

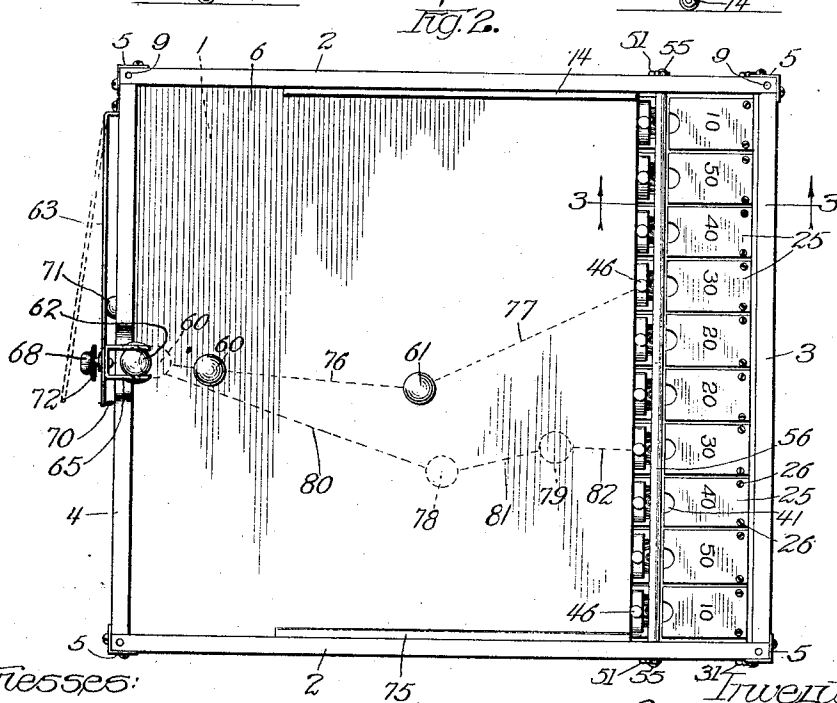
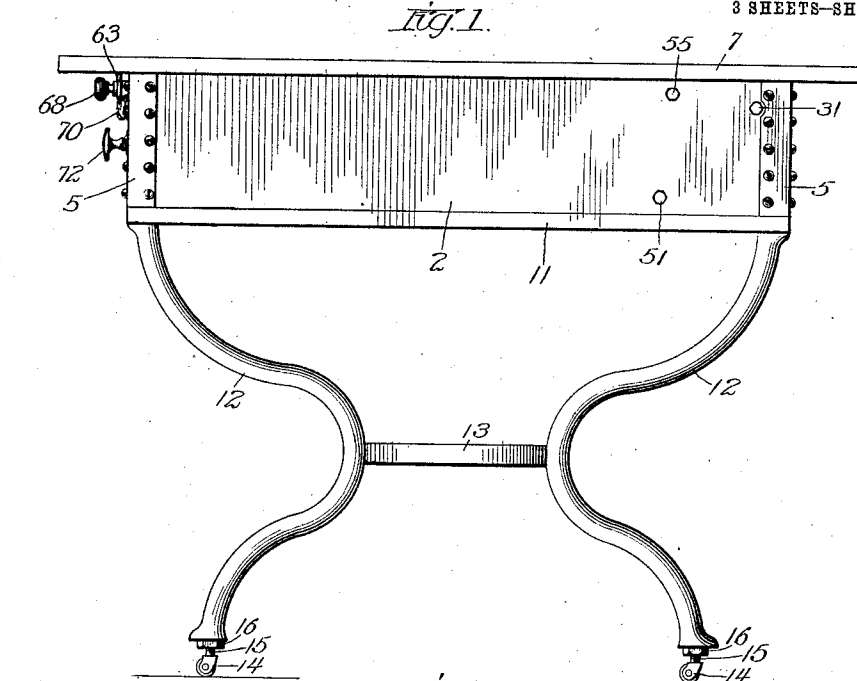
W. C. ROOD.  
GAME.

APPLICATION FILED APR. 22, 1911.

