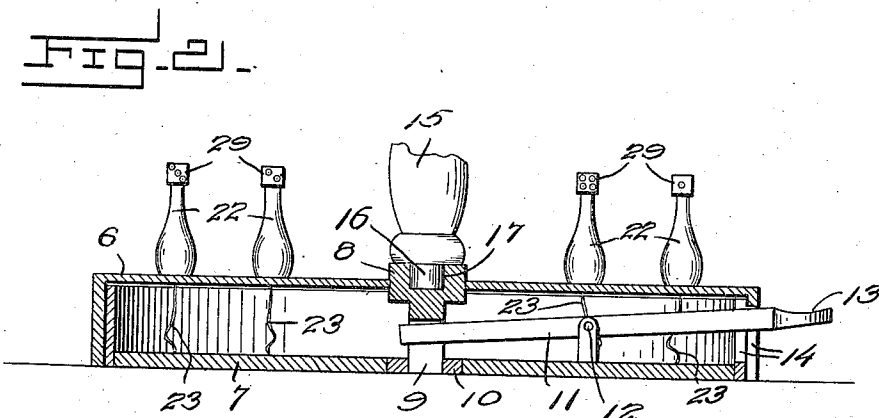
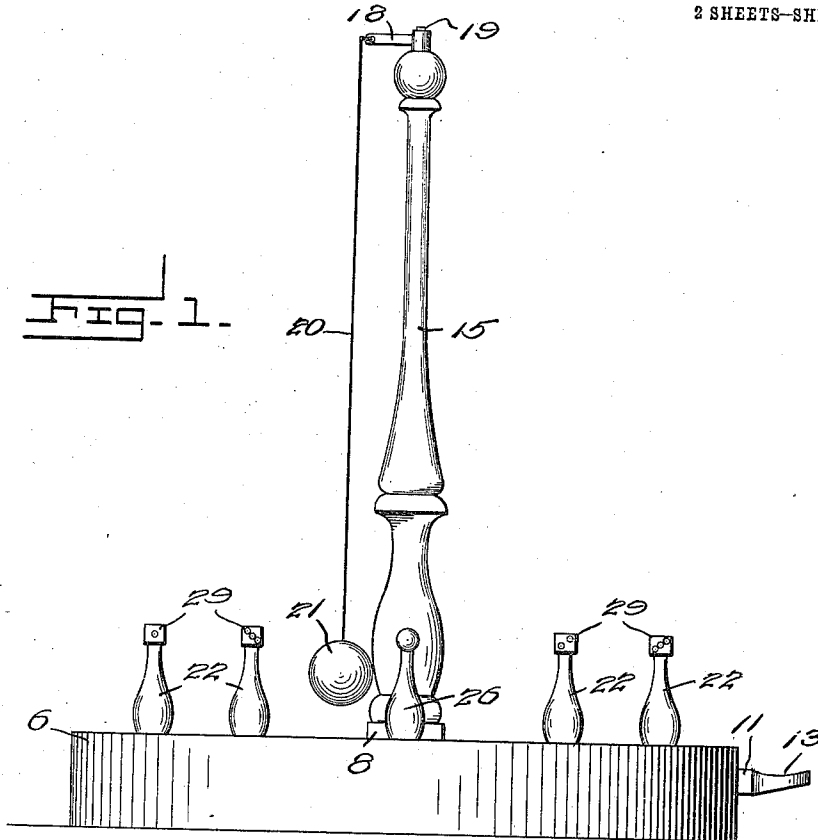


J. F. WILHELM.
 GAME APPARATUS.
 APPLICATION FILED DEC. 12, 1912.

1,063,233.

Patented June 3, 1913.

