L. MELUZZI.

GAME TABLE.

APPLICATION FILED APR. 10, 1915.

1,154,529. Patented Sept. 21, 1915.

FIG. 1.



FIG. 3.

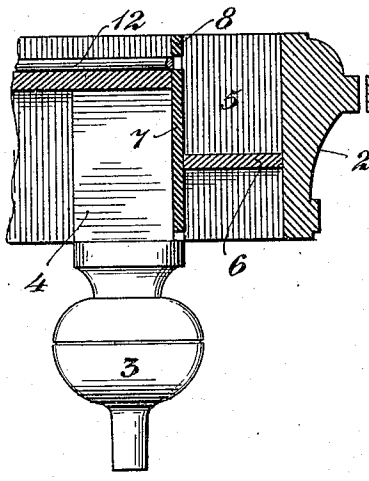


FIG. 2.

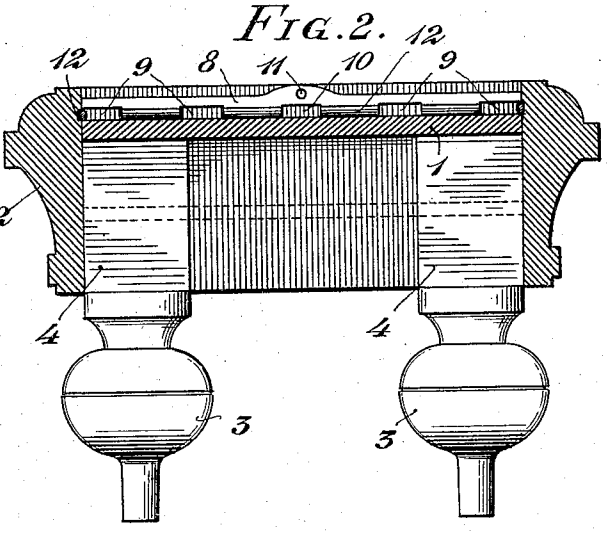


FIG. 4

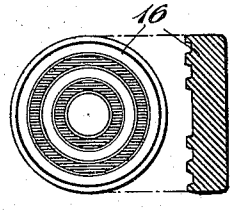
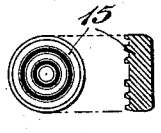


FIG. 5.



Inventor

Luis Meluzzi

By his Attorney

COLUMBIA PLANOGRAPH CO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

LUIS MELUZZI, OF BUENOS AIRES, ARGENTINA.

GAME-TABLE.

1,154,529. Specification of Letters Patent. Patented Sept. 21, 1915.

Application filed April 10, 1915. Serial No. 20,462.

To all whom it may concern:

Be it known that I, LUIS MELUZZI, manufacturer, a subject of the Kingdom of Italy, residing at No. 671 Calle Maipú, Buenos Aires, Argentina, have invented an Improvement in Game-Tables, of which the following is a specification.

The invention relates to game tables of the shuffle board type and its object is to provide an improved game to be played with two or more series of disks, preferably distinguished by colors, the board having cushions to facilitate the positioning of the disks.

The game, while affording recreation and being interesting to beginners, affords the skilled players an opportunity to develop a game with a technic that is broader than in the known games of this class.

In the accompanying drawing Figure 1 is a plan view of the table, Fig. 2 is a section on the line A—B, of Fig. 1. Fig. 3 is a section on line C—D of Fig. 1. Figs. 4 and 5 illustrate respectively in plan view and section, the large and small disks.

The table consists of a smooth uncovered oblong board 1, surrounded by a frame consisting of side and end members 2 which project above the board to form flanges and below the same to form an inclosing casing for the blocks 4 of the supporting legs 3. A box or pocket 5 extends across each end of the table, three sides of each box being formed by the frame members 2, the bottoms 6 of the boxes being connected to said members and to a transverse reinforcing wall 7 mounted below the board at each end thereof. At each end of the board, directly above the wall 7, is mounted a strip or flange 8 having lateral apertures 9 and a central aperture 10 formed therein large enough to permit the passage of the disks from the board 1 into the boxes 5. A marker 11 above the aperture 10 indicates the number of points a player loses if a disk passes through said aperture. The flanges, formed by the side members 2, and the strips 8, between the apertures are provided with elastic cushions 12 so that carom shots may be made from the sides and the player may calculate on the rebound from the end cushions for positioning the disks.

A target in the form of a circle 13 is drawn on the board near each end to increase the variety of the game and balk lines 14 extend across the board to indicate the point beyond which the player must not reach when sliding the disk.

Instead of arranging the apertures in a straight line, they may be arranged in a broken line as indicated by dotted lines *a* or in a curved line as indicated by dotted lines *b* in Fig. 1.

The rules of the game may be greatly varied, but by way of example I may give the following manner of playing: Each side or opponent is provided with four of more disks of the same color and after deciding who is to have the first shot, as for instance, the one sliding a disk nearest a certain line or point, the game is started from one end of the table by sliding the small disk 15 to a point as near the target as possible at the opposite end of the board. The same player then slides one of the larger disks 16, trying to place it as near as possible to the smaller disk. An opponent will then slide a large disk endeavoring to place it nearer the small disk than that of the previously played large disk of opponent. The opponents will play alternately until all the disks have been played from one end of the table and then the playing is repeated from the opposite end of the table. The winner shall be the player or side having placed the greatest number of large disks nearest the small disk during the game. The game will be carried on until a number of points be obtained by one of the sides which equal the number fixed at the start of the game. Should disks when sliding on the board, penetrate in the central hole 10, the side originating such penetration will lose the number of points expressed in signal 11, whereas the disks falling in holes 9 shall be out of play during the remainder of the game. As it will be easily understood, the disks being thrown by sliding, the game will be carried on in a quiet way and the skilled player will be able to use the cushion effects to his benefit, according to the force and the inclination at which the disks are shoved from the end of the board.

I claim—

A game, comprising a smooth oblong board, a frame surrounding the board forming lateral flanges, a pocket extending across the table at each end of the board, a cross

piece having a series of apertures mounted in front of each pocket, elastic cushions arranged along the lateral flanges and between the apertures, a target ring marked on the board in front of the apertures, a small disk and a plurality of larger disks for sliding into the proximity of the target, and transverse balk lines extending across the board near the targets.

LUIS MELUZZI.

Witnesses:
V. RUCKER,
G. GUERIN.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."