1,055,083.

Patented Mar. 4, 1913.

3 SHEETS-SHEET 1.



Witnesses:

Robert H. Weir  
Charles J. Cobb

Inventor

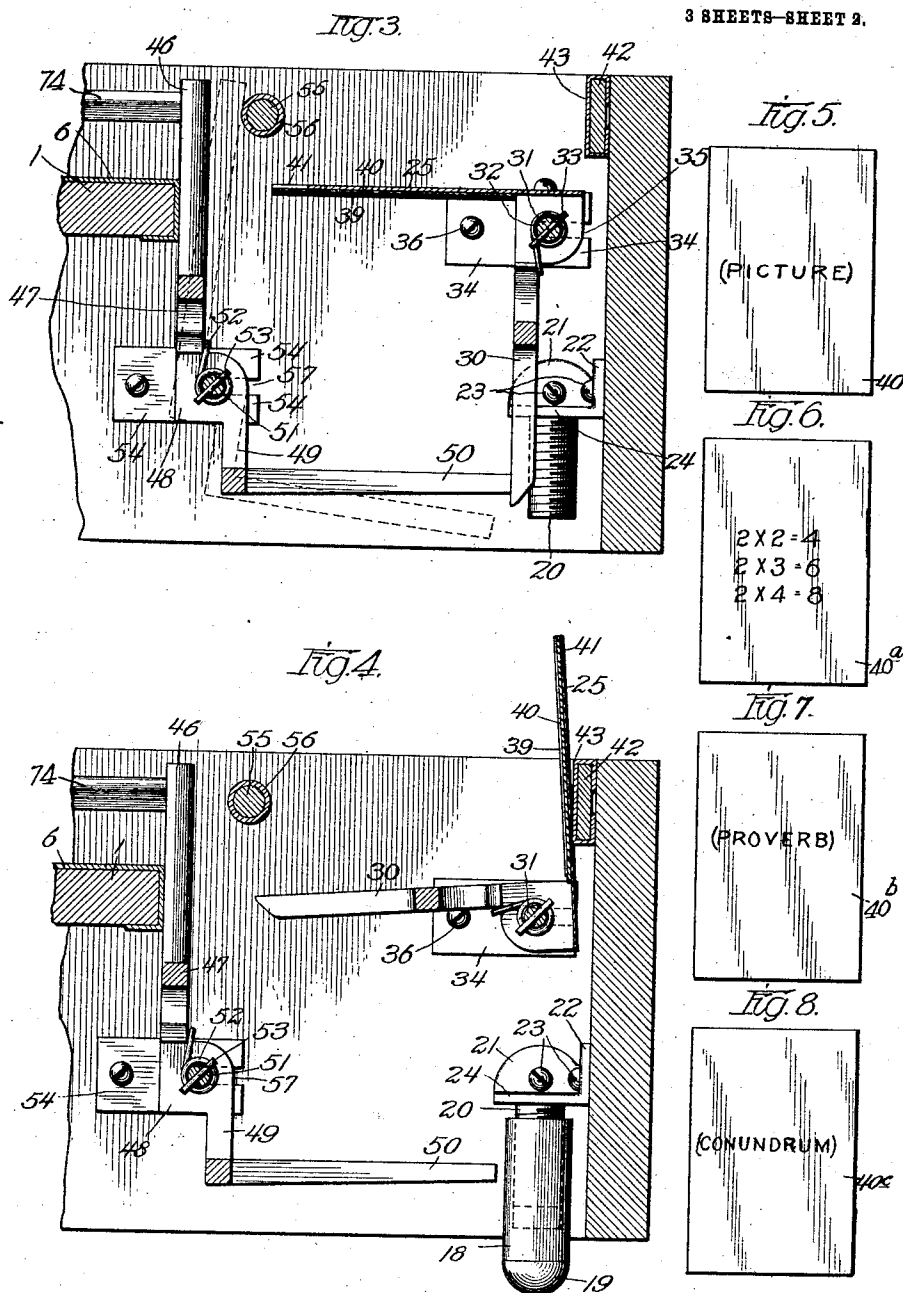
Wm. C. Rood  
By *Wm. C. Rood*

W. C. ROOD.  
GAME.  
APPLICATION FILED APR. 22, 1911.

1,055,083.

