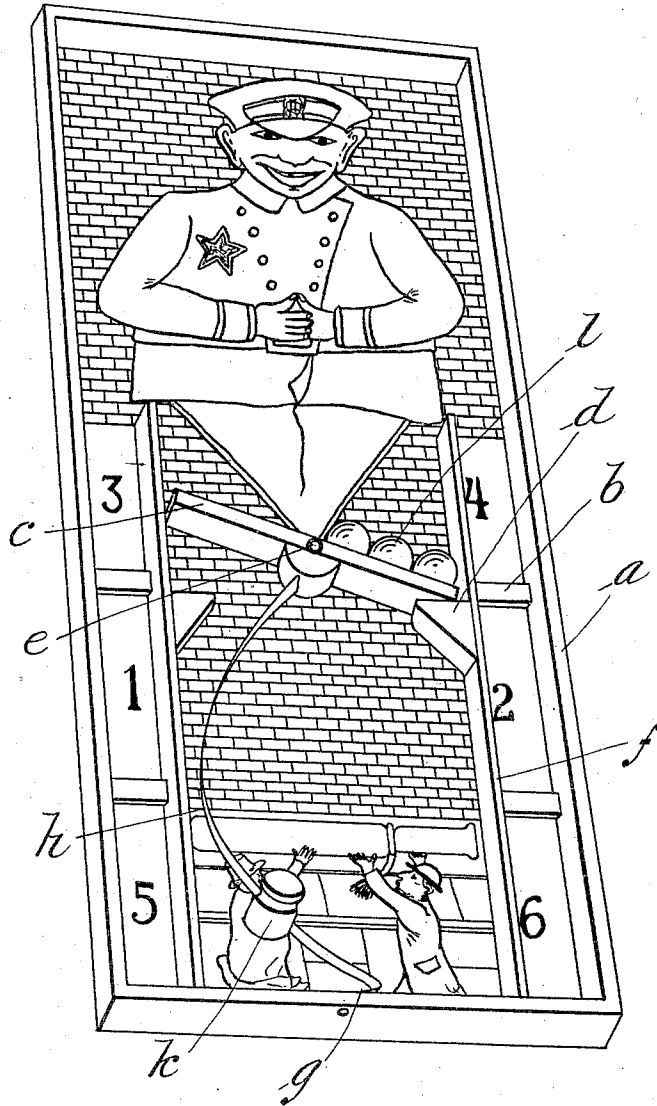


G. W. BUGBEE.
GAME APPARATUS.
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1,051,550.

Patented Jan. 28, 1913.



WITNESSES:
A. L. Sprague
R. M. Moway

INVENTOR,
Glenn W. Bugbee,
BY *Chapin & Co.*
ATTORNEY.

UNITED STATES PATENT OFFICE.

GLENN W. BUGBEE, OF SYRACUSE, NEW YORK, ASSIGNOR TO MILTON BRADLEY COMPANY, OF SPRINGFIELD, MASSACHUSETTS, A CORPORATION OF MASSACHUSETTS.

GAME APPARATUS.

1,051,550.

Specification of Letters Patent.

Patented Jan. 28, 1913.

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To all whom it may concern:

Be it known that I, GLENN W. BUGBEE, a citizen of the United States of America, residing at Syracuse, in the county of Onondaga and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus which can be used by any number of players.

The object of the invention is to provide an apparatus which will provide as much amusement as possible in the game to be played.

The invention primarily consists in a teeter stick against which the balls used in the game normally rest. This teeter stick is snapped from one of its normal positions to the other which causes the balls resting against the stick to be driven against the sides of the game board and rebound therefrom to enter one or another of a series of arbitrarily valued compartments. If the balls do not enter one of the compartments they will return to be again driven by the teeter stick. The quick action of the stick is obtained by the use of a bowed spring which is attached at the center of the teeter stick and also to a fixed point in the box. If the spring is pushed across its center line it will snap the teeter stick from one normal position to the other very quickly.

The figure represents all the essential details of the game in perspective.

The apparatus consists of the main game box *a*, which has a series of numbered compartments running part way along each side of the box as shown. At one end of the box a space is left clear for the balls to rebound against the end or side of the box and enter either one or the other of the compartments. Between the two series of compartments the teeter stick *c* is pivoted at *e*. A lug at the center of the teeter stick provides means to which may be attached the bowed spring *h*, the other end of which can be attached at point *g* at the end of the box. A slotted handle knob *k* is provided to fit over the bowed spring *h* whereby the handle *k* can be placed at any desired point on the spring in order to operate it. The stops *d* one at each side of the teeter stick provide limiting positions for the latter. The

spring *h* holds the teeter stick against its limiting stop until the spring is moved. The playing balls *l* normally rest against the teeter stick and the side of the compartment *f*. The series of compartments are divided by division boards *b* over which the balls *l* can travel if they have sufficient momentum.

The game is played as follows: With the balls in the position shown in the drawings the first player places the handle knob *k* on the spring at any desired point and quickly moves the spring *h* from one bowed position to its other across centers. This will cause the teeter board to snap the balls *l* against the upper end of the game board from which they will rebound and enter one or the other compartments 3 or 4 or return to the teeter stick which is now against the opposite stop *d*. If a ball enters compartment 3 with sufficient momentum it will pass over the division board *b* and enter compartment 1 and if it still has sufficient momentum it will pass over the division board *b* and enter compartment 5. In a similar manner the ball may enter one or the other of the compartments 2, 4 and 6. Each player continues to move the spring as described until all the balls have entered the compartment and the player scores the amount obtained by adding the values of the compartments in which the balls are at the end of his turn. The next player then repeats the operations and the game is won by the person obtaining the desired number of points.

The illustrated arrangement of the parts shown is the preferred one. The parts can be arranged somewhat differently than shown without departing from the invention.

What I claim is:

1. In a game of the class described a box having a series of compartments to which arbitrary characters may be assigned, one or more balls to enter the compartments, a pivoted teeter stick, together with means for snapping said stick from one position to another, whereby a ball can be snapped against a portion of the box from which it can rebound to enter one or the other of said series of compartments, all for the purpose described.

2. In a game, a box having a series of compartments arranged part way along each

side thereof, a teeter stick pivoted in the box, a bowed spring attached at one end to the teeter stick and at the other end to a fixed point, one or more balls for coöperation with said stick, all combined and arranged so that as the bowed spring is pushed from one side to the other of its center line it will cause the teeter stick to snap from one angular position to another and drive the ball or balls against the sides of the box to rebound and enter a compartment or return to the teeter stick to be again driven thereby.

3. In a game, a box having a series of compartments arranged part way along each side thereof, a teeter stick pivoted intermediate said compartments, a bowed spring attached at one end to the middle of said stick and at the other end to a fixed point in the box, one or more balls adapted to rest against the teeter stick and the walls of said compartments all constructed and arranged so that as the bowed spring is forced across its center line the teeter stick will snap the balls against the walls of the box to rebound

therefrom and enter one or the other of the compartments or return to the teeter stick.

4. In a game, a box having two series of compartments one arranged part way along each side thereof, a teeter stick pivoted between said two series of compartments, a bowed spring having one end attached to the teeter stick and the other to a fixed point on the box, an adjustable handle to slide on and move the bowed spring across its center line, one or more balls adapted to rest against the teeter stick and the walls of said compartments all constructed and arranged so that as the bowed spring is forced across its center line the teeter stick will snap the balls against the walls of the box to rebound therefrom and enter one or the other of the compartments or return to the teeter stick to be again snapped by said stick.

GLENN W. BUGBEE.

Witnesses:

HELEN S. JEFFERY,
MABEL BOWERS.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."