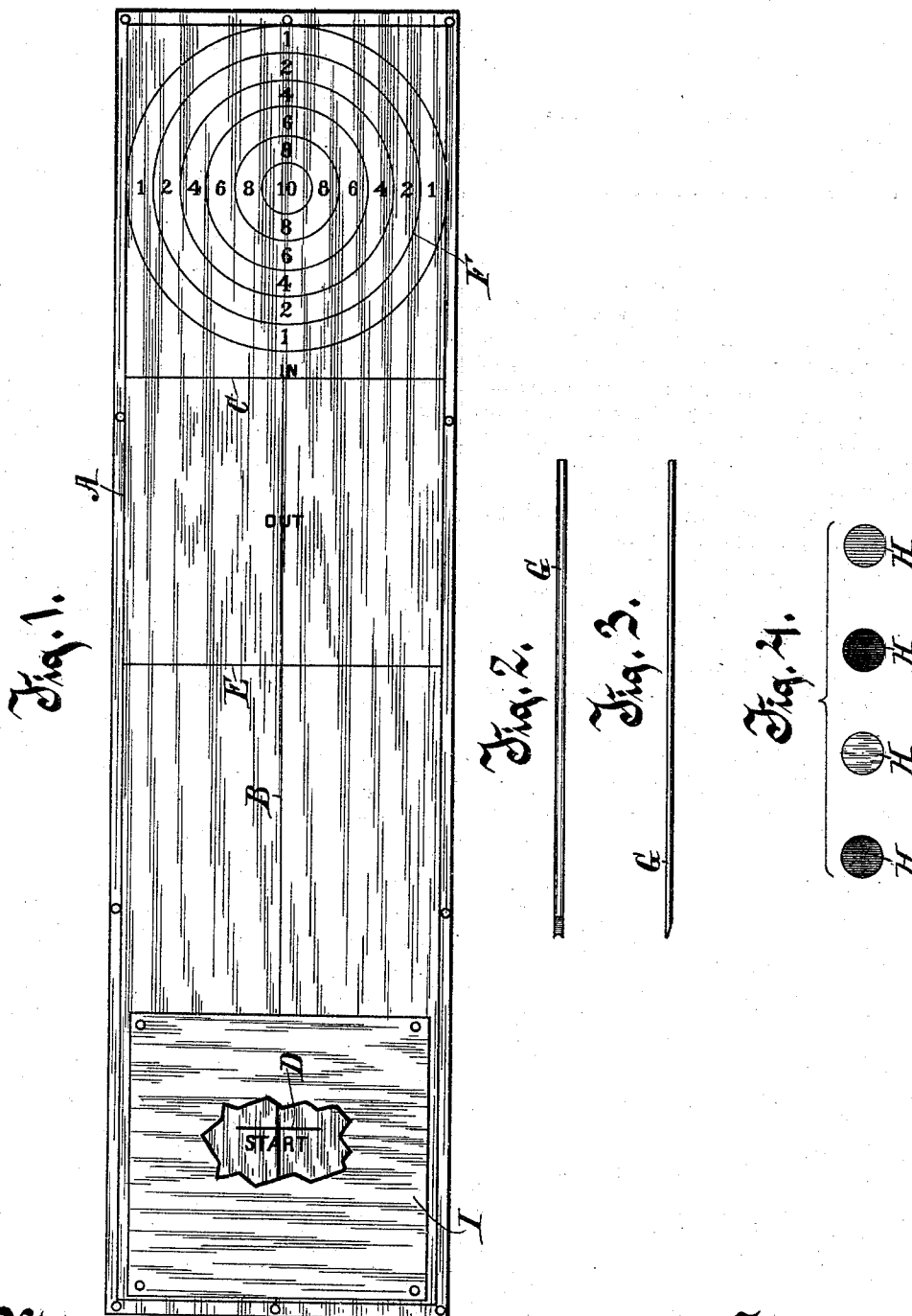


(No Model.)

F. S. SILLER.
GAME APPARATUS.

No. 482,488.

Patented Sept. 13, 1892.



Witnesses.

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UNITED STATES PATENT OFFICE.

FREDERICK S. SILLER, OF MILWAUKEE, WISCONSIN.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 482,488, dated September 13, 1892.

Application filed April 30, 1892. Serial No. 431,249. (No model.)

To all whom it may concern:

Be it known that I, FREDERICK S. SILLER, of Milwaukee, in the county of Milwaukee and State of Wisconsin, have invented new and useful Improvements in Game Apparatuses, of which the following is a description, reference being had to the accompanying drawings, which are a part of this specification.

My invention has relation to improvements in game apparatuses; and it consists in the improved construction and combination of parts, as hereinafter more fully set forth.

In the accompanying drawings, Figure 1 is a diagrammatic view of the game-board. Fig. 2 is an inverted plan of one of the chip or button projectors. Fig. 3 is an edge view of the same, and Fig. 4 is a view of several of the chips or buttons.

