

(No Model.)

A. P. BUCKLEY.
GAME APPARATUS.

No. 483,895.

Patented Oct. 4, 1892.

Fig. 1.

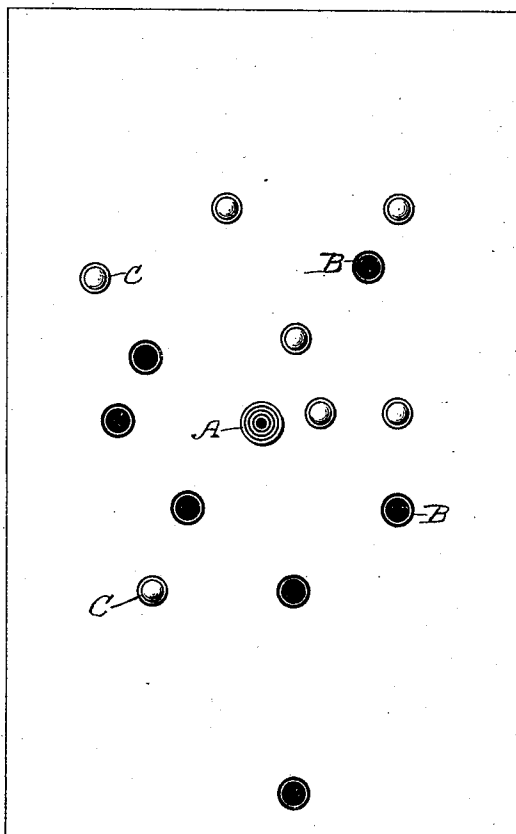


Fig. 2.

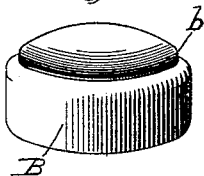


Fig. 3.

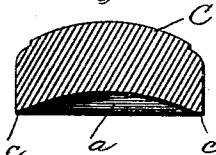


Fig. 4.



Witnesses
W. F. Beruker
W. F. Beruker

Inventor
Alfred P. Buckley
By his Attorneys,
Edwin Bros.

UNITED STATES PATENT OFFICE.

ALFRED PERCY BUCKLEY, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 483,895, dated October 4, 1892.

Application filed December 24, 1891. Serial No. 416,019. (No model.)

To all whom it may concern:

Be it known that I, ALFRED PERCY BUCKLEY, a citizen of the United States, and a resident of Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

The present invention relates to a novel game apparatus designed for amusement and calculated to tax the skill and judgment of the player to defeat his opponents; and the invention consists in an apparatus comprising two sets of moving pieces, one set being suitably colored or otherwise marked to distinguish the same from the other set, and each moving piece having a concavity in its bottom, so that said piece will rest evenly on a plane surface and slide freely over the same, and a movable target, which is made heavy or weighted so that the impact of the moving pieces when they strike the target will move the same freely around on the surface or table, but will not, ordinarily, be sufficient to force the target off the table or other surface on which the game is played. Each moving piece is made in the form of a substantially-flat disk, the thickness or depth of which is about one-half the diameter of said disk, and the top or upper edge of said disk is rounded or beveled to better enable the player to project or shoot the disk by the forefinger or middle finger.

The game is designed to be played on any ordinary unmarked table-top, board, or other plane surface.

In the accompanying drawings, Figure 1 is a diagram view illustrating a game being played on a table. Figs. 2 and 3 are enlarged detail views in perspective and transverse section of one of the moving pieces, and Fig. 4 is a detail view of the movable target.

In the drawings, A designates the movable target, B are the moving pieces of the one set and C are the moving pieces of the other set. The two sets of pieces are identically the same in form, size, and number, and the pieces of one set being differently colored from the pieces of the other set to enable the pieces of

the two sets to be readily distinguished the one from the other. Each moving piece is made in flat disk-like form about an inch and a half in diameter and of a thickness or depth slightly less than one-half the diameter of the disk, which is for the purpose of enabling the player to more easily and accurately project the piece. The upper surface of the piece is made convex, and the upper edge is rounded or beveled at *b* to secure a neat finish and remove any sharp edges which are apt to hurt the finger when it strikes the piece to project it. The bottom of each piece is hollowed or concaved out, as at *a*, to have a narrow thin edge *c*, which rests on a plane surface and enables the piece to more easily slide or move over the surface of the table, board, or other device.

A is the target, which is made of a heavy metal in a disk-like form and is quite thin as compared with the thickness of the moving pieces, and at this target the pieces are shot or projected by striking the pieces with the forefinger or middle finger, the target being of such weight that it is moved freely around on the table by the impact of the moving pieces, but it will not be ordinarily displaced off the table under the impact of the moving pieces.

The game may be played by two or four persons across an ordinary table—say three or four feet wide—and under the following directions or rules:

Directions.

First. If two persons play, they will take positions on opposite sides of the table.

Second. At the beginning the target is placed in the center of the table. Each player then takes seven pieces, one playing one color, the other another color.

Third. Each player projects a piece toward the target, and the player whose piece is the nearest the target is entitled to lead in the game.

Fourth. The piece is to be propelled from the edge of the table, the object being to get as many pieces nearer the target than the nearest of the opponent. Thus in the diagram the three pieces B, being nearer than the pieces C, count three points for one player.

Fifth. The pieces are to be projected alter-

nately from each side of the table, and it is allowable to drive an opponent's pieces away from the target or to block his approach to the target with one's own pieces.

5

Rules.

First. The piece must not be placed farther than two inches from the edge of the table when in position to be projected toward the target.

10

Second. If a slip is made in shooting the piece, it can be recalled and shot again if the player can span from the edge of the table to the piece.

15

Third. If a player drives an opponent's piece off the board, as a penalty one (1) point is deducted from his score for each piece so treated by him. No penalty is imposed for driving his own piece off the table.

20

Fourth. If a player drives a movable target off the table, one (1) point is deducted from his score and the target is replaced in the center of the table.

25

Fifth. A player's pieces must be kept off the board when they are not in use to avoid confusion.

30

Sixth. A player may deliver his case from any point along the edge of the table within a certain limit from the center of his side of the board.

The interest in the game is heightened by using a movable target, as increased care is demanded and the element of uncertainty enters more largely into the game than when a fixed target is used.

35

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

A game apparatus designed for use on an unmarked plane surface, comprising a movable weighted target adapted to be placed in the middle of the board or table and of such weight that it is movable freely under the impact of the moving pieces, but it is not ordinarily forced thereby from the table, and two sets of moving pieces suitably colored or otherwise designated to distinguish the two sets, and each piece of each set having the concave bottom and narrow edge adapted to slide freely and easily over the plane surface on which the game is played, each piece being of a thickness about half the diameter of the piece so it can be easily projected, substantially as described.

40

45

50

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

55

ALFRED PERCY BUCKLEY.

Witnesses:

JOHN RODGERS,

WM. A. MCCLOSKEY.