

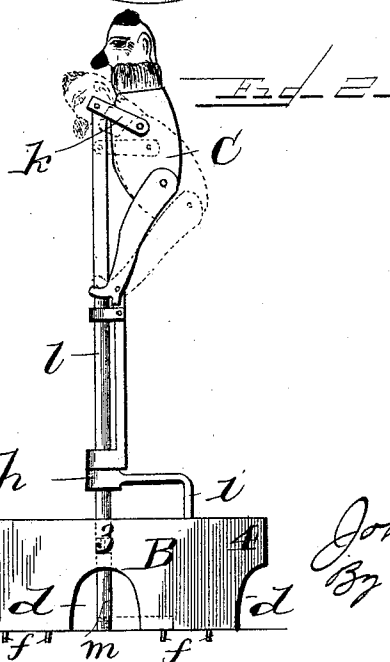
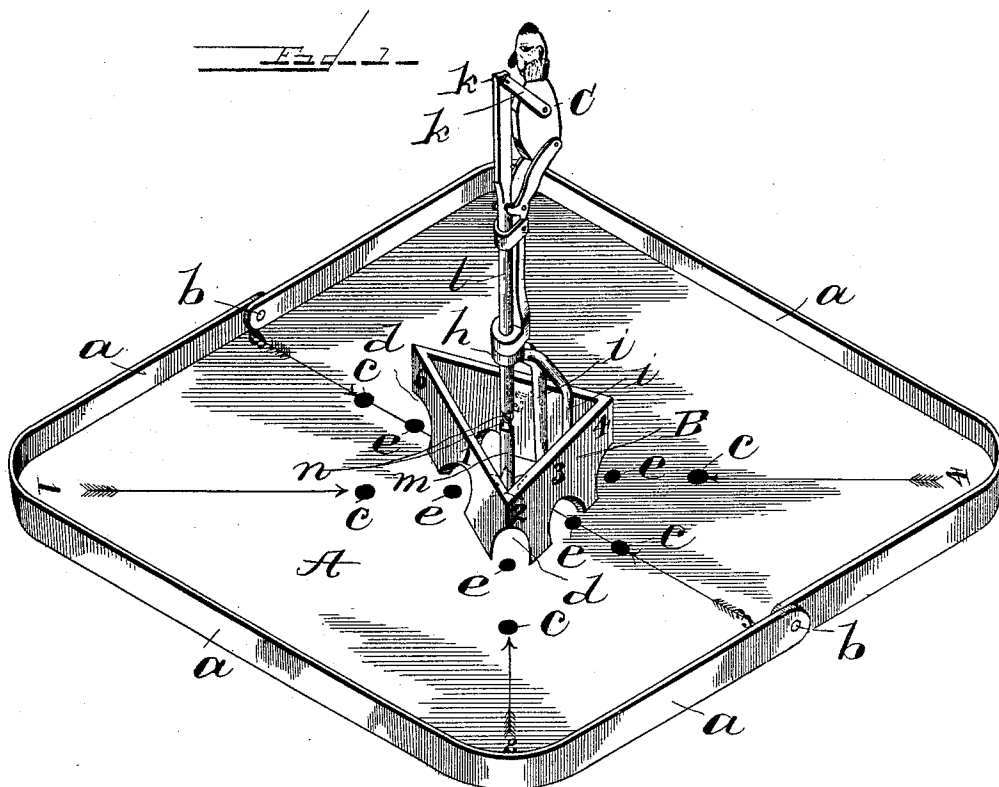
(No Model.)

2 Sheets—Sheet 1.

J. GREEN.
GAME APPARATUS.

No. 483,109.

Patented Sept. 20, 1892.



