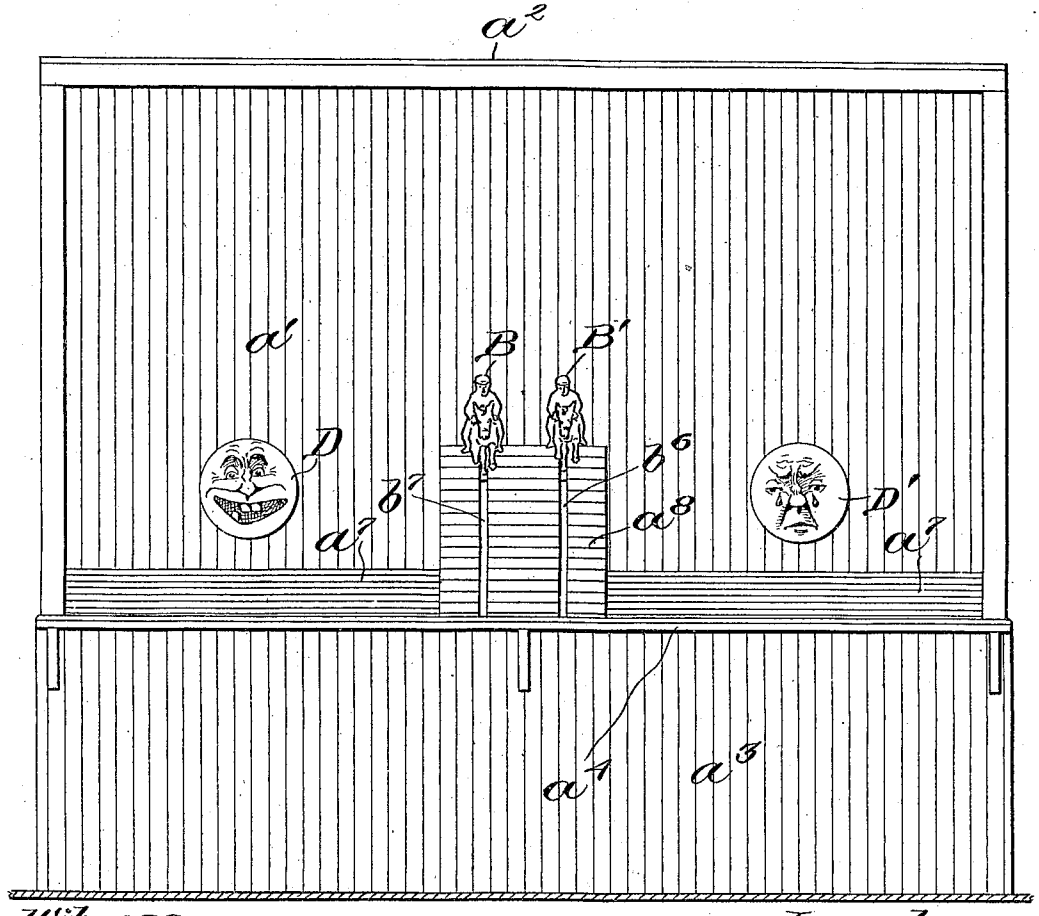
W. H. GILMAN.

GAME APPARATUS.

APPLICATION FILED MAR. 28, 1906.

3 SHEETS—SHEET 1.

Fig. 1.



