

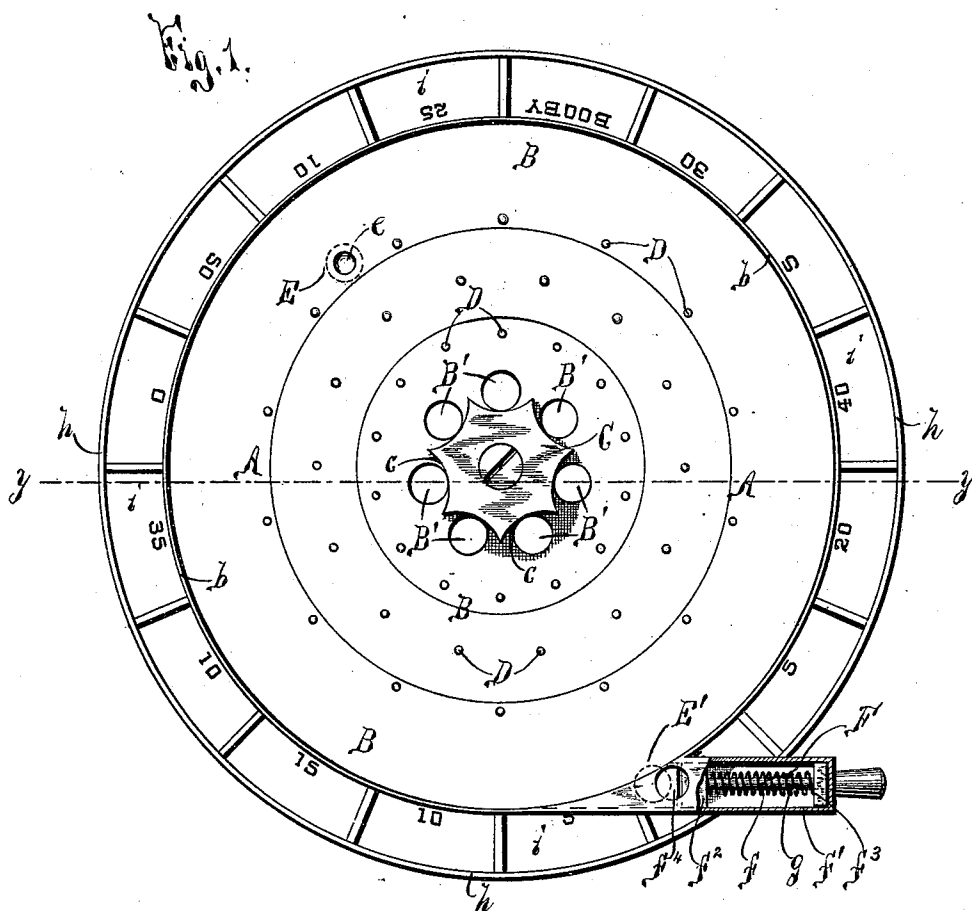
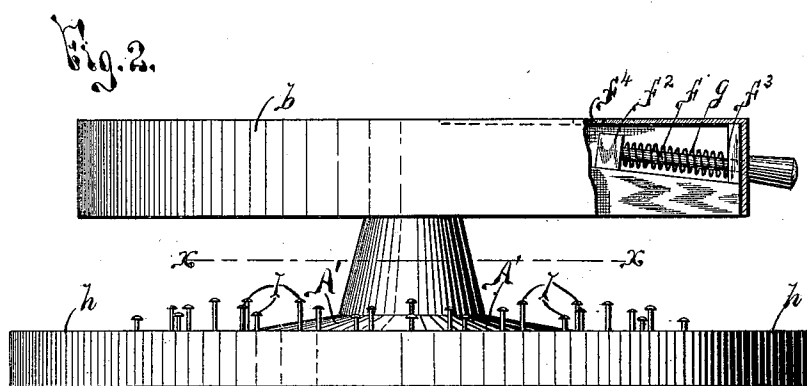
(No Model.)

2 Sheets—Sheet 1.

R. R. SCOTT & J. R. HILLMAN.
GAME.

No. 449,140.

Patented Mar. 31, 1891.