2 SHEETS-SHEET 1.



Witnesses
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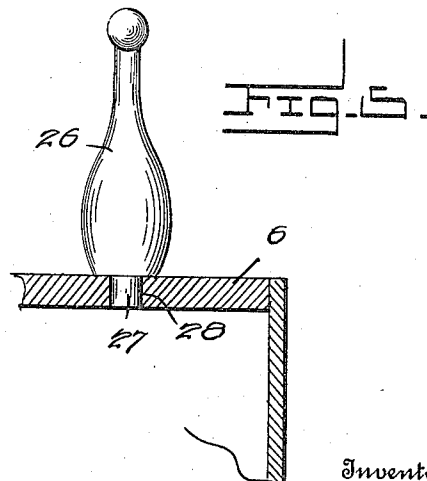
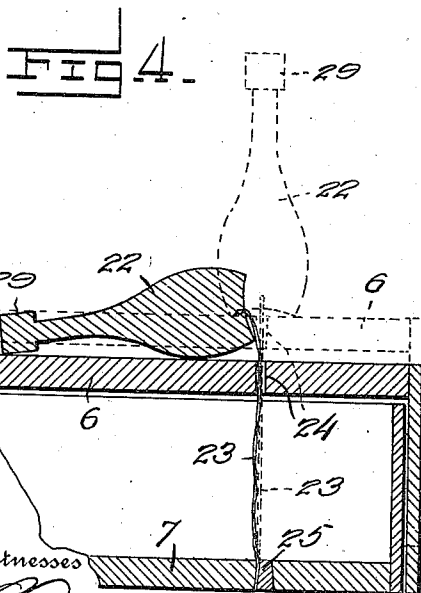
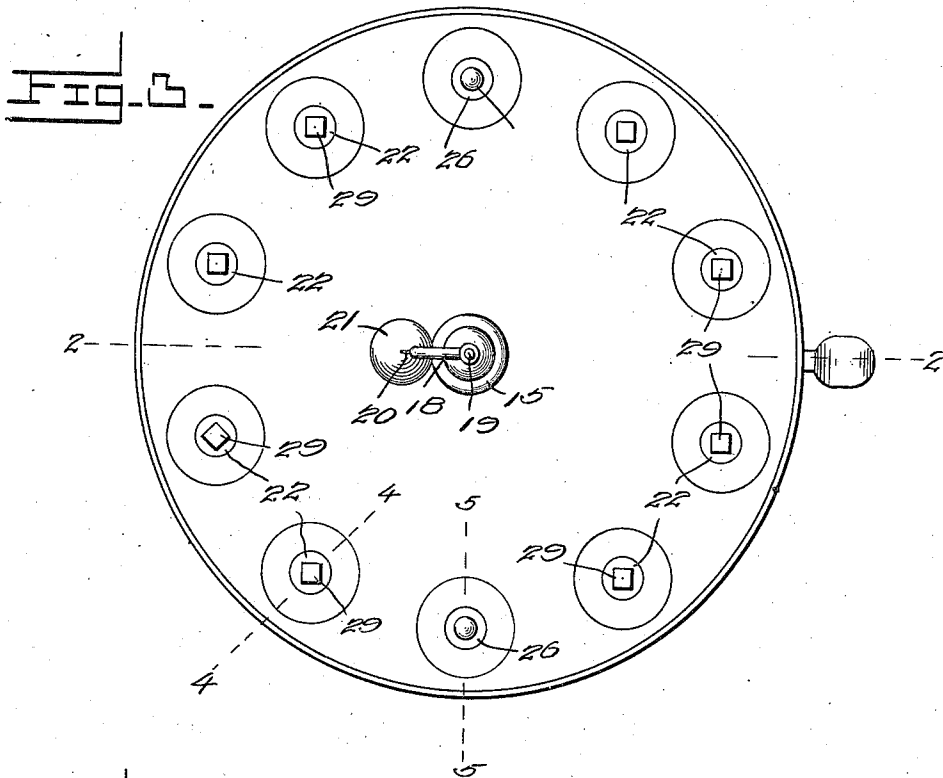
C. L. Parker
 Attorney

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2 SHEETS—SHEET 2.



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

1,063,233.

Specification of Letters Patent.

Patented June 3, 1913.

Application filed December 12, 1912. Serial No. 736,312.

To all whom it may concern:

Be it known that I, JOHN F. WILHELM, a citizen of the United States, residing at Williamsport, in the county of Lycoming and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to game apparatuses and has particular reference to a "ten-pin game apparatus."

The invention aims to provide a game apparatus of the above mentioned character, which will be exceedingly interesting to play and in the playing of which there will be two important factors, to wit, the skill of the operator and the element of chance.

An important object of this invention is to provide a game apparatus of the above mentioned character, which is simple in construction, easy to operate, cheap to manufacture and durable.