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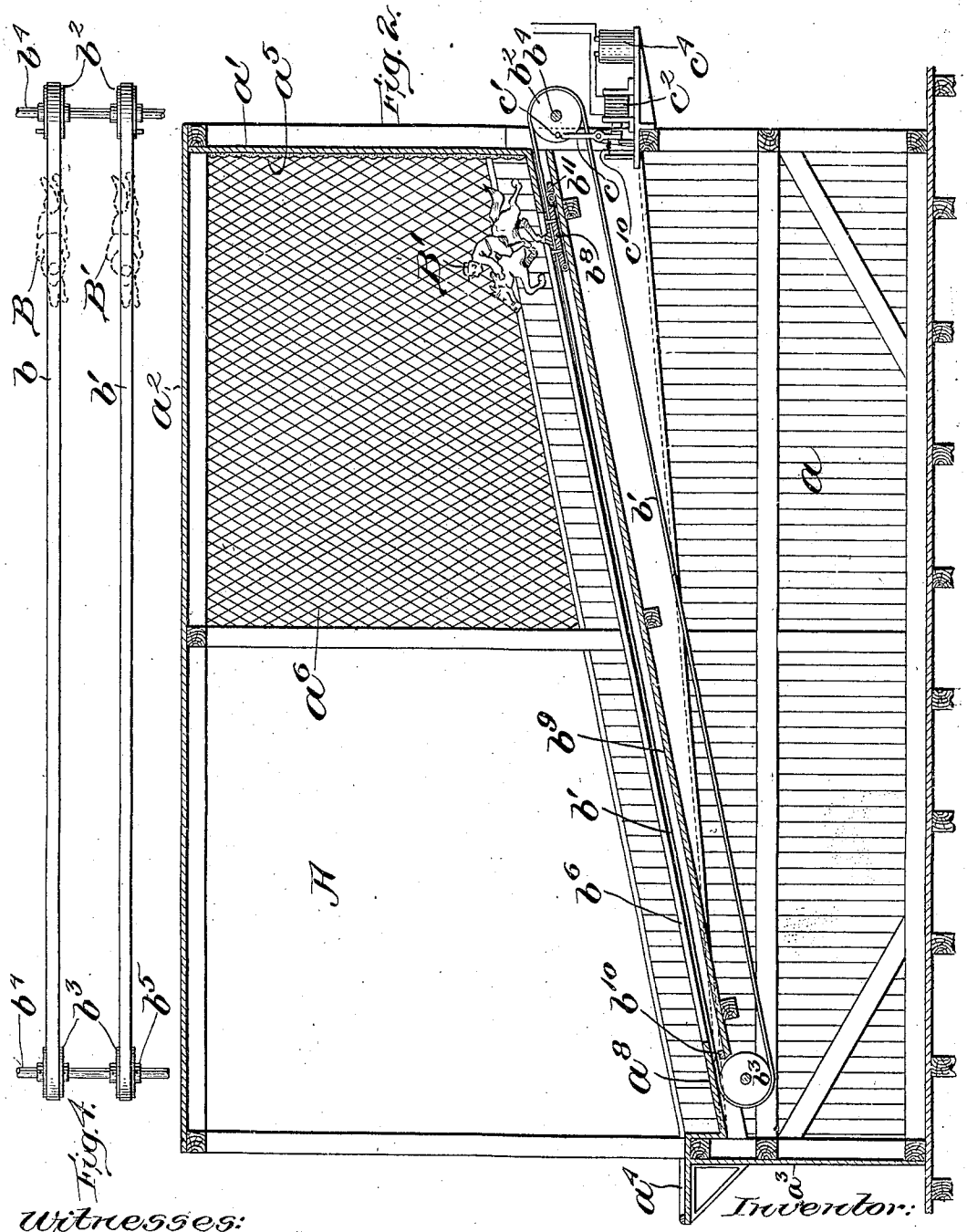
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3 SHEETS—SHEET 2.



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3 SHEETS—SHEET 3.

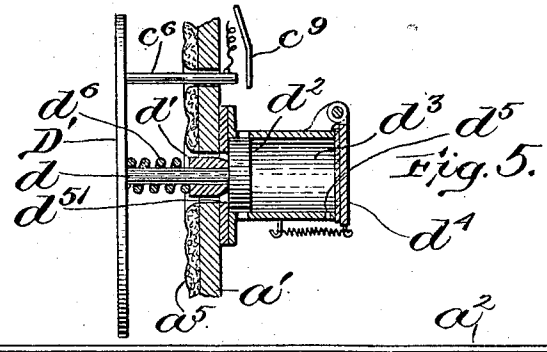


Fig. 5.

