No. 625,845. Patented May 30, 1899.

F. A. KILLEY.

GAME.

(Application filed June 27, 1898.)

(No Model.) 2 Sheets—Sheet 1.

Fig. 1.

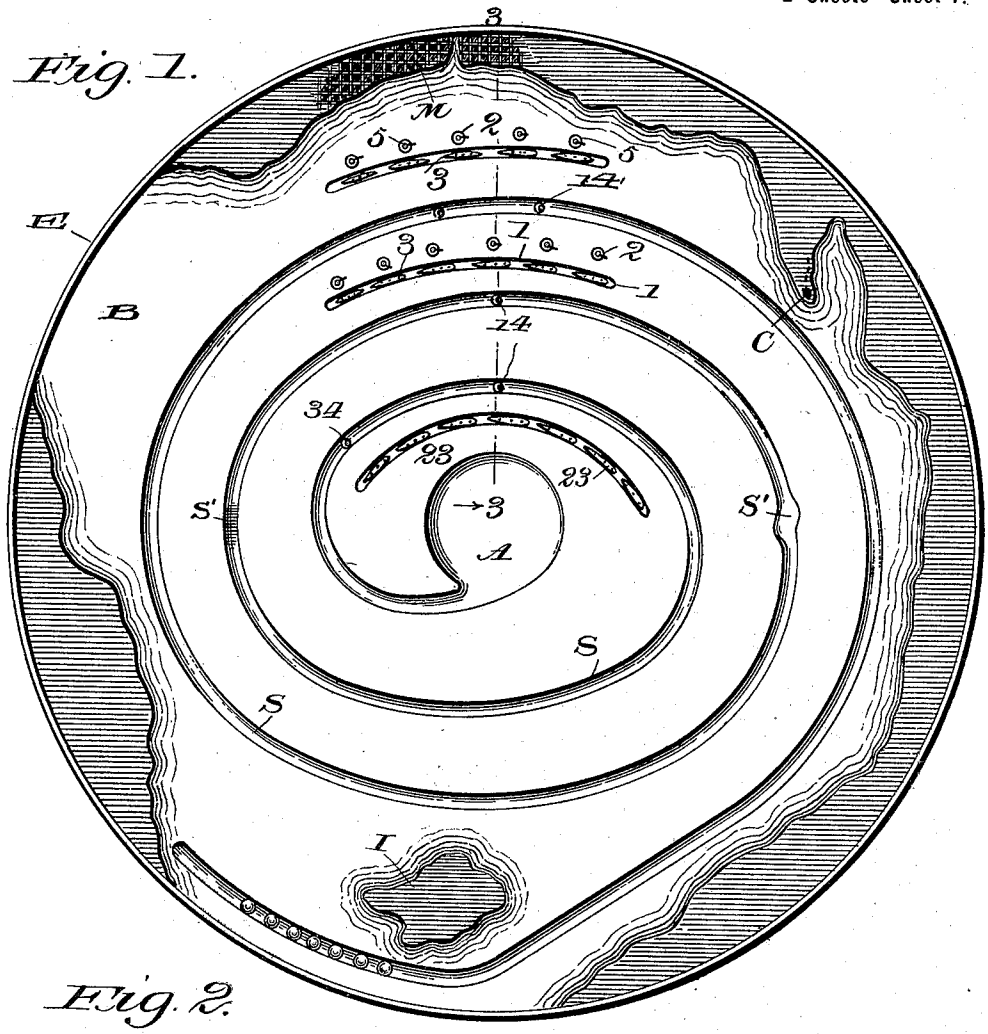
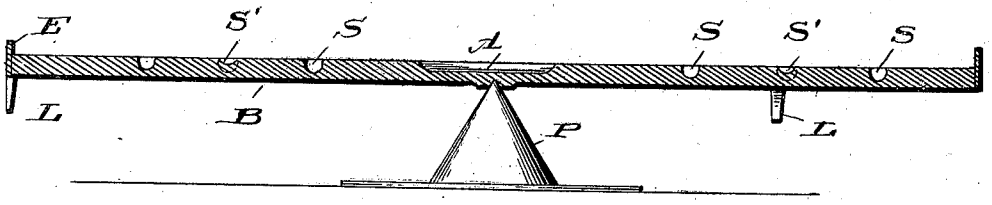


Fig. 2.



