E. L. CHESEBRO.

GAME PIECE.

APPLICATION FILED FEB. 29, 1908.

907,571. Patented Dec. 22, 1908.

Fig. 1.

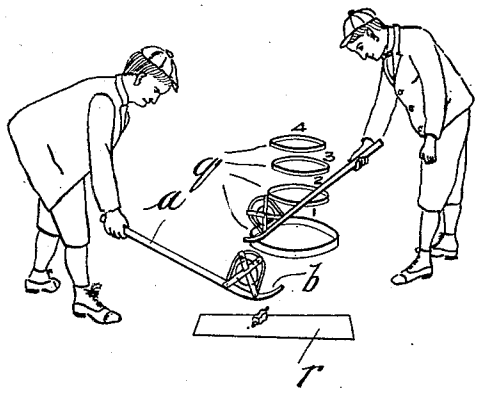



Fig. 2.

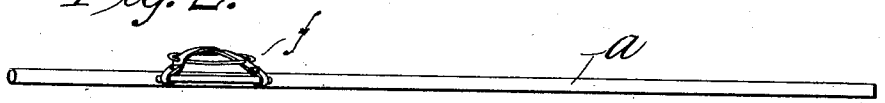



Fig. 3

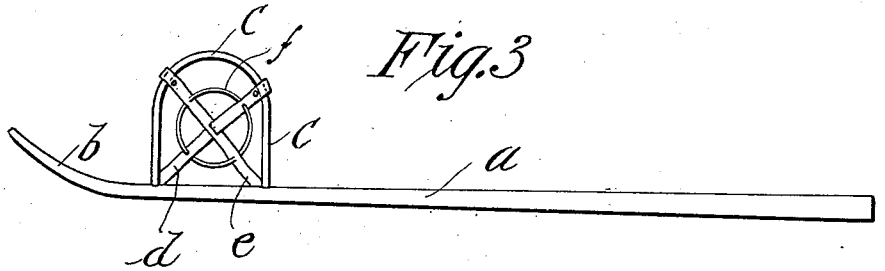
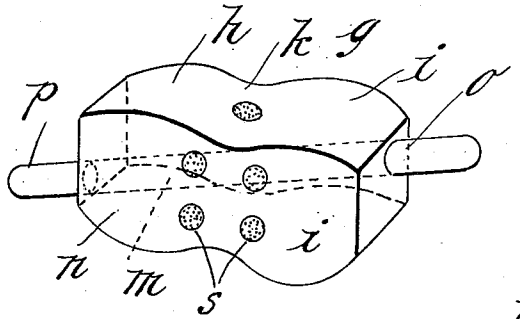



Fig. 4.

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# UNITED STATES PATENT OFFICE.

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## GAME-PIECE.

No. 907,571. Specification of Letters Patent. Patented Dec. 22, 1908.

Application filed February 29, 1908. Serial No. 418,453.

*To all whom it may concern:*

Be it known that I, EUGENE L. CHESEBRO, a citizen of the United States of America, residing at West Springfield, in the county of Hampden and State of Massachusetts, have invented new and useful Improvements in Game-Pieces, of which the following is a specification.

This invention relates to improvements in game pieces in which a driver or bat is employed for imparting a quick movement to the projectile, block, or piece of peculiar construction and form.

The objects, nature, and construction of my game piece will be fully described in the body of the specification and particularly pointed out in the claims.

In the drawings forming part of this application,—Figure 1 is a general view of the game as being played with my improved game piece. Fig. 2 is a view in edge elevation of the driver and trap showing the construction thereof as used in playing a game with my game piece. Fig. 3 is a view in side elevation of the driver and trap showing in detail the basket or trap. Fig. 4 is a perspective view of the projectile or game piece.

Referring to the drawings in detail, *a* designates in general the driver or bat; *b* designates the curved or striking end portion thereof and preferably made more or less elastic; *c* is a curved or yoke-shaped element attached to the driver *a* to which are secured the cross-pieces or straps *d* and *e* of leather and of such a length as to form with the yoke-shaped element *c* a pocket, as clearly shown in edge elevation in Fig. 2.

*f* designates a wire passed through openings in the straps or cross-pieces *d* and *e* in order to maintain the straps in a fixed relation to each other.

The above description is given merely for the purpose of showing and describing the implement which is used for playing a game with the game-piece.

Referring now to the construction of the projectile element or game piece *g* designates as a whole this element which is preferably made rectangular in cross section, the opposite end portions of the projectile being made with outwardly curved surfaces *h* and *i* with a hollow or recessed portion *k* between the curved surfaces. Extending diagonally through the projectile is a pin *m* which, of course, is arranged at an angle to the axis of the element, as shown. The purpose of this diagonal arrangement of the pin *m* is to always have one of the two projecting ends *o* or *p* of the pin in an elevated position which is the position of the end *o* of the pin shown. This position affords the player an opportunity to strike the end *o* with the curved part *b* of the driver in a vertical direction, whereby the projectile, by reason of one of the outwardly curved surfaces *i*, will be projected forward in the intended direction.

In playing the game, two people, as shown in the cut, are each provided with drivers and one projectile between them. A series of rings or corrals *q* are arranged at a suitable distance apart from the starting point *r* and designated by the numbers 1, 2, 3, and 4, as shown; the projectile is also provided on its four sides with rings *s*, preferably colored, and corresponding in number to the numbered rings or corrals *q*. The game is started by each player striking the projectile. The one who scores the largest number after striking the projectile, that is to say the largest number indicated by the rings *s* on the projectile has the first trial for the first corral after the projectile has come to rest. The other player tries to catch or trap the projectile, which, if he does, gives him a turn to play, and so on vice versa. The projectile is not to be trapped when in a corral but only when the projectile is in flight, and in playing the number on the projectile which comes uppermost when the projectile comes to rest must be the same as the number of the corral, in order to score or obtain points in playing the game. When a player is caught out he must start again in the same place where he was caught, when it comes his turn to play. The corrals may, if necessity demands, be merely a circle of chalk, or a hoop. This feature is unimportant. The projectile is not to be handled when in play.

What I claim, is:—

1. A game block or projectile element having four faces, each face being formed with upwardly extending curved surfaces near its ends, a diagonally disposed pin extending through and beyond the end portions of the block or projectile element whereby when a vertically directed blow is imparted to the projecting end portions of the pin the block or projectile element will be driven forward, as described.

2. A game block or projectile element having four substantially rectangular faces, and a diagonally disposed pin projecting

beyond the end portions of the block, as described.

3. A game block or projectile element having substantially four rectangular faces, and a diagonally disposed pin projecting beyond the end portions of the block, each face having characters thereon.

4. A game block having a plurality of substantially rectangularly shaped side faces, the end portions of each face being curved, and a diagonally disposed pin passing through the block and projecting beyond the end faces of the block.

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