Patented Mar. 4, 1913.

3 SHEETS-SHEET 2.



Witnesses:  
Robert H. Mc  
Charles J. Cobb

Inventor  
Wm. C. Rood  
By Will H. Hie  
Attys:

W. C. ROOD.

GAME.

APPLICATION FILED APR. 22, 1911.

1,055,083.

Patented Mar. 4, 1913.

3 SHEETS—SHEET 3.

Fig. 9.

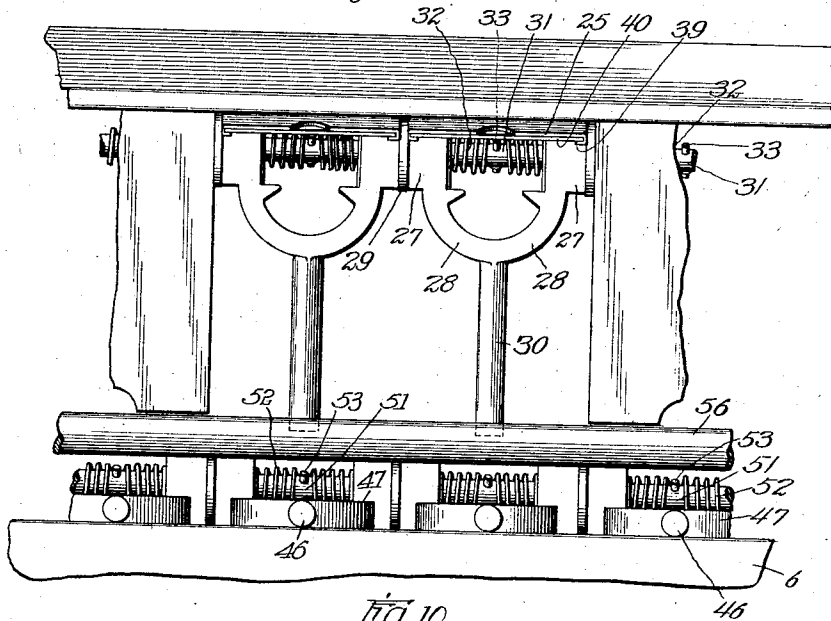


Fig. 10.

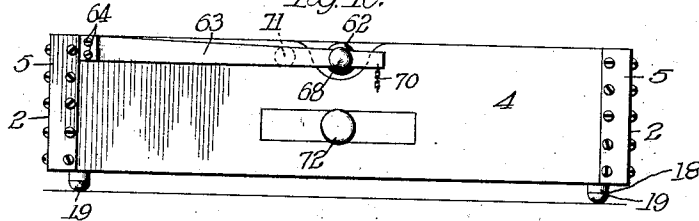


Fig. 11.

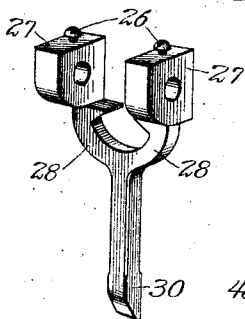


Fig. 12.

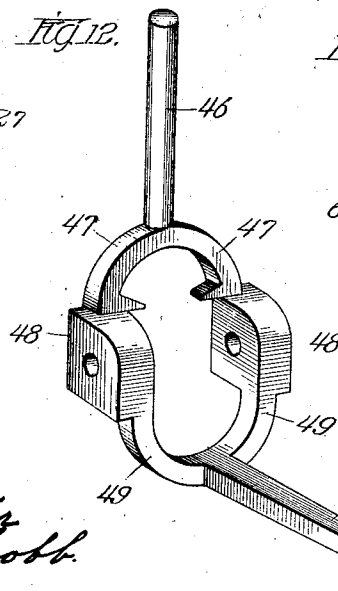
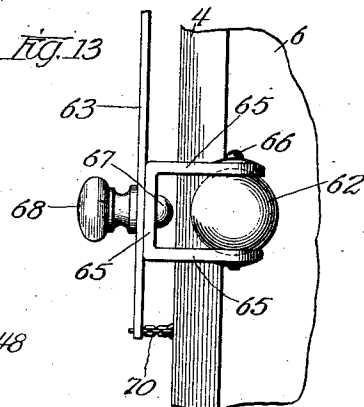


Fig. 13.