Like letters of reference designate like parts throughout the several views.

My game is arranged upon a piece of heavy canvas or like fabric, of any suitable dimensions, which can be fastened by thumb-tacks or equivalent means to a table or other suitable supporting medium. This canvas is provided with an outer rectangular border A, arranged with a margin of about one inch from the edge of the board, and B indicates a vertical line running from the bottom border-line to a cross-line C, and also crossed off near the lower end of the board by a short line D, centering thereon. Another transverse line E intersects the vertical line about the middle of the board.

Above line C is arranged a target F, said target composed of the usual bull's-eye and concentric surrounding spaces. Beginning with the outer annular space said several spaces are numbered consecutively "1," "2," "4," "6," and "8," while the bull's-eye is numbered "10."

Four hard-wood canes or sticks G, as shown in Figs. 2 and 3, are employed, each having its under side at one end beveled and its extremity slightly rounded or concaved. In connection with these canes are employed sixteen colored chips or buttons H, four of each color.

The above being a description of my improved game apparatus, the directions for playing the same are as follows: Each player chooses a color. Player No. 1 places his chip or button on the center vertical line anywhere

between the points designated "Start" on the drawings and the contiguous lower border-line. He then propels the chip or button by means of the cane, giving a short stroke or push thereto, so that the concave end of the cane will strike the button with sufficient force to send it into the target. In using the cane the beveled side rests upon the board, as this is found to facilitate the movement thereof. No. 2 then goes through the same operation, endeavoring to knock out the chip or button of the first player and at the same time place his own button in an advantageous position within the target. This is continued by the several players until all the buttons or chips have become exhausted, after which a score is then taken, as follows: At the top of a scoring-list the names of players are written. The numbers of the spaces in which each player's buttons lie are added, and the total of his numbers set down opposite his name. After five rounds the results are added and the highest score of course wins.

In the drawings I have illustrated a piece of writing-paper I over the starting-point, which not only serves to prevent wear, but at the same time acts as a convenient tally-sheet, simply by arranging lines, &c., thereon in the manner above pointed out. The score of course can be kept in pencil, and after each contest may be erased for the next.

The following rules are applicable to the game: First, any player whose button falls short of the cross-line E may try over again; second, the button of any player falling into the space designated "Out" must remove said button from the board and forfeits his turn; third, a button or chip of any player falling into the space designated "In" must allow said button to remain in such position until some other forces the same into the target; fourth, any player shooting his button with such force as to force it off the board forfeits his turn, and, fifth, if the button is but a trifle over the line it counts as in.

Having thus described my invention, what I claim, and desire to secure by Letters Patent of the United States, is—

1. A game apparatus comprising a diagram consisting of bordering lines, a vertical line extending a portion of the length of said diagram and crossed at a point nearest its lower

aid by a short line centering thereon, a transverse line at the upper end of the vertical line, a medial transverse line, and a target at the upper portion of the diagram, with a space 5 between the same and the upper transverse line, the bull's-eye and the concentric circles comprising said target being adapted to receive therein buttons or chips propelled or forced from a designated starting-point, said 10 spaces being also appropriately numbered, and the words "Start," "Out," and "In" being arranged, respectively, below the short line in the space between the medial and upper transverse lines and in the space between 15 the latter and the target, substantially as set forth.

2. A game apparatus comprising a diagram consisting of bordering lines, a vertical line extending a portion of the length of said dia- 20 gram and crossed at a point nearest its lower end by a short line centering thereon, a transverse line at the upper end of the vertical line, a medial transverse line, a target at the upper portion of the diagram, with a space 25 between the same and the upper transverse line, the bull's-eye and the concentric circles comprising said target being adapted to receive therein buttons or chips propelled or forced from a designated starting-point, said 30 spaces being also appropriately numbered, and the words "Start," "Out," and "In" being arranged, respectively, below the short

crossed line in the space between the medial and the upper transverse lines and in the space between the latter and the target, and 35 a tally-sheet arranged in the starting-space, substantially as set forth.

3. A game apparatus comprising a diagram consisting of bordering lines, a vertical line extending a portion of the length of the dia- 40 gram and crossed at a point nearest its lower end by a short line centering thereon, the space beneath said short line constituting the starting-space, a transverse line at the upper end of the vertical line, a medial transverse 45 line, a target at the upper portion of the diagram, with a space between the same and the upper transverse line, the bull's-eye and concentric circles of said target being appropriately numbered and the words "Start," "Out," 50 and "In" being arranged, respectively, below the short crossed line in the space between the medial and upper transverse lines and in the space between the latter and the target, a series of buttons or chips arranged in sets 55 of different colors, and canes or sticks for forcing said buttons or chips from the starting-space, substantially as set forth.

In testimony whereof I affix my signature in presence of two witnesses.

FREDERICK S. SILLER.

Witnesses:

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