D21-726 AU EX

D2676 XR 333,703

(No Model.)

A. F. A. VOGELSANG.

GAME APPARATUS.

No. 333,703. Patented Jan. 5, 1886.

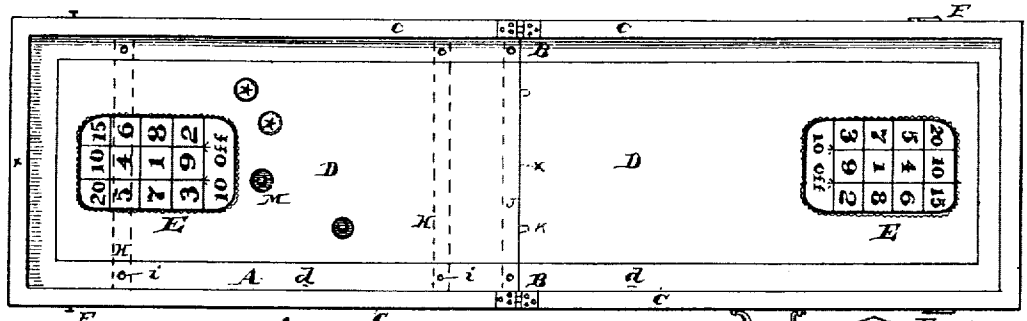

Fig. 1

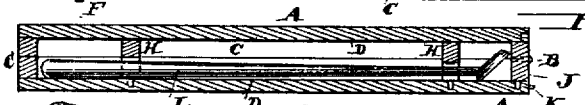

Fig. 2

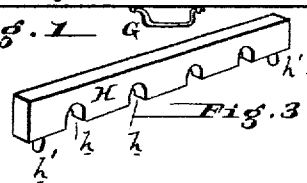

Fig. 3

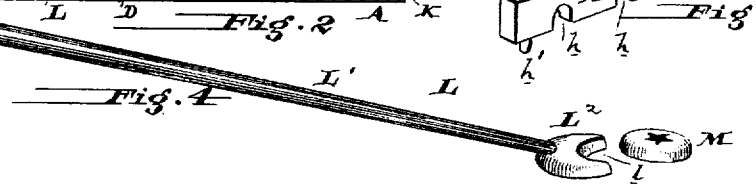

Fig. 4

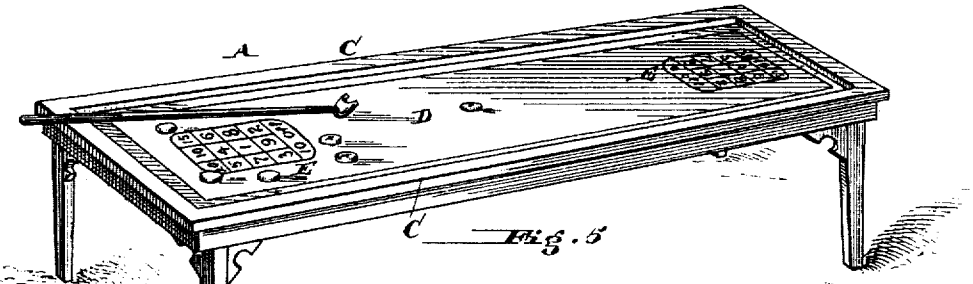

Fig. 5

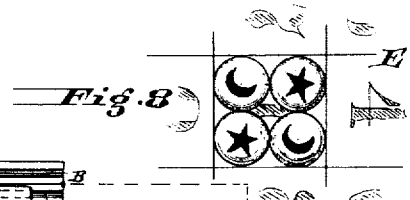

Fig. 8

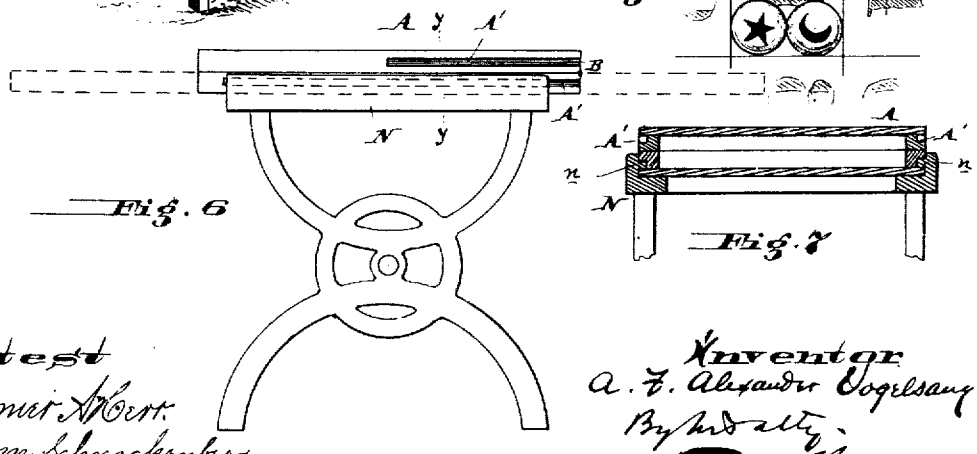

Fig. 6

Fig. 7

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By his Atty.
[signature]

UNITED STATES PATENT OFFICE.

A. F. ALEXANDER VOGELSANG, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 333,703, dated January 5, 1886.

Application filed November 22, 1884. Serial No. 148,577. (No model.)

To all whom it may concern:

Be it known that I, A. F. ALEXANDER VOGELSANG, of the city and county of Philadelphia and State of Pennsylvania, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention has reference to games; and it consists in certain improvements in the construction of apparatus, which are fully set forth in the following specification, and shown in the accompanying drawings, which form part thereof.

Heretofore a game has been played on board of steam-ships by passengers traveling between various countries, which consisted in chalking upon the deck a geometrical figure divided into subdivisions, in which figures or numbers were marked, and toward which from a given distance circular pieces or disks of wood were pushed by a suitable cue, with the purpose in view of lodging said disks of wood within one of the subdivisions of the geometrical figure, or with the intention of displacing an opponent's disk from one of said subdivisions, or both combined.

The object of my invention is to reduce the said game to a tangible shape in the form of suitable portable apparatus, capable of being used in dwellings or anywhere without the necessity of first finding a smooth surface upon which to play.

My object is also to provide the board or playing-surface with two sets of geometrical figures, so that the game may be played from either end alternately, thereby overcoming the necessity of carrying the disks or blocks back to one end each time.

In the drawings, Figure 1 is a plan view of my portable table-board opened and ready for use. Fig. 2 is a longitudinal sectional elevation of same on line X X when closed with the parts arranged for transportation. Fig. 3 is a perspective view of one of the locking-bars used to retain the cues in position when the case is packed as shown in Fig. 2. Fig. 4 is a perspective view of the cue and one of the sliding blocks or disks. Fig. 5 is a perspective view of my apparatus as applied to a table. Fig. 6 is a side elevation showing my portable apparatus as applied to a stand. Fig. 7 is a cross section of same on line Y Y; and Fig. 8 is a plan view showing the preferred relative sizes of sliding blocks and squares in the geometrical figures.

A A are the two parts of the table, and are hinged together, as at B. They are provided with side and end rails, C, of any suitable construction to prevent the blocks being pushed off the table.