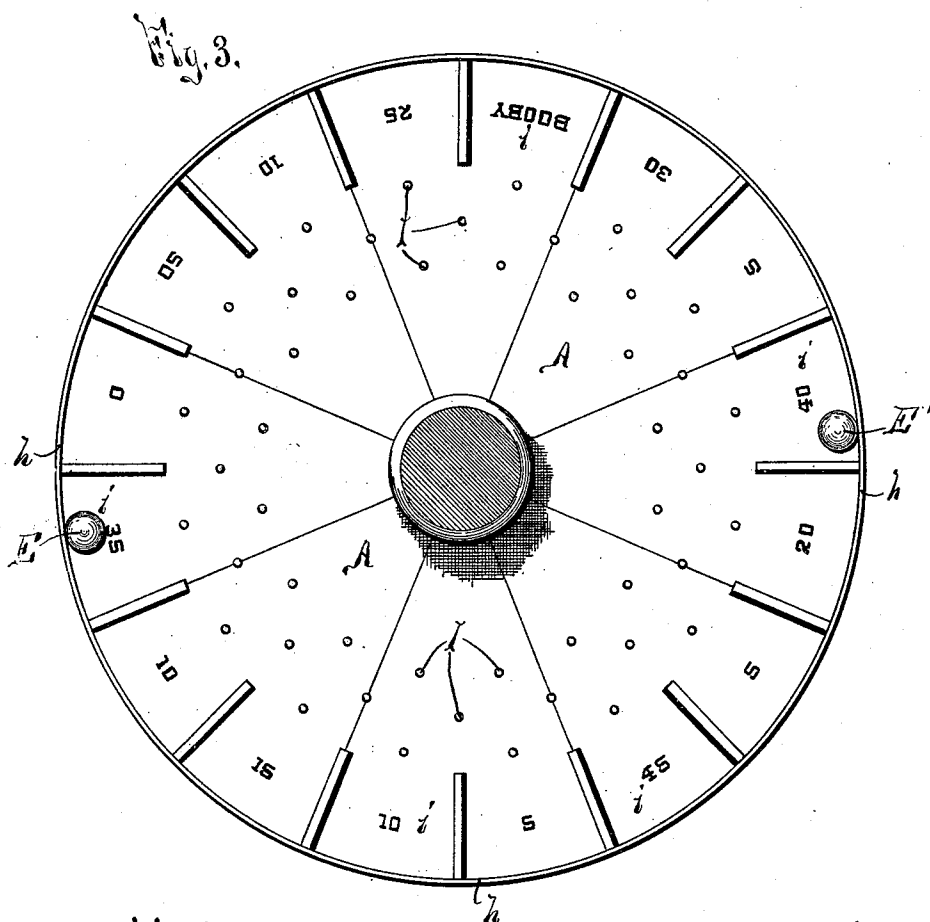
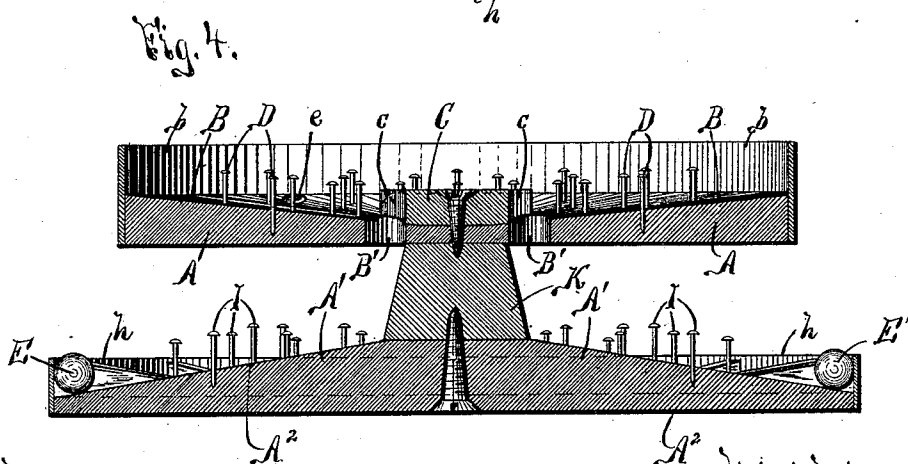
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UNITED STATES PATENT OFFICE.

ROYAL R. SCOTT, OF CANANDAIGUA, AND JOTHAM R. HILLMAN, OF
SHORTSVILLE, NEW YORK.

GAME.

SPECIFICATION forming part of Letters Patent No. 449,140, dated March 31, 1891.

Application filed April 7, 1890. Serial No. 346,852. (No model.)

To all whom it may concern:

Be it known that we, ROYAL R. SCOTT, of Canandaigua, and JOTHAM R. HILLMAN, of Shortsville, in the county of Ontario, in the State of New York, have invented new and useful Improvements in Games, of which the following, taken in connection with the accompanying drawings, is a full, clear, and exact description.

