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C. H. WILKINS

GAME APPARATUS

Filed May 1. 1926

Fig. 1.

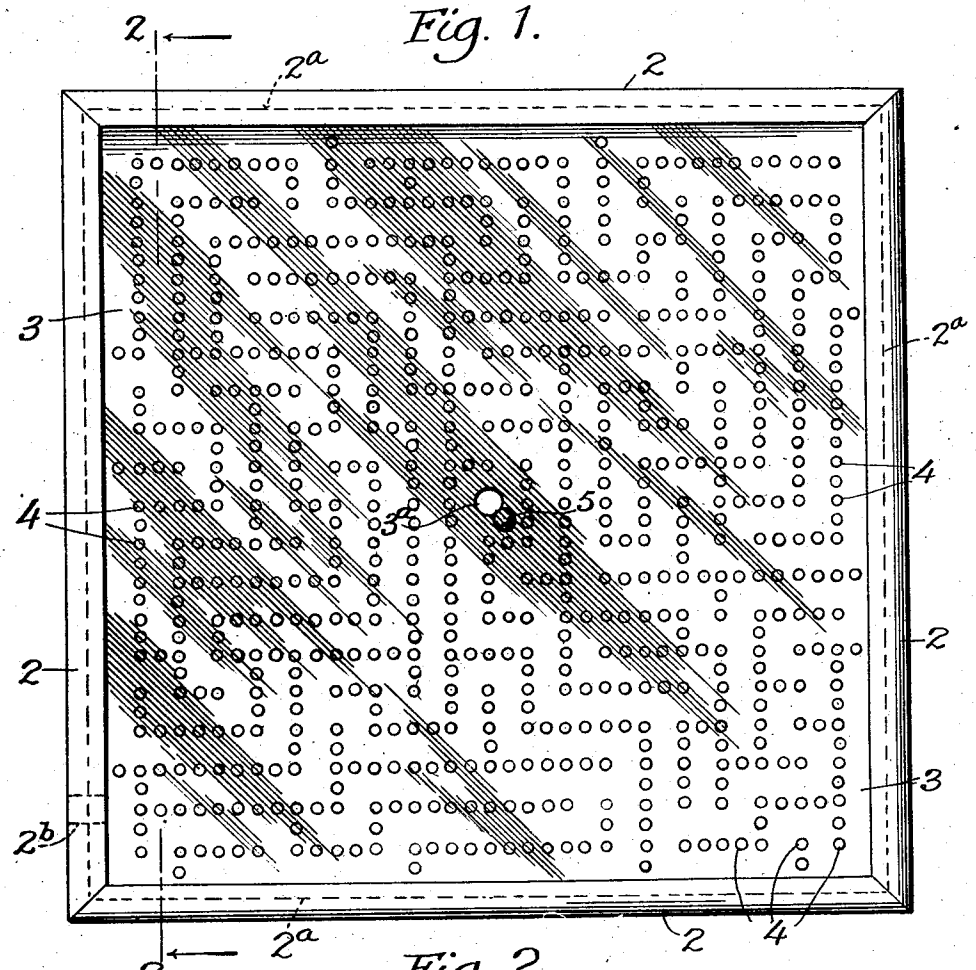
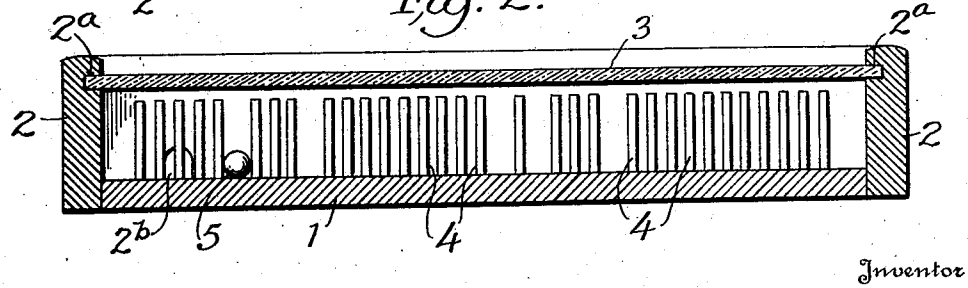


Fig. 2.