The bottoms D of parts A A are made very smooth or polished, or are preferably covered with some practically smooth material—such as paper or thin oil-cloth or metallic sheathing—as this acts as well, and is far cheaper. A space, *d*, may be left between the rails C and the oil-cloth or polished surfaces to give a finish. When the table is opened, the bottoms meet, and are strengthened and made to preserve a level surface by the dowels K. Each end of the floor D is provided with a geometrical figure, E, of any desired shape, that shown being perhaps the best suited to the purpose, it being divided into two parts, and one of which is again subdivided into twelve parts or squares, in which figures or numbers are placed, as shown, and the other main division, which is arranged on the inner side of the figure, is marked "10 off." This figure E might be a star, shield, square, or circle, and there may be more than one division marked for reducing the score should the player's blocks lodge therein, and the figures or numbers may be arranged in any other manner desired. This portable table, when closed, may be fastened by latches F and carried by a handle, G, and the cues L may be retained in place by two locking-bars, H, having notches *h* and pins or dowels *h'*, which latter fit into holes *i* in the floor D, and thus retain the bars in position. The hinged end is closed by a similar piece, J, without notches. By this means the table when closed forms a box in which the cues, blocks, and counting apparatus may be placed for carriage and safety. The cue is formed of a long handle, L', having secured on its end a crescent or other shaped sliding piece, L^2, set at an angle to the cue, and adapted to receive the sliding block M, which fits in the recess *l* in said piece L^2. This sliding block may be of wood, metal, or any other suitable material, or part of each, and is made

flat and smooth on the bottom and preferably rounded on the top, which is suitably colored or marked. By this means a better finish is given, and the ornamentation or distinguishing features between the blocks cannot become worn off. This game-table may be supported on legs, as shown in Fig. 5, in which case it can be collapsible or rigid, as desired. The same board or table shown in Figs. 1 and 2 is shown in Figs. 6 and 7 as applied to a stand, N, in which case it is provided with grooves A′, which receive strips *n* on stand N, and when opened may be moved to the position indicated in dotted lines, where it is evenly balanced upon the stand.

In playing the game, the sliding blocks M are placed on a given line in one figure E and pushed with the cue L so as to lodge in one of the squares in the other figure E, it being the object to have them enter into the squares having the highest numbers. The opponent endeavors to dislodge the blocks of the first player and place his blocks so as to count. If they enter the division marked "10 off," the player loses ten points for each block there lodged.

No two games are alike, and the game therefore offers as much variety as billiards. After all the blocks M have been pushed to one end, the players, when two or three are playing, walk to that end and play to the other end, instead of picking up the blocks and carrying them back; but when four, six, or eight are playing, then half the players arrange themselves at each end, the partners being at opposite ends, and thus the game may be played without the necessity of going from one end to the other, as the blocks are shoved alternately from each end by the players there stationed.

From the foregoing it is seen that the game is reduced to a practical form for house use, and being made portable is admirably adapted to the use of tourists and those going away to summer resorts.

While I prefer the construction shown, I do not limit myself to the details thereof, as they may be modified in various ways without departing from my invention, as, for instance, the geometrical figure may be arranged at one end of the floor only, instead of at both ends.

I am aware of the patent to Nutting, No. 191,169, of 1877, and claim nothing therein set forth or claimed.

In this application I make no specific claim to the geometrical figure, as that, when applied to a game-surface, forms subject-matter in another pending application of mine bearing even date with this, and No. 148,577.

Having now described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. The combination of the frames A A, hinged together at B, and having floors D, and sliding blocks M, and cues L, with the retaining-bars H and J, the former having notches for receiving and holding the cues, the said bars being removably secured within the frames A A when closed to support said cues and blocks and close the hinged end of said frames, substantially as and for the purpose specified.

2. The table N, having strips *n*, in combination with the hinged game-board frames A A, having grooves A′, whereby the game-board may be opened and pushed into position on the rigid table, substantially as and for the purpose specified.

3. A cue for game apparatus, consisting of the handle L′, with a pushing-block, L², having the curved recess portion *l*, and which block is secured to said handle at an angle thereto, substantially as and for the purpose specified.

In testimony of which invention I hereunto set my hand.

A. F. ALEXANDER VOGELSANG.

Witnesses:
WILLIAM C. MAYNE,
R. M. HUNTER.