Witnesses:  
Robert V. Weir  
Charles J. Cobb.

Inventor  
Wm. C. Rood  
By [Signature]

# UNITED STATES PATENT OFFICE.

WILLIAM C. ROOD, OF CHICAGO, ILLINOIS.

## GAME.

1,055,083.

Specification of Letters Patent.

Patented Mar. 4, 1913.

Application filed April 22, 1911. Serial No. 622,665.

*To all whom it may concern:*

Be it known that I, WILLIAM C. ROOD, a citizen of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Games, of which the following is a description.

My invention belongs to that class of devices known as games or the like, and relates particularly to an educational game that affords interesting instruction and incites a desire for the same, affords amusement, strengthens the memory, requires skill, that is ornamental and useful and of continued interest.

The invention has among its objects the production of a device that is educating, interesting, amusing, useful, ornamental and satisfactory, and that is entertaining for adults or children.

To this end my invention consists in the novel construction, arrangement and combination of parts herein shown and described, and more particularly pointed out in the claims.

In the drawings, wherein like reference characters indicate like or corresponding parts, Figure 1 is a side elevation of one form of my device, including a support and a removable top. Fig. 2 is a plan view of the device, the top removed. Fig. 3 is an enlarged sectional view, taken substantially on line 3, 3 of Fig. 2. Fig. 4 is a similar view, showing the parts in different positions. Fig. 5 is a plan view of a card. Fig. 6 is also a plan view of a different form of card. Fig. 7 is a plan view of another different form of card. Fig. 8 is a plan view of still another form of card. Fig. 9 is a fragmentary plan view of the device, two of the card holders being shown in their elevated positions. Fig. 10 is a side elevation of the game removed from its support and with the top off. Fig. 11 is a perspective view of a detail part. Fig. 12 is a perspective view of another detail part, and Fig. 13 is a top elevation of a portion of the ball projecting mechanism.

Referring to the drawings, in which the preferred form of my game is shown, 1 represents the game board, which is preferably covered with felt 6, or equivalent material. The board is arranged in a frame, comprising the sides 2, 2, 3 and 4, which extends slightly above the top of the board so as to prevent the balls hereafter described from

rolling off the same during the playing. The four sides may be reinforced and ornamented at the corners by corner pieces 5, or their equivalents, if desired. In Fig. 1, the game is shown provided with a removable top 7, which may be secured in position in any satisfactory way. A very convenient construction is to provide pins on the top, which set into suitable holes 9 in the opposite part. The game shown in this figure is also provided with a suitable support, so that the game and support when covered by the top 7, form a very attractive as well as convenient and useful table. The support comprises base 11 for the game to rest upon, which base is provided with legs 12, which may be braced by a shelf 13 if desired. I also provide adjustable casters 14 at the bottom of the legs, so that the top of the board may be leveled before using the game. Any form of casters suitable for the purpose may be used, but for illustration I have shown each of the casters provided with a shank 15, and with an adjustable nut 16. Fig. 10 illustrates the game with the top and legs omitted, this form being a little more portable, and may be placed upon any table. In this last mentioned construction, a very simple construction for leveling the game upon the table comprises posts or nuts 18, which, if desired, may be provided with felt or soft rubber ends 19. The posts 18 are arranged to screw upon bolts 20, each of the bolts being formed integrally with or secured to a plate 24 provided with flanges 21 and 22, so that they may be secured at the corners on the interior of the sides by screws 23, or in an equivalent manner. With this construction the game may be leveled by turning the posts 18 as desired. It will be noted that this construction may be employed where the legs are provided, as shown in Fig. 1, the game being leveled by raising the same relative to the base 11.

