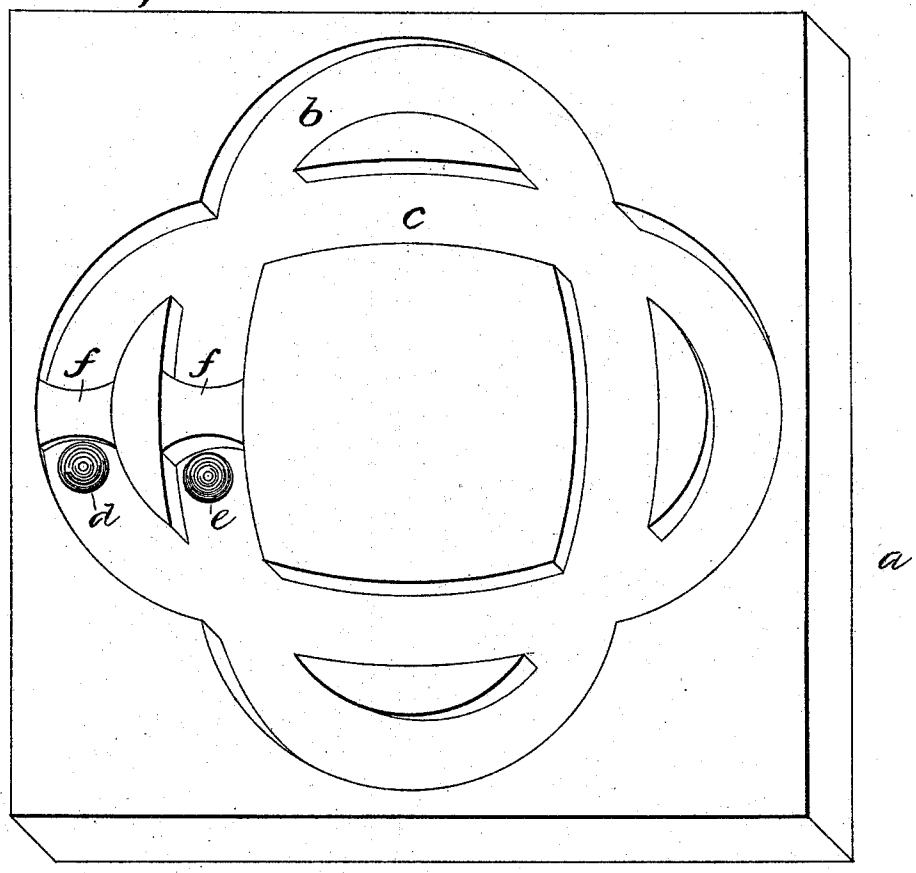
(No Model.)

J. G. GREGORY.

GAME APPARATUS.

No. 570,393. Patented Oct. 27, 1896.

Fig. 1.



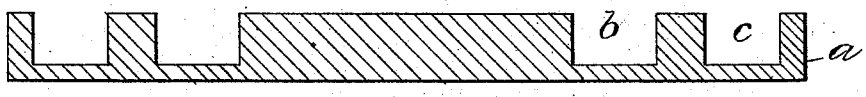


Fig. 2.

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UNITED STATES PATENT OFFICE.

JOSIAH G. GREGORY, OF NORWALK, CONNECTICUT, ASSIGNOR TO HIMSELF, WALTER I. GREGORY, AND GILES A. GREGORY, OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 570,393, dated October 27, 1896.

Application filed May 18, 1896. Serial No. 592,076. (No model.)

To all whom it may concern:

Be it known that I, JOSIAH G. GREGORY, a citizen of the United States, and a resident of Norwalk, in the county of Fairfield and State of Connecticut, have invented certain new and useful Improvements in Game Apparatus, of which the following is a full, clear, and exact description, whereby any one skilled in the art can make and use the same.

The object of my invention is to provide a new and interesting game that shall require on the part of the player a certain degree of steadiness as well as skill to play the game correctly.

To this end my invention consists in the details of the several parts making up the game apparatus as a whole and in the combination of such parts as hereinafter described, and more particularly pointed out in the claims.

Referring to the drawings, Figure 1 is a perspective view of a game-board embodying my improvement. Fig. 2 is a detail edge view in cross-section through the apparatus.

In the accompanying drawings the letter *a* denotes a game-board made from any desired material, as wood, and preferably rectangular in shape. In the surface of this board overlapping and intersecting paths *b c* are formed. These paths are of curved form, preferably oval, and so arranged that lines drawn centrally lengthwise of the oval of each path will intersect each other at right angles.

Spherical runners *d e* are provided for the paths *b* and *c*, respectively, the object in playing the game being to cause each runner to travel in the path specially provided for it.

Each of the paths is preferably interrupted, as by means of block *f*, placed in each path adjacent to each other. The spherical runners are placed in the paths in line with each other and at a distance from the intersecting points, and the object of the game is to cause each runner to follow its own path until it reaches the terminus of the track, which terminus may be the starting-point. The runners are free to travel along each of the paths, and the intersections are so arranged that each of the spherical runners, when it comes to an intersecting point, is as likely to take the wrong path as the right one.

It will be readily seen that a remarkable degree of steadiness will be required to cause each of the runners to follow the path designed for it, and that by practice a degree of skill can be attained to cause either of the runners to reach the terminus of its path before its fellow runner. The same skill and steadiness will be required to prevent the runners from colliding at the points of intersection, and thus stopping one or the other in its course, or by the collision cause it to be forced into the wrong path.

My invention is distinguished from prior devices of this class in that the runners are started in a position adjacent to each other, the paths following a course in the same general direction and adjacent to each other. Either of the runners in traveling along the paths may take the wrong path and still keep a forward progressive movement.

In case the blocks are removed from the paths the terminus of the path would be at the starting-point, and instead of a block interposed in each path said paths may be terminated at any point throughout their length, but preferably, of course, beyond that point at which they last intersect.

I claim as my invention—

1. In combination in a game apparatus, a board, overlapping and intersecting paths of curved form following the same general direction at intersecting points and throughout their entire length adjacent to each other, and spherical runners adapted to travel along said paths, all substantially as described.

2. In combination in a game apparatus, a board, overlapping and intersecting paths formed in the board and extending in the same general direction at intersecting points and throughout their entire length adjacent to each other, blocks located in each path adjacent to each other, and spherical runners adapted to travel along said paths, all substantially as described.

3. In combination in a game apparatus, a board, overlapping and intersecting paths

made in the board each of oval form and with a central line lengthwise of each of the paths intersecting the opposite line at right angles, and spherical runners adapted to travel along said paths, all substantially as described.

4. In combination in a game apparatus, a board, overlapping and intersecting paths made in the board each of oval form and with a central line lengthwise of each of the paths intersecting the opposite line at right angles, blocks located in each path adjacent to each other, and spherical runners adapted to travel along said paths, all substantially as described.

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