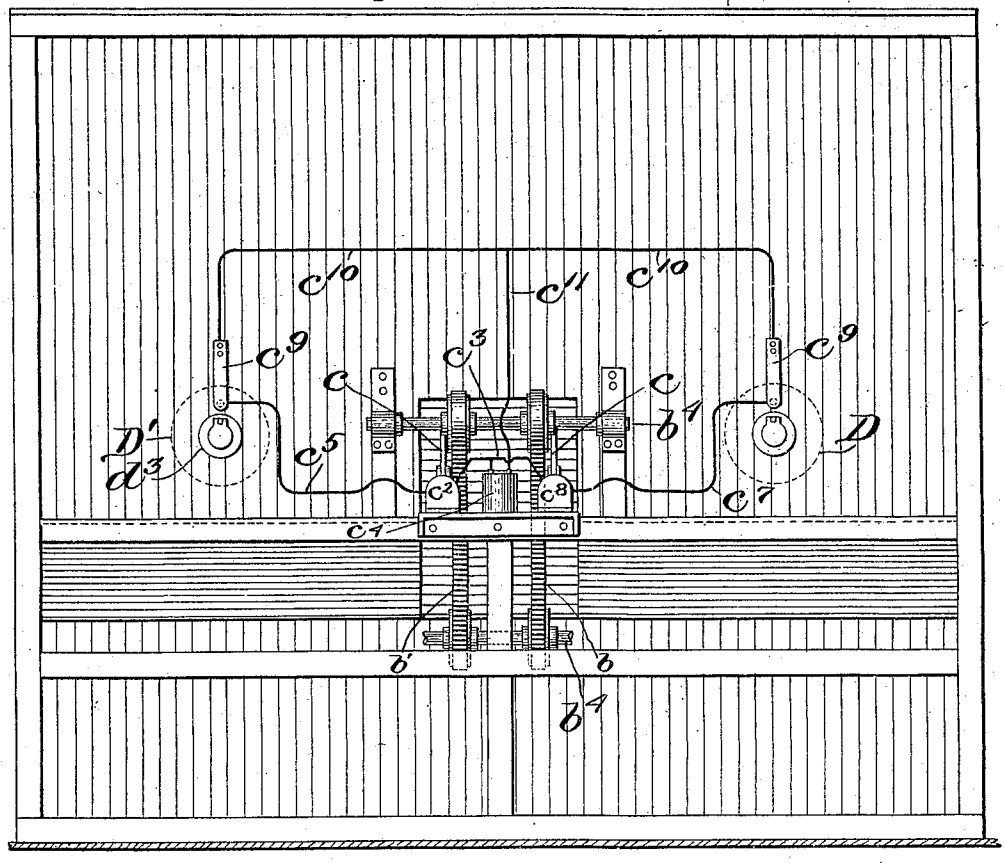


Fig. 3.

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

No. 836,681. Specification of Letters Patent. Patented Nov. 27, 1906.

Application filed March 28, 1906. Serial No. 308,442.

To all whom it may concern:

Be it known that I, WILLARD H. GILMAN, of Medford, in the county of Middlesex and State of Massachusetts, have invented a new and useful Game Apparatus, of which the following is a specification.

The object of my invention is to provide an apparatus for playing a game in which the player by acting upon a target controls the movement along a track of an object, such as the figure of a man mounted on horseback or any other suitable object, and this movement is preferably progressively step by step, the action upon the target moving the object one step in its progressive movement and the next action moving it another step, &c.

A further object is to have the extent of each of such progressive movements controlled by the target, and a further object is to provide for competition between two or more of such objects, as this feature adds greatly to the interest in the game.

My invention is a game apparatus comprising a target, an object mounted to move along a track, and means connecting the target and object through which the target controls the progressive step-by-step movement of the object along the track.

A feature of my invention consists in means for controlling the extent of the several movements in the progression of the object along its track.

Another feature consists in the arrangement of the apparatus in such a way that the objects are in competition along parallel tracks, and the action on the targets by different players provides the element of competition due to the arrangement of the several targets and objects.

In the drawings, Figure 1 is a front elevation of my apparatus. Fig. 2 is a side elevation. Fig. 3 is a rear elevation. Figs. 4 and 5 are details hereinafter described.

Having reference to the drawings, A represents a booth-like structure comprising two side walls a, a rear wall a', a top a^2, and a low front wall a^3, surmounted by a counter a^4. The rear wall a' is preferably padded upon its inner face, as at a^5 in Fig. 2, while the two side walls are in part made up of netting or open-work a^6. Within this booth is an inclined platform a^7, sloping toward the counter a^4, and in the middle of this platform and extending from rear wall a' to front wall a^3 is a narrow elevated platform a^8, also sloping toward the front wall a^3, but at a greater angle than platform a^7. This platform a^8 constitutes the course over which the two objects B and B′ travel. Immediately beneath platform a^8 are two endless belts b and b', to which objects B and B′ are fixed, respectively, said belts being carried by pulleys b^2 and b^3, mounted loosely on shafts b^4 between fixed collars b^5. The belts b and b' are parallel with the platform a^8, and immediately above each is a slot, as shown at b^6 and b^7, through which the objects B and B′ extend to be connected with said belts.

The base of each object is upon the upper side of its belt, while on the under side of the belt is a supporting-carriage b^8, said carriage, base, and belt being fastened together in any suitable fashion.