In the preferred construction of the game, the board 1 does not extend entirely to the end or side piece 3, so that there is a space between the two. In this space, extending across the game board between the sides 2, and at about the level of the board 1, is a shaft 31, upon which are arranged a plurality of members of any suitable form and shape, preferably similar to the one shown in Fig. 11, which comprises parts 27 connected by the yoke 28 and extended as at 30. Each member is provided with a plate

or target 25, which is formed integral therewith or secured to the ends 27 by screws 26. For each member or plate 25 is provided a spring 32, which cooperating with the yoke 28 and a pin 33, tends to throw the members and plates 25 up into the vertical position substantially as shown in Fig. 4, thereby displaying their under faces. The members and plates, however, are normally maintained in the position shown in Fig. 3 by latches 50, more fully described hereafter.

The ends of the shaft 31 may be secured in any desired way, one end preferably extending through one of the side walls 2, shown in Fig. 1, while the other end is arranged in a slot 35 in a piece 34, which is secured to the inside of the opposite side wall by a screw 36, or its equivalent. The end of the shaft 31 is preferably arranged, or formed, so as to fit into the slot 35. In assembling the game, or at other times, the shaft 31 is turned, thereby winding up or putting the springs under tension, and the same then positioned in the slot 35, or the plate positioned, thereby preventing the shaft from turning back. A stop 42 is provided for the plates, the same being provided with a cushion 43 of felt or equivalent material. Each of the plates 25 may bear a number, as illustrated in Fig. 2, in which numbers are shown, and I preferably arrange the plates 25 so that suitable cards 40, or their equivalents, may be removably secured thereto so as to be displayed when the plates 25 are turned upwardly, as shown in Fig. 4. A convenient construction is to turn over the edges of the plates, as indicated at 39 (see Fig. 9) so that the cards 40 may be slipped in or out, the cut-out portion 41 in the plate permitting the cards to be conveniently grasped. Any equivalent way of removably securing the cards on the plate may be employed.

The cards 40 may be of a great many different styles, or forms. For the purpose of illustration, I have shown four forms, it being understood that each card shown represents one of a set, and that there may be any number of sets or cards in a set.

Fig. 5 shows a card 40, on which may be provided a suitable picture. As an illustration, a set of cards may be provided with the pictures of the Presidents, or famous or well known characters in history, literature, science or the like, or a set of cards may be provided upon which may be shown mathematical or other tables, as shown in Fig. 6, card 40<sup>a</sup>. Another form of card is shown in Fig. 7, card 40<sup>b</sup>, upon which may be shown proverbs or quotations, or a set similar to the card 40<sup>a</sup>, shown in Fig. 8, upon which may be placed conundrums. The several forms shown in these figures are merely for illustration and for the purpose of illustrating the operation of the game hereafter.

As before mentioned, for maintaining the plates in the position shown in Figs. 2 and 3, latches 50 are provided, there being one latch for each plate. The latches engage the lower end of the extended parts 30, thereby preventing the part from turning about the shaft 31. When, however, the latch 50 is forced downward, as indicated by the dotted lines in Fig. 3, its respective cooperating part 30 is released and the spring 32 of that part throws the plate up, as shown in Fig. 4. The latches 50 are each provided with and operated by a trigger 46, the two being connected in any suitable way, for example as most clearly shown in Fig. 12, in which 47 is a yoke connected to parts 48, which are connected to the part 50 by the yoke 49. The parts are arranged on a shaft 51, and are normally maintained in the position shown in the drawings, the board 1 acting as a stop, by springs 52, which cooperate with the yoke 47 and pins 53. The shaft 51 is supported and prevented from turning substantially similarly to the shaft 31, 54 being a plate arranged at one side, provided with a cut-out portion or slot 57, the opposite end of the rod or shaft extending to the exterior of the frame. To limit the movement of the triggers 46, I provide a rod 55, which is preferably covered with cushioning material 56 of rubber or the like. The rod 55 limits the movement of the triggers 46, or the balls, when operated as hereafter described, the movement of the triggers being sufficient, however, to permit the latches 50 to release the extended parts 30.