Witnesses

D. A. Taubenschmidt,
H. B. Reinohl

Inventor

John Green
By *D. C. Reinohl*
Attorney

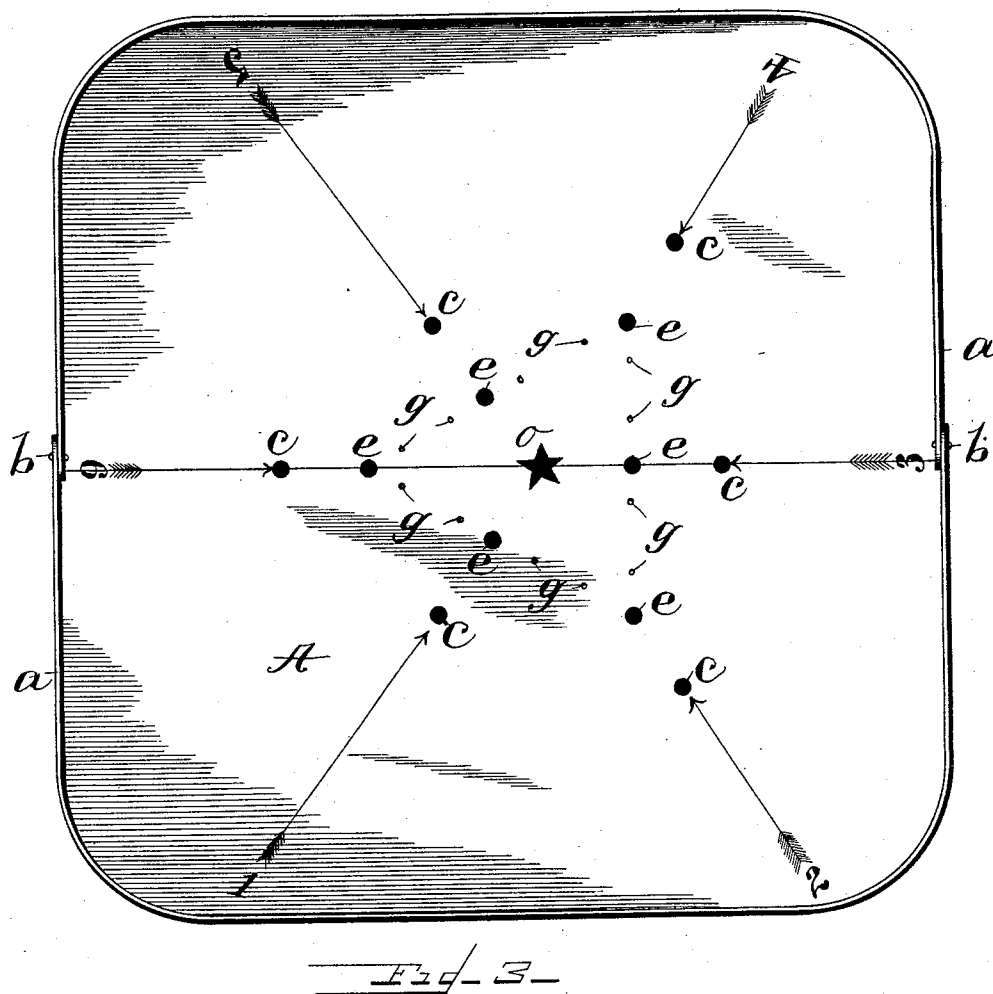
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UNITED STATES PATENT OFFICE.

JOHN GREEN, OF RENOVO, PENNSYLVANIA, ASSIGNOR OF ONE-HALF TO
CRESCENDO CORANO, OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 483,109, dated September 20, 1892.

Application filed May 21, 1892. Serial No. 433,870. (No model.)

To all whom it may concern:

Be it known that I, JOHN GREEN, a citizen of the United States, residing at Renovo, in the county of Clinton 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.

My present invention relates to games, and has for its object the construction of apparatus therefor, which will be fully disclosed in the following specification and claims.

In the accompanying drawings, which form part of this specification, Figure 1 represents a perspective of the game apparatus; Fig. 2, a side elevation of the curb and figure detached, and Fig. 3 a plan view of the board.

Reference being had to the drawings and the letters thereon, A indicates a game-board, which may be made in two parts to fold one upon the other for convenience of transportation or storage and forming a suitable receptacle for the cues or mallets used to strike or project a marble or ball in playing the game for which the apparatus is designed.