A further object of my invention is to provide a game apparatus of the above mentioned character which is compact in the arrangement of its parts and has novel means to reset the ten-pins which have been knocked down.

A further object of the invention is to provide all or any suitable number of the ten-pins with a chance device, whereby when the ten-pin is knocked down the same may count for different values depending upon the position that the same assumes in its knocked down position.

Other objects and advantages of this invention will be apparent during the course of the following description.

In the accompanying drawings forming a part of this application and in which like numerals are employed to designate like parts throughout the same, Figure 1 is a side view of the game apparatus complete. Fig. 2 is a central vertical sectional view taken through the body portion or base of the game apparatus, taken on line 2—2 of Fig. 3. Fig. 3 is a plan view of the game apparatus. Fig. 4 is a detail section through the body portion or base of the game apparatus, showing the ten-pin in its knocked down position and the manner in which the same is reset, taken on line 4—4 of Fig. 3, and, Fig. 5 is a detail section

through the body portion or base of the game apparatus, showing the manner in which the obstructing or buffer pins are connected to the same, taken on line 5—5 of Fig. 3.

In the drawings, wherein for the sake of illustration, I have shown a preferred embodiment of my invention, the numerals 6 and 7 designate upper and lower preferably cylindrical shells, which constitute the body portion or base of the apparatus. The shell 7 is telescoped by the shell 6, as shown.

Rigidly connected with the central portion of the upper shell 6 is a hub 8, provided with a depending forked extension or arm 9, which reciprocates within a guide ring 10, which is in turn mounted within an opening formed through the central portion of the lower shell 7, as shown. The guide ring 10 may be connected with the lower shell 7 by any suitable means, such as being glued therein. However, the manner in which the guide ring 10 is held in place is not deemed important as any suitable means may be employed for this purpose which are found satisfactory in the practical construction of the device. The hub 8 may be formed integral with the upper shell 6 or the same may be made separately and rigidly connected therewith by any suitable means. The upper shell 6 is raised or elevated by a vertically swinging lever 11 which is fulcrumed at 12, with its inner end disposed within the forked depending extension or arm 9 and its outer end extending outwardly of the shell 6 in the form of a head or finger engaging portion 13, as shown. The outer end of the lever 11 operates within vertical openings 14 formed through the periphery of the upper and lower shells 6 and 7, as shown.

The numeral 15 designates a central support or mast, provided at its lower end with an extension or trunnion 16, adapted to fit snugly within a pocket 17, formed in the hub 8, as shown. While this is the preferred construction, it is obvious that the mast 15 may be connected with the upper shell 6 by other means.

Freely rotatably mounted or swiveled upon the upper end of the mast 15 is a radially extending arm 18, the same being connected with the mast by a pin 19 or the

like. Connected with the outer or free end of the arm 18 is a flexible element 20, such as a suitably strong cord, line or thread. Secured to the lower end of the flexible element 20 is a striker ball 21, as shown.

The numeral 22 designates playing pins, which are preferably disposed upon the upper surface of the shell 6 to form a ring of the same. As clearly shown in Fig. 4, each of these playing pins 22 has a resetting flexible element or cord 23 attached to the lower end thereof, such cord passing through an opening 24 formed in the upper shell 6. The lower end of the cord 24 is connected with the lower or relatively stationary shell 7, as shown at 25. It is obvious that when the upper or vertically movable shell 6 is elevated, to assume the position shown in dotted lines in Fig. 4, the playing ten-pin 22 will be reset or returned to its normal vertical position.