The triggers 46 are preferably operated by projecting a suitable ball on the top of the table against the same, and it may be mentioned that several balls may be used, as will be described in the operation. Assuming that one ball 60 is used for striking the triggers, the same is projected against the triggers by striking the same with a ball 62, (see Fig. 13). The ball 62 is supported by fingers 65, the same being secured thereto by frictional engagement, or by a pin 66. The fingers 65 are secured to and supported by a resilient member 63 through a screw 67, which may also engage the handle or knob 68 on the opposite side of the resilient member 63. The movement of the resilient member 63 is limited by a cushion 71 and a chain 70, for the purpose. If desired, one or more drawers may be arranged below the board 1 to contain the balls, cards, etc., not used, the numeral 72 indicating a knob to one drawer arranged as mentioned. If desired, cushions 74 and 75 of rubber, or other elastic material, may be arranged at the sides, or about the sides, against which the balls may cushion, and be thereby deflected in their travel.

The balls used may be of any suitable ma-

terial and are conveniently of a size that they may pass through the spaces between the triggers 46 and contact with the rod 55 without engaging said triggers.

5 In playing the game, and assuming that points are desired, only one ball being used, viz., the ball 60, the same is placed, as indicated, at 60 in the dotted lines, the resilient member 63 and ball 62 being drawn back as indicated by the dotted lines in Fig. 2. If  
10 the knob 68 is then released, the ball 62 will strike the ball 60 and project the same down toward the triggers. If the ball has been properly aimed, and it may be assumed that  
15 it has been, it will strike one of the triggers, thereby releasing one of the extended parts 30, and permit the corresponding plate to be thrown up, if the plate bears a number that will indicate the number of points  
20 made at that operation. The operations may of course be repeated as desired, the points required to win the game being as agreed upon.

Where it is desired to display more skill,  
25 an additional ball 61 may be employed and the ball 60 be directed against the ball 61, so that the ball 61 is directed against one of the triggers. This is illustrated in Fig. 2, in which it may be assumed that the  
30 ball 60 takes the path 76 and strikes the ball 61, thereby projecting the same along the path 77 to strike one of the triggers 46, thereby operating or releasing the parts as described, or the operator may endeavor to  
35 so project the balls as to simultaneously operate a plurality of triggers. It is, of course, understood that any number of balls may be used, as for example, an additional ball 79, 78 representing the ball 61. In this case  
40 assume that the ball 60 is projected along the path 80, striking the ball 78 and projecting it along the path 81 against the ball 79, which is projected along the path 82 to strike one of the triggers. These are merely  
45 offered as illustrations, showing how the number of balls may be varied so as to require more skill to operate the parts.

The previous description illustrates some of the uses of the game.

50 I will now describe how the various cards are employed: Assuming that cards bearing pictures, for example, pictures of Presidents, are arranged in the plate holders. Upon the plate being thrown up so as to  
55 display the picture, the one operating the game, or whoever may have been previously decided upon, is then required to give the name and whatever other information concerning the one whose picture is displayed  
60 may have been agreed upon. If desired, the pictures may be placed upon both sides of the card, so that they may be reversed, after having been displayed, or the answers may be placed upon the reverse side. Pictures  
65 may also show authors, artists, inventors, or

any other characters desired. It can be seen that much good will be derived in educating the players, as well as to incite in them a desire for proficiency, so that they may answer the questions correctly, and also playing  
70 the game will strengthen the memory. It being possible to change the cards, the game affords unlimited variation of the subjects, so that the game does not become uninteresting after a short time.