Our invention relates to an improved game, and has for its object the production of a simple, cheaply-constructed, and amusing article, whereby at a nominal cost a source of constant amusement and pleasure is produced; and to this end it consists, essentially, in a pair of beds, one above the other, said beds being arranged with one inclining downwardly from its outer edge inwardly and the other inclining in the opposite direction, a traveling member, apertures extending from one bed to the other for permitting passage of the traveling member, a series of pockets at the lower edge of the lower bed, whereby the traveling member rests in one or the other according to its movement or impetus, and obstructions on said beds for varying the path of the traveling member.

The invention also consists in the detail construction and arrangement of the parts, all as hereinafter more particularly described, and pointed out in the claims.

In describing this invention reference is had to the accompanying drawings, forming a part thereof, in which like letters and figures indicate corresponding parts in all the views.

Figures 1 and 2 represent, respectively, top plan and side elevation of our improved game. Fig. 3 is a horizontal sectional view taken on line *xx*, Fig. 2; and Fig. 4 is a vertical sectional view taken on line *yy*, Fig. 1.

A represents the top bed of suitable form, size, and material, and here illustrated as of circular shape and provided with a circular way B, inclining from its outer edge to the center and provided with the upturned flange *b*, rising for a suitable distance above the plane of the way B. Provided at a suitable position on the way B of the bed A is an opening or openings B', to which the traveling

members of the game pass in their course along the way B.

As previously described, the way B is circular and inclining toward its center, and consequently the openings or goals B' are preferably arranged in a circle around a supporting-post C, which forms a back-stop for compelling the traveling members of the game to register with said openings or passages B' and pass therethrough. In order to facilitate this passage of the said traveling members, the said post or back-stop C is formed with a series of concave faces *c*, equal in number to the passages B' and arranged with their central portion just back of the center of the rear of said passages. Arranged in front of the goals B', and preferably concentric therewith, are a number of obstructions D, here illustrated as composed of a headed pin or wire nail of slight diameter.

As preferably constructed, the moving members of the game consist of the traveling member E and the traveling actuating member E'. (Shown as before their operation in dotted lines in Fig. 1 and as after their operation in full lines in Figs. 3 and 4.) Provided upon the bed D is a rest or starting-place *e*, upon which the traveling member E is placed. Provided upon one side of the bed B, and preferably disposed in a plane parallel to a tangent thereto, is a catapult F. As illustrated, this consists of a plunger *f*, guided in a suitably-constructed bearing *f'*, and provided with the enlarged extremity *f*², between which and a shoulder *f*³, secured to the rod *f*, is interposed a spring *g*. The remaining traveling member of the game is placed beneath the opening *f*⁴ in the top of said guide and directly in front of the enlarged extremity *f*² of the plunger *f*, and upon retracting the said catapult or plunger against the action of its spring the reaction of the same forces the actuating traveling member of the game around the way B.

As illustrated in Fig. 1 of the drawings, the rest or depression *e* is so arranged that part of the traveling member is within the circle drawn through the center points of the outer row of pins or obstructions D, in order that only a portion of said traveling member shall

project beyond said pins, and that the said protruding portion of the traveling member is out of the normal path of the actuating traveling member E. As previously stated, however, the way B of the bed A is inclined, and it will thus be understood that the path of the traveling member is affected by the force of gravity, which tends constantly to draw the same inwardly toward the goal B' and effects this result immediately when said force of gravity overcomes the force propelling said actuating member forward. Accordingly, in order to collide the actuating traveling member with the traveling member normally at rest, it is necessary to propel said actuating member forward by a force which is overcome by gravity a sufficient amount, so that the traveling member begins to travel to the goals B' before it reaches the stationary traveling member E, and thus travels onward and downward in a path which brings the said moving member into contact with the stationary member, whereupon the latter is dislodged and both seek the goals or openings B', through which they pass. In order to produce this result, it is necessary to operate the catapult F with great exactness, as an excessive operation thereof forces the actuating member forward beyond the desired point, or if insufficient the traveling actuating member falls before the desired time. It will be understood, however, that the motive force of the actuating member may be sufficient to carry the same one or even more times around the bed A before the same collides with the stationary member E.