Witnesses:
L. C. Hills.
J. A. Jochum Jr.

Inventor:
Frank A. Killey,
by Collamer & Co.,
Attorneys.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

No. 625,845. Patented May 30, 1899.

F. A. KILLEY.

GAME.

(Application filed June 27, 1898.)

(No Model.) 2 Sheets—Sheet 2.

Fig. 3.

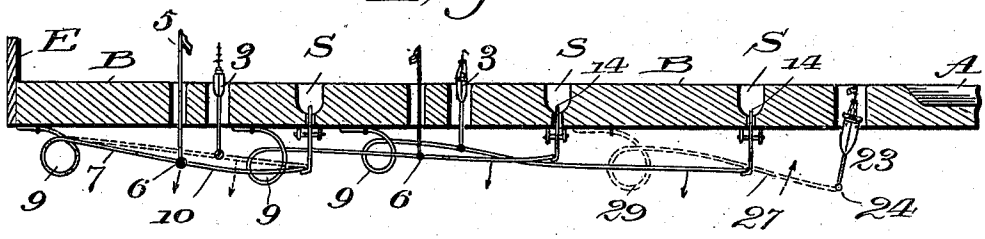


Fig. 4.

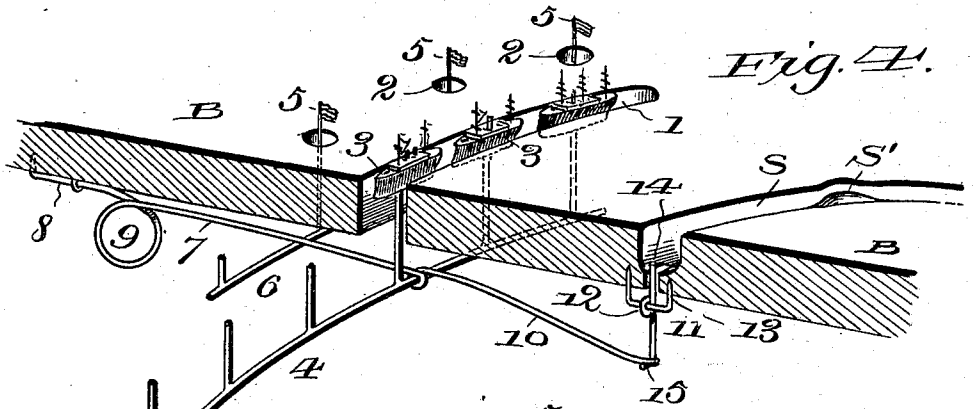


Fig. 5.

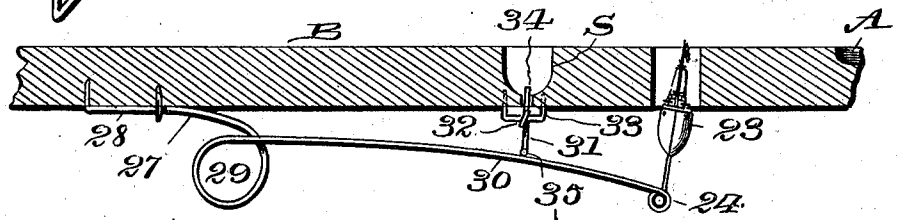


Fig. 6.

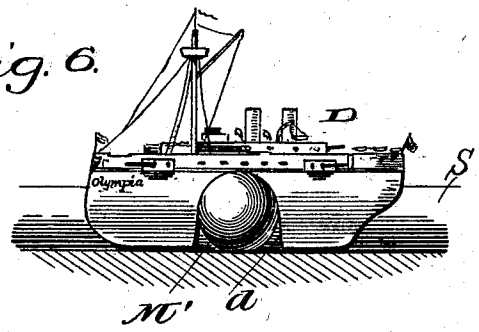
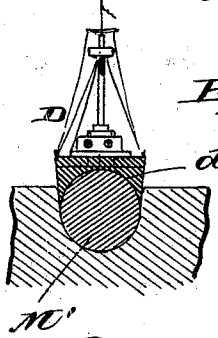


Fig. 7.