The numeral 26 designates obstructing or buffer pins, which are to be securely connected with the upper shell 6, so that they can not be knocked down by the ball 21. A preferred manner of connecting the pins 26 with the shell 6, is shown in Fig. 5. In this figure, each pin 26 is provided at its lower end or base with an extension or trunnion 27, which fits snugly within an opening 28 formed through the shell 6. Attention is called to the fact that the obstructing or buffer pins 26 are preferably diametrically arranged. At this point, it is believed to be advisable to state a little of the operation of the game apparatus. The playing ten-pins 22 are knocked down by the striker ball 21, the same being tossed or set in motion to swing in a circular path. When the game apparatus is being played by an unskillful operator, the striker ball during its circular movement will engage with either or both of the obstructing or buffer pins 26, thus being stopped before it has knocked down any or all of the playing pins 22. Now I have found, that by arranging the obstructing or buffer pins 26 diametrically, there being preferably only two of such obstructing or buffer pins, a skilled operator may so toss or throw the striker ball that it will clear both of the obstructing or buffer pins and yet knock down all of the playing pins. This can be done by tossing or throwing the striker ball 21 so that it will first strike the pin 22 next to or adjacent the obstructing or buffer pin 26, which is in turn adjacent to the operator. When this is done the striker ball 21 partakes of two movements, to wit, first, a circular horizontal movement adjacent the pins and a slight vertical movement in the arc of a circle the lowermost point in which will be, upon one side of the board, at the first playing pin 22 aimed at, and upon the opposite side of the board at the playing pin diametrically opposite the

said playing pin aimed at. It is thus seen that when the striker ball 21 clears the first obstructing or buffer pin 26 it will also clear the diametrically oppositely arranged obstructing or buffer pin. By this construction, a game apparatus is provided which can be played with decided degrees of success depending upon the skill of the operator.

In addition to the skill of the operator as a factor in the successful playing of the game, it is desired to provide an element of chance in such playing. To do this, each or any suitable number of the playing ten-pins 22 have dice or other chance point indicating devices associated therewith. In the illustrated embodiment of my invention, each of the playing ten-pins 22 has its head made in the form of a die 29, as shown. It is thus seen that when the playing ten-pins 22 are knocked down, the number of points made or gained by the operator, will depend, first upon the number of pins knocked down, and second upon the number of points indicated by the die 29 connected or carried thereby. It is not desired to restrict the invention to the arrangement of the die 29 upon the upper end of the playing pin. While this is considered the preferred construction, yet it may be connected with the ten-pin at other portions thereof and by any suitable means.

It is to be understood that the form of my invention, herewith shown and described, is to be taken as a preferred example of the same, and that certain changes in the shape, size and arrangement of parts may be resorted to without departing from the spirit of the invention or the scope of the subjoined claims.

Having fully described my invention, I claim:—

1. In a game apparatus of the character described, a playing pin, a die permanently connected with the playing pin and means to knock down the playing pin.

2. In a game apparatus of the character described, a playing pin having a portion thereof formed polygonal in cross-section and provided with die marks, and means to knock down the playing pin.

3. In a game apparatus, a board, a central upstanding mast, a flexible element connected with the upper portion of the mast, a striker ball connected with the flexible element, and a plurality of playing pins having their upper ends in the form of dice and adapted to be arranged about the central mast in a circle.

4. In a game apparatus of the character described, upper and lower shells which have telescoping action, means to effect the telescoping action, a plurality of playing pins mounted upon one of the shells, a flexible element connected with the lower

portion of each playing pin and with the relatively stationary shell, and means to knock down the playing pins.

5 5. In a game apparatus of the character described, a lower relatively stationary shell, an upper vertically movable shell having telescoping action with the relatively stationary shell, a hub connected with the upper movable shell and provided with a depending forked extension, an operating lever having its inner end disposed within the forked extension and its outer end extending outwardly beyond the shells, a pivot support for the operating lever, said hub being provided at its upper end with a socket, a mast provided with an extension to fit within the socket, a flexible element connected with the mast, a striker ball connected with the free end of the flexible element, playing pins mounted upon the movable shell, and a resetting flexible element connected with the lower end of each playing pin and with the stationary shell.

20 6. In a game apparatus of the character described, a board, a plurality of playing pins mounted upon the board to form sub-

stantially a circular group of the same, a pair of obstructing pins disposed within the circular group of playing pins, the obstructing pins in such pair being substantially diametrically oppositely arranged, an upstanding substantially centrally arranged mast, a flexible element connected therewith, and a striker ball connected with the flexible element.

35 7. In a game apparatus of the character described, a board, a plurality of playing pins mounted upon the board to form substantially a circular group of the same, a pair of obstructing pins disposed within the circular group of playing pins, the obstructing pins in such pair being substantially diametrically oppositely arranged, and circularly movable means to knock down the playing pins.

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

JOHN F. WILHELM.

Witnesses:

THOS. H. HAMMOND,
MARION REINHART