F. T. H. D. KRAUTH.

GAME APPARATUS.

APPLICATION FILED JUNE 14, 1921.

1,427,482. Patented Aug. 29, 1922.

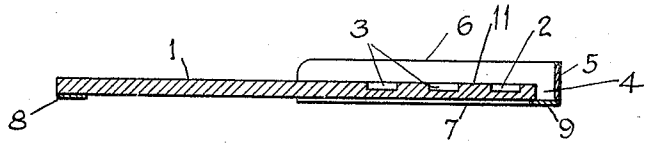


Fig. 2.

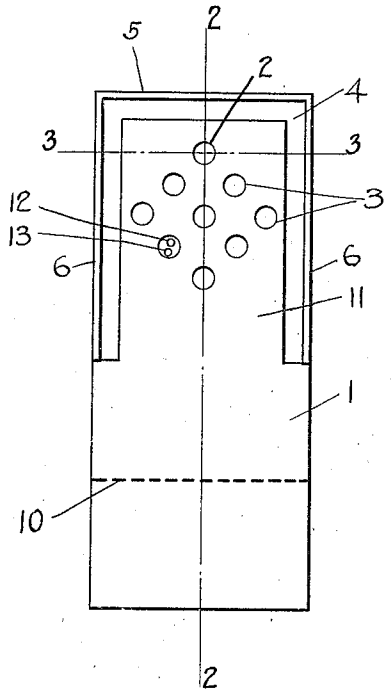


Fig. 1.

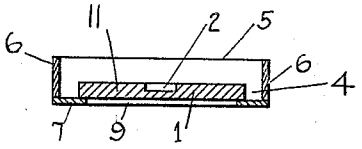


Fig. 3.

Inventor

Felix T. H. D. Krauth

By his Attorney

Wm Wallace White

UNITED STATES PATENT OFFICE.

FELIX THEODORE HIOB DANIEL KRAUTH, OF NEW YORK, N. Y.

GAME APPARATUS.

1,427,482. Specification of Letters Patent. Patented Aug. 29, 1922.

Application filed June 14, 1921. Serial No. 477,377.

To all whom it may concern:

Be it known that I, FELIX THEODORE HIOB DANIEL KRAUTH, a citizen of the United States, residing at New York city, New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to a game to be played with marbles, balls or other suitable missiles upon a game board of a construction devised particularly for this game. The object of my invention is to provide a game, and a game board for use in playing the game, such that the rules for playing the game are simple and may be readily learned and remembered by children, and yet the game requires a sufficient amount of skill so that interest in the game is maintained

My invention consists in the construction, combination and arrangement of parts herein described and claimed, and illustrated in the accompanying drawings.

These drawings illustrate a preferred embodiment of my invention, similar reference characters designating corresponding parts in each view, and

Figure 1 is a plan of the game board;

Figure 2 is a central longitudinal section taken approximately on the line 2—2 of Figure 1; and

Figure 3 is a transverse section taken approximately on the line 3—3 of Figure 1.

Referring to these drawings, the game board 1 is a flat board having preferably a plane upper surface, which may be set level upon a table, or tilted if desired. This board is provided near one end with a plurality of holes or pockets 2, 3, preferably nine in number and arranged in square formation, with a diagonal of the square corresponding to the center line of the board, as illustrated. Around the upper part of the board where the holes are located there is provided a groove 4 which may be conveniently formed by fastening the strips 7 and 9 to the bottom of the board 1 and extending beyond the edges thereof, and fastening upright strips 5 and 6 to the pieces 9 and 7 respectively, the strips 7 and 9 forming the bottom of the groove, the strips 5 and 6 the outside wall thereof, and the edges of the board 1 forming the inside walls of the groove. In order that the board when thus constructed may rest solidly upon a flat surface, a strip 8 of equal thickness to the strips 7 and 9 may be fastened across the front end of the board.

I prefer to make the board 1 of a given width at the front end from which the marbles are rolled, and of a restricted width at the end where the holes 2, 3 are provided, so that the width of board and groove combined at the restricted end is the same as the given width of the board at the front end.

A short distance from the front end of the board a line 10 is drawn across to serve as a starting point in playing the game.

In playing the game, each player puts into the groove 4 a certain number of marbles agreed upon at the start. The object is to roll a marble from behind the line 10 into the pocket 2, the remaining holes 3 tending to catch the marble and prevent it from reaching the pocket 2. If a ball is caught by one of the pockets 3, it is left there, being lost to the player. If a marble overruns the pocket 2 and lands in the groove 4, it is left there. When a player succeeds in getting a marble into the pocket 2, he takes all of the marbles in the groove 4.

Where a player has played a marble, as the marble 12, and lost it in one of the pockets 3, the next player may play his marble 13 to land in the same pocket and if he succeeds, he takes both marbles back. The players play in turn.

It will thus be seen that the pocket 2 is always a premium pocket and by rolling a marble into this pocket, the player wins all of the marbles that have accumulated in the groove 4. On the other hand, the pockets 3 serve both as penalty pockets and premium pockets, these pockets being large enough to receive two marbles, and serving as penalty pockets whenever they are empty and as premium pockets whenever there is one marble already in the pocket, since the player who succeeds in putting the second marble into the pocket is entitled to claim them both. This feature of using the pockets 3 as both penalty pockets and premium pockets adds greatly to the interest of the game.

Having now described my invention, I claim and desire to secure by Letters Patent:

A game board comprising a flat surface of a given width at one end and of restricted

width for about half its length at the other end, and having grooves at each side of the restricted portion extending approximately to said given width, said grooves extending also across the restricted end, a premium pocket disposed adjacent the restricted end, and a plurality of combined penalty and premium pockets of a size to receive two marbles disposed on the restricted portion.

In testimony whereof I have signed my name to this specification.

FELIX THEODORE HIOB DANIEL KRAUTH.