The objects B and B′ are made comparatively heavy, so that when either belt is free the carriage b^8, by which the object is supported, will roll freely down an inclined track b^9 underneath platform a^8 toward the front of the booth, movement of the object in that direction being limited by a stop b^{10} and in the other direction when the object is returned to the starting-point by a stop b^{11}. Normally, however, the belts are held against movement by detents c, which engage laterally-projecting pins c' on the pulleys b^2. One of the detents c is the armature of a magnet c^2, one end of whose coil is connected by a wire c^3 with one pole of a battery c^4. The other end of the coil of magnet c^2 is connected by a wire c^5 with a pin c^6, carried by a target D′, mounted upon rear wall a' at one side of platform a^8 above platform a^7.

At the opposite side of platform a^8 is another target D, carrying a pin c^6, connected by a wire c^7 with one end of the coil of a magnet c^8, whose armature is the other detent c, that coöperates with the pin c' on the pulley b^2 of belt b. The targets D and D′ are at the front of wall a' and the pins c^6 extend rearwardly from the target through openings in the rear wall a', so as to coöperate with spring-contacts c^9, connected by wires c^{10} and c^{11} with the other pole of battery c^4.

At its middle each target is made with a rearwardly-projecting stem d, mounted to

move endwise in a bearing d' and carrying at its inner end a piston d^2 in a cylinder d^3, the latter fixed to wall a'. The rear end of cylinder d^3 is normally closed by an outwardly-opening check-valve d^4, and near this valve a small port d^5 is provided through the wall of the cylinder. Between each target and its bearing d' is a spring d^6, which yieldingly holds the target away from wall a' with piston d^2 at the inner end of cylinder d^3.

In operating the apparatus the two competing players stand in front of counter a^4 and using any suitable missile—as, for example, base-balls—they strike the targets D and D', and each time one of the targets is struck its respective detent c is disengaged from pin c', with which it coöperates, thus allowing the object to travel partially down platform a^8 until detent c is returned to normal position in the path of pin c' by its spring c^{10}, whereupon further movement of the object is prevented until the target is again operated. The missiles used by the players in rebounding from the rear wall a' or the targets fall upon the inclined platform a^7 or a^8 and return to the front end thereof to be used again by the players. The incline of the platform a^8 not only provides for the movement of each object, but permits of a better view of the objects by the players than if the platform were horizontal.

When the target is struck and moved rearwardly, as described, the pin c^6 connects with contact c^9 and closes a circuit through one or the other of the magnets c^2 or c^8, according to which target is struck, and the duration of this contact at c^6 c^9 is in proportion to the force of the blow—that is, under the force of the blow the target moves rearwardly freely except for spring d^6; but when returning to normal position under the influence of said spring the check-valve d^4 closes and the piston and cylinder act as a dash-pot to retard the return movement of the target, so that the circuit will be maintained longer when a strong blow is delivered upon the target than when a weak blow is delivered.

It is intended that each player must strike his target several times in order to move object B or B' from the starting-point to the finish, and therefore during the operation of the apparatus each object moves by steps progressively over its course, which is an important feature of my invention, inasmuch as it requires both great speed and great accuracy on the part of the players, and their interest in the game is thereby enhanced.

The arrangement of the several tracks side by side and the competition of the objects along those tracks is a feature of importance, adding much to the interest of the game, as each player can observe and follow the progress being made by the other player or players in their efforts to have their objects complete the course first.

Although I have shown a movable target to be operated by a ball, it will be clear, of course, that any other device to be acted upon by a player for controlling the progressive movement along the track of an object, which may be of course any appropriate one, would be within the scope of my invention.

What I claim is—

1. In a game apparatus the combination of an object mounted to move progressively step by step along a track; a target; and means connecting the target and object by which the former controls the progressive step-by-step movement of the latter along the track.

2. In a game apparatus the combination of an object mounted to move progressively step by step along a track; a target; and means connecting the target and object by which the target controls the progressive step-by-step movements of the object along the track and also controls the extent of each step movement.

3. In a game apparatus the combination of an object mounted to move progressively step by step along a track; a target; and means connecting the target and object by which the target controls the progressive step-by-step movements of the object along the track and also controls the extent of each step movement according to the force of the blow on the target.

4. In a game apparatus the combination of two objects mounted to move progressively step by step along two tracks; two targets; one for each object; and means connecting each target and its object by which each target controls the progressive step-by-step movement of its object along its track, the two tracks being arranged side by side and the objects arranged to compete; substantially as described.

WILLARD H. GILMAN.

Witnesses:
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