Directly beneath the upper bed A is a second bed A', upon which the passages B' discharge the traveling members E and E' of the game. As best illustrated in Figs. 2, 3, and 4 of the drawings, the traveling way A² of the lower bed A' inclines from the exit of said passages, and preferably in a direction opposite to that of the way B imposed above the same. In front of the exit of the passages B' are obstructions I, also preferably arranged in concentric circles, and beyond said obstructions are a series of pockets *i i* for receiving the traveling members of the game whose further passage is checked by a stop or upturned flange *h*.

As will be readily perceived upon reference to Fig. 4, the upper bed is supported by an inclined or conical-shaped standard K, rising from the lower bed A', and that the top or upper part of said standard is of such a size as to be within the exits of the passages B', whereby the traveling members roll down the inclined sides of said standard and are accelerated in their progress. As best seen in Fig. 3, these pockets are designated or provided with different numbers or other marks or symbols of different degree or valuation. Accordingly, if the operator is successful in colliding the actuating member E' with the traveling member E, and one falls into the pocket marked 35 and the other into

the pocket marked 40, he then scores 75. On the other hand, if they fall into other pockets he scores the combined amount thereof. 70

If, as previously stated, the operator forces the actuating member E' one or more times around the upper bed before its collision with the member E, he increases his score by such an addition as the rules of the game shall prescribe, or if either or both of the traveling members of the game fall into the pocket marked "Booby" he decreases his score, as the rules may also prescribe. 75

The operation of our invention will be readily perceived from the foregoing, and it will be understood that it is with great difficulty and only with an even amount of force that an unskilled operator is enabled to collide the separate traveling members with each other, and that upon such collision they pass along the inclined way B through the passages B' and upon the inclined way A², and into the pockets *i* thereof. 80

The game is very enjoyable and can be readily and successfully manipulated by skillful operators having the faculty of continuously exerting the required amount of force. 85

It is evident that our improved game may be somewhat varied in its specific form and construction without departing from the spirit of our invention. 90

Having thus fully described our invention, what we claim as new, and desire to secure by Letters Patent, is— 100

1. The herein-described game, the same consisting of a pair of beds, one above the other, said beds being arranged with one inclining downwardly from its outer edge inwardly and the other inclining in the opposite direction, a traveling member, an aperture extending through the upper bed from the foot of its incline to the upper part of the incline on the other bed, whereby the traveling member moves in one direction on one bed and vice versa on the other, obstructions adjacent to the extremity of said passage, and a series of resting points or pockets at the lower edge of the lower bed, whereby the traveling member rests in one or the other of said pockets, substantially as set forth. 105

2. The herein-described game, consisting of a pair of beds, one above the other and inclined in opposite directions, passages leading from the center of the upper to the lower bed, obstructions in front of the exit of said passages, and a traveling member, substantially as set forth. 110

3. The herein-described game, consisting of a pair of beds, one above the other and provided with curving ways, one of which inclines transversely to the center and the other away from the center, passages between the two beds, and a traveling member, substantially as and for the purpose set forth. 115

4. The herein-described game, consisting of a pair of beds, one above the other, passages between said beds, inclined ways upon the upper bed leading to the entrance of said pas- 120

130

sages and inclined ways on the lower bed leading from the exit of said passages, obstructions upon said inclined ways, and a traveling member, substantially as and for the purpose set forth.

5 5. The herein-described game, consisting of a pair of beds, one above the other, passages between said beds, inclined ways upon the upper bed leading to the entrance of said passages and inclined ways on the lower bed
10 leading from the exit of said passages, obstructions upon said inclined ways, a traveling member having a starting-point or rest on one of said beds, and an actuating member
15 for setting said traveling member in motion and adapted also to pass through the said passages to the lower bed, substantially as set forth.

20 6. The herein-described game, consisting of a pair of beds, one above the other, passages between said beds, inclined ways upon the upper bed leading to the entrance of said pas-

sages and inclined ways on the lower bed leading from the exit of said passages, obstructions upon said inclined ways, a travel- 25 ing member having a starting-point or rest on one of said beds, an actuating member for setting said traveling member in motion and adapted also to pass through the said passages to the lower bed, and receiving-pockets 30 on the lower bed for receiving said moving members, said pockets being marked with symbols of varying degree, substantially as and for the purpose described.

In testimony whereof we have hereunto 35 signed our names, in the presence of two attesting witnesses, at Syracuse, in the county of Onondaga, in the State of New York, this 2d day of April, 1890.

ROYAL R. SCOTT.

JOTHAM R. HILLMAN.

Witnesses:

CLARK H. NORTON,

H. E. CHASE.