Witnesses:
L. C. Hills.
J. V. Jochum Jr.

Inventor:
Frank A. Killey,
by Collamer & Co., Attorneys.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

FRANK A. KILLEY, OF RICHMOND, ILLINOIS.

GAME.

SPECIFICATION forming part of Letters Patent No. 625,845, dated May 30, 1899.

Application filed June 27, 1898. Serial No. 684,552. (No model.)

To all whom it may concern:

Be it known that I, FRANK A. KILLEY, a citizen of the United States, and a resident of Richmond, McHenry county, State of Illinois, have invented certain new and useful Improvements in Games; and my preferred manner of carrying out the invention is set forth in the following full, clear, and exact description, terminating with claims particularly specifying the novelty.

This invention relates to games and toys, and more especially to that class thereof known as "puzzles" and "magic;" and the object of the same is to produce an improved game-board and mechanism designed to represent Dewey's victory at Manila on May 1, 1898.

To this end the invention consists in a substantially circular game-board mounted on a central pivot and provided in its face with grooves to designate the course of Dewey's ships, within which grooves travel marbles designating the cannon-balls and devices to designate the ships of the opposing parties, with means to cause their sinking from sight, rising into sight, or the striking of their flags, all as hereinafter more fully described and claimed, and as illustrated in the accompanying drawings, wherein—

Figure 1 is a plan view of this game-board with the parts in position for the playing of the game. Fig. 2 is a vertical cross-section through the board and its support. Figs. 3, 4, and 5 are sectional views through the board, showing the operative parts in various positions. Fig. 6 is a longitudinal section, and Fig. 7 a cross-section, of the groove, showing the marble therein as adapted to move a ship.

Referring to the said drawings, the letter B designates a board, of wood, tin, or the like, substantially circular in shape and having raised edges E, and on the face of this board are marks designating Corregidor Island I, Cavité C, Manila M, and a central anchorage A, and in the face of the board is a groove S, leading from near the island I around the board in a spiral course and terminating at the anchorage A, this groove designating the sailing course for Dewey's ships.

In Fig. 2, P designates a pyramid or suitable support for the center of the board B, and L are legs depending from three or more points near its edges, so as to prevent a too-great tilting of the board in the playing of the game. The sailing course S is formed by pressing or stamping grooves into a tin board or by cutting them into the surface of a wooden board, and at certain points S′ the groove is made somewhat shallower or deeper than at other points, so that its irregularity shall interrupt the movements of the marbles, hereinafter described, and to render them liable to be thrown from the groove for a purpose set forth below.

At certain and proper points in the face of this game-board are cut slots 1 and holes 2, adjacent to the grooves S, and through said slots project two or more groups of Spanish ships 3, each mounted on a wire 4, while through the holes 2 project adjacent and in rear of the ships a group of Spanish flags 5, also mounted on a wire 6.

7 is a spring secured, as at 8, beneath the bottom of the board B, having a coil 9 in its body in order to give its free arm 10 a proper normal movement and having said arm connected with the wire 4, forming the support for the ships 3. 11 is a catch having an eye 12 in its body, mounted on a staple 13 or other suitable support beneath the board, its upper end 14 projecting through an aperture in the board and standing within one of the grooves and its lower end 15 being bent at right angles, so as to engage the free outer end of the arm 10 of the spring. The Spanish ships are preferably divided into two groups connected with springs 7 of this character and normally supported by said lower ends 15, and adjacent each group is a group of Spanish flags corresponding in number therewith and similarly supported by similar springs and catches.

In one form of my invention 23 designates Dewey's ships in a group mounted on a wire 24, and 27 is a spring having its inner end 28 secured beneath the board, its body coiled, as at 29, and its outer end or free arm 30 engaged by a catch 31, pivoted at 32 on a staple 33 and having its upper end 34 projecting into the groove S near the anchorage A, while the lower end of this catch 35 stands above

the free end of the arm 30, so as to hold Dewey's group of ships normally depressed and out of sight.