75 Mathematics or spelling may also be shown on the cards, as well as suitable proverbs, quotations and conundrums. By varying the cards, it is therefore obvious that pictures, quotations, conundrums, questions, characters, words, letters, definitions,  
80 or other information, in part or whole, treating upon celebrated men and women, natural history, ancient or modern history, science, art, fiction, prose or poetry and the like, may be shown. If only a part is shown,  
85 the player giving the remainder, much valuable instruction is acquired and much benefit derived. If the plates are numbered according to the difficulty in striking them,  
90 points may be counted to determine the winner, and if points are deducted where the answer is partly wrong, or allowing no credit where entirely wrong, the player to win must qualify himself beyond mere mechanical skill in projecting the balls against  
95 the triggers.

So many variations are possible within the spirit of the invention, that it is impossible to illustrate, describe or mention all of them, and those mentioned are merely as  
100 illustration. It may be noted, however, that the game may be accompanied or include a book containing the answers to the cards, but the cards and books constituting the educational feature may be omitted, and the  
105 game played without the same, the points on the plates being alone counted. When the game is provided with the legs and top illustrated in Fig. 1, the same may be used  
110 as a center or library table when not in use as a game.

Having thus described my invention, it is obvious that various immaterial modifications may be made in the same without  
115 departing from the spirit of my invention, hence I do not wish to be understood as limiting myself to the construction or combination of parts herein shown and described, or uses mentioned.

120 What I claim as new and desire to secure by Letters Patent is:—

1. A game device comprising a frame, a board therein terminating short of the rear end of the frame, a plurality of appropriately designated plates pivotally supported  
125 in the opening thus formed at the rear portion of the frame, means tending to move said plates to a vertical position, means for normally holding said plates in a substan-

130

tially horizontal position, said last mentioned means including a trigger for each holder, said triggers being positioned adjacent the rear edge of the board and projecting above the plane of the board so as to be engaged by a projectile passing thereover.

2. A game device comprising the combination with a frame, a board therein terminating short of the rear end of the frame, a plurality of appropriately designated plates pivotally supported in the opening thus formed at the rear portion of the frame, means tending to move said plates to a vertical position, means for normally holding said plates in a substantially horizontal position, said last mentioned means including a trigger for each holder, said triggers being positioned adjacent the rear edge of the board and projecting above the plane of the board so as to be engaged by a projectile passing thereover, a ball, and means for projecting said ball across the surface of the board and into contact with said triggers.

3. A game device comprising a frame, a board therein terminating short of the rear end of the frame, a shaft extending transversely of the opening thus formed in the rear of the frame, a member pivotally supported on said shaft, a card holder carried by said member, a spring normally tending to shift said member in one direction, means for preventing movement of said member by said spring comprising a pivotally supported trigger provided with a portion normally lying in the path of said member to prevent movement thereof on its supporting shaft and a portion positioned adjacent the rear edge of the board and extending above the plane thereof so as to be engaged by a projectile passing over the board.

4. A game device comprising a board, a plurality of resiliently operated members, means for removably securing cards to said

members, means for normally maintaining said members whereby the cards are invisible, said means including a plurality of triggers, means for normally maintaining said triggers in operative position, and means for limiting the movement of said triggers, and means for driving a projectile upon the surface of the board to actuate said triggers.

5. In a device of the kind described, the combination of a set of cards, bearing suitable characters, or information, and holders for carrying said cards so that the face thereof cannot be seen, and means for operating said holders to display the cards.

6. In a game device, a board, a member pivotally supported in substantially the plane of the board, an appropriately designated plate projecting at substantially right angles from such pivotally supported member adjacent the pivotal connection thereof, yieldable means operatively associated with said pivotally supported member for holding said plate in a substantially upright position, and means for holding said plate in a substantially horizontal position comprising a trigger member pivotally supported beneath the plane of the board, said trigger member being provided with a portion projecting upwardly above the plane of the board so as to be engaged by a projectile passing thereover, and a laterally projecting part adapted in the normal position of the trigger to overlie the pivotally supported member carrying said appropriately designated plate.

In testimony whereof, I have hereunto signed my name in the presence of two subscribing witnesses.

WILL. C. ROOD.

Witnesses:

ROY W. HILL,  
CHARLES I. COBB.