The board is surrounded by a thin strip *a*, which forms a wall or inclosure to retain the marbles on the board when struck by a player, and in said strip is a hinge *b* on each of two sides to admit of folding the board.

In the center of the board is a curb or wall B, and the space outside and around the curb I designate the "field," on which are spots or rests *c*, one for each player, which in the board shown for the purpose of illustration provides for six. These rests are placed equidistant from the curb B, and in the curb are ports or passages *d*, which correspond in number with the players and the rests *c*. Near or under the ports *d* are other spots or rests *e*, one for each port.

The curb B is shown triangular simply for convenience; but it may be of any preferred shape, so long as it is provided with ports in line with the rests *c* and *e*, and when used on the board A it is secured in position by pins *f*, which enter holes *g* in the board.

Above the curb B is a figure C, generally

known as a toy "jumping-jack," jointed, as usual, to assume an upright position, as shown, and the stooped or forwardly-bent position, (shown in dotted lines in Fig. 2,) in which position "Jack" is supposed to be looking down into the space surrounded by the curb to see what disturbed him or knocked him out of his erect position. The figure is supported upon a bracket *h*, having arms *i i* secured to two sides of the curb, and to the arms *k* of the figure is attached a rod *l*, to the lower end of which is attached a tripping-section *m*, the connection being made by two loops or eyes *n* at right angles to each other, which form a universal joint that can be tripped from either port *d* when the section *m* is struck by a marble or other projectile.

In the center of the space bounded by the curb B is a star *o*, upon which the free end of the section *m* is placed when the figure C is set for the player, and over each port *d* in the curb B is placed a numeral designating the port toward which the player at each of the arrows 1 2 3 4 5 6 must direct his or her projectile.

The game is played as follows: The player from arrow No. 1 places a marble or analogous projectile on the rests *c* and *e* in line with said arrow and strikes the marble on the rest *c* with the end of a cue or a mallet to project it against the marble on the rest *e* to direct the latter marble or the one first struck against the tripping-section *m* on the rod *l*. If he strikes the section *m* and trips "Jack," it counts one for the player, and he is entitled to another "turn," and if either marble stops on either of the rests *c* or *e* on the board, that also counts one for each rest. If either marble is caught under the rod *l* on the star *o* when "Jack" is tripped, it counts game for the player. The first player plays until he misses the tripping-section *m*, keeping his score of what he has made in his play; but as soon as he misses the tripping-section the next player in turn commences to play and plays until he misses the tripping-section, and so on until all have played, when the several scores are counted, and the player having made the greatest number of points is declared the winner of the game. It must be under-

stood that at any point in the game it will be declared won by either player who has a marble caught on the star o under the rod l.

The curb B may be used without the board

5 A—as, for example, it may be placed on the floor of a room or play-ground and the marbles projected from the hand of the player in the manner adopted in playing marbles and generally called “shooting,” or balls may be
10 substituted for the marbles and they thrown or pitched to trip “Jack,” or mallets may be used for projecting the balls, as in playing croquet.

15 Having thus fully described my invention, what I claim is—

1. In game apparatus, suitable projectiles and a curb or wall having ports or passages, in combination with a drop-figure, a rod to which the figure is attached, and a tripping-section
20 upon which the figure rests.

2. In game apparatus, suitable projectiles and a curb or wall having ports or passages, in combination with a jointed drop-figure, a rod to which the figure is movably attached, a

25 bracket supporting the figure and attached to the curb, and a tripping-section upon which the figure rests.

3. In game apparatus, suitable projectiles and a board having a curb or wall in the center thereof provided with ports or passages, in
30 combination with a jointed drop-figure, a vertically-movable rod to which said figure is attached, and a tripping-section secured to the lower end of said rod.

4. In game apparatus, suitable projectiles,
35 a board having a series of indicated rests for projectiles, a curb or wall provided with ports or passages, and indicated rests on the board near said ports, in combination with a drop-figure, a vertically-movable rod to which the
40 figure is attached, and a tripping-section at the lower end of said rod.

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

JOHN GREEN.

Witnesses:

D. C. REINOHL,
H. B. REINOHL.