The game is played by the use of a number of marbles M, corresponding with the number of Dewey's ships. These are placed in the groove S adjacent Corregidor Island I, and the board B is tipped and tilted to cause the marbles to travel around the groove S, as will be clear. In passing over the upper end 14 of the first catch 11, which these marbles strike in their course, they cause said catch to release the spring 7 and certain of the Spanish flags to descend behind the Spanish ships out of sight. Traveling once more around the board, these marbles strike another catch, which may drop the flags of the remainder of the Spanish fleet or may sink a certain portion of the Spanish ships out of sight, as preferred by the manufacturer. Continued movement of the marbles thus causes the eventual striking of all the Spanish flags and the eventual sinking of all of the Spanish ships. Next the marbles pass over the upper ends 34 of the catch or catches 31, and the latter release the springs that hold Dewey's ships out of sight, so that they rise into view. Finally, the marbles after passing over these latter catches reach the anchorage A, and the game is finished. If at any time (and especially while passing over the shallower or deeper portions S′ of the groove S) any of the marbles M should leave the groove, it is required by the game that all the marbles be returned to the starting-point and commence again.

In another form of my invention (illustrated in Figs. 6 and 7) the marbles M′ stand within semicircular recesses *d*, cut upward from the base of wooden, cardboard, or light metallic ships D, designating Dewey's fleet, and when the board is tilted it is obvious that as these marbles move in the grooves, the same as the bare marbles above described, the ships which stand thereover are moved with them. With this construction it may not be necessary to mount Dewey's fleet 23 on a separate wire and have devices 31 for holding it out of sight until the Spanish fleet has been sunk, because Dewey's fleet is always in sight.

Considerable change in and addition to the details of construction may be made without departing from the essential principle of my invention. The board may have a false bottom, as of light tin or cardboard, which, however, must be removable in order to gain access to the catches and springs for properly setting the devices at the commencement of the game. The ships may be stamped from lead or made of light wood or cardboard and are preferably printed or inscribed in a suitable manner to designate those of the proper fleet. So, also, with the flags. The upright edge E may be omitted entirely, if preferred, as also the legs L; but I consider the latter important, because the board may often be used without the pyramid P.

What is claimed is—

1. A game apparatus consisting of a revolubly and tiltingly mounted board proper having an open spiral groove formed in its face and leading from the edge thereof to a central goal, certain points in the groove being of different depth than the remainder thereof; and a series of marbles traveling in the groove, as and for the purpose described.

2. A tilting game-board having a spiral groove in its face terminating at a goal, a raised peripheral edge around said board, of a series of marbles traveling in said groove, springs sustaining devices, such as ships, and catches engaging the springs and adapted to be tripped by the marbles in their passage along the groove, as and for the purpose set forth.

3. A tilting game-board having in its face a groove which is of irregular depths at certain points and in its body an aperture near but not in communication with said groove, a marble adapted to travel in said groove, a device—such as a ship or flag—moving vertically in said aperture, a spring-support therefor, and a catch in the groove engaging the spring and adapted to be tripped by the marble only in its passage along the groove, substantially as described.

4. A tilting game-board having a groove in its face, a rolling impulse device moving therein, of apertures in the board at different points near the groove, independent devices, such as ships and flags, moving in said apertures, supports therefor, and catches for the supports adapted to be tripped by the impulse device in its movements, certain of the supports causing the raising of their sustained devices and others causing their descent, as and for the purpose set forth.

5. A game-board having a groove in its face, a rolling impulse device moving therein, of an aperture in the board near the groove, a device moving in said aperture, a spring having a coil in its body, one end being secured beneath the board and the other end supporting said device, and a catch pivoted between its ends to the board with its upper end projecting into the groove and adapted to be struck by the impulse device and its lower end bent at right angles and engaging the free end of the spring, as and for the purpose set forth.

In testimony whereof I have hereunto subscribed my signature on this the 23d day of June, A. D. 1898.

FRANK A. KILLEY.

Witnesses:
P. KENNETH ALDRICH,
H. W. ALDRICH.