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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This invention is a novel game apparatus, and the principal object thereof is to provide a novel and simple game apparatus in which a ball is adapted to roll in a normally closed casing having a series of upstanding studs therein spaced in rows at right angles to each other, the studs in each row being normally spaced apart a distance insufficient to permit the ball to pass therethrough while certain studs are omitted to permit the ball to pass from one row to another to form a labyrinth or tortuous passage containing a plurality of blind alleys; the object of the game being to roll the ball, starting from a position at the center of the casing, through the labyrinth and out of a hole in one side of the casing in as short a time as possible.

I will explain the invention with reference to the accompanying drawing which illustrates one practical embodiment thereof to enable others to adopt and use the same, and will summarize in the claims the novel features of construction and novel combinations of parts, for which protection is desired.

In said drawing:—

Fig. 1 is a top plan view of the complete game apparatus.

Fig. 2 is a section on the line 2—2 of Fig 1.

As shown in the drawing, my novel game apparatus comprises a base 1, preferably rectangular in shape, and formed of wood or other suitable material. Around the edges of base 1 are side members 2, and a transparent plate 3 secured to the side members 2 in any desired manner closing the casing formed by said members, the transparent plate 3 being preferably inserted in grooves 2^a in the upper inner edges of the side members. In one of the side members 2 in line with the upper face of base 1 is a hole 2^b. The base 1, side members 2, and transparent members 3 thus form a closed casing having a single opening 2^b thereinto.

Extending into the upper face of base 1 are spaced studs 4 arranged in rows disposed at right angles to each other, a ball 5 being adapted to roll in the casing between the rows of spaced studs 4. The studs 4 in each row are normally spaced apart a distance insufficient to permit the ball 5 to pass therethrough, while certain studs are omitted to permit ball 5 to pass from one row to another, such arrangement and spacing of studs forming a labyrinth or tortuous passage having a plurality of blind alleys, there being, however, at least one continous path which the ball may follow to accomplish the desired end. In the center of the casing is an open space from which the ball is to start, and the object of the game is to roll the ball, starting from such open space, through the tortuous passages, and out through the opening 2^b in the side of the closed casing in as short a time as possible.

The studs 4 extend upwardly in the casing to approximately the level of the transparent plate 3 to prevent the ball from passing over the tops of the studs to shorten the path. Also a hole 3^a is preferably provided in the transparent plate 3 over the open space in the center of the studs, whereby the ball may be returned to its starting position, after the game has been played.

The use of spaced pegs or studs instead of solid walls having openings therein renders the game more difficult in that it is obviously less apparent from a casual inspection of the spacing of the studs 4, the path which the ball 5 should follow in order to roll ball 5 to the hole 2^b in the side of the casing, the majority of studs 4 in the rows being spaced apart a distance insufficient to permit the ball to roll therethrough, while other pegs are omitted or sufficiently spaced apart to permit the ball 5 to roll from one row to another.

I do not limit my invention to the exact form shown in the drawing for obviously changes may be made therein within the scope of the claims.

I claim:—

1. A game apparatus, comprising a casing having an opening in its side, a transparent closure for the casing having an opening therein; and a plurality of studs in said casing arranged in rows at angles to each other, the studs in each row being normally spaced relatively close together, and some of the studs being omitted to permit access from one row to another; whereby at least one continuous open passage will be provided from the opening in the closure to the opening in the side of the casing.

2. A game apparatus comprising a casing having an opening in one side; a transparent closure having an opening at its center; a ball; a plurality of studs in said casing

arranged in rows at angles to each other, the studs in each row being normally spaced an insufficient distance apart to permit the ball to pass therethrough, and some of the studs being omitted to permit the ball to pass from one row to another; whereby at least one continuous passage will be provided for the ball from the center of the casing to the opening in the side thereof.

3. In a game apparatus, a casing comprising a base and side members, a transparent closure for the casing; one of said side members having an opening therein; and said transparent closure having an opening therethrough at its center; a ball; and a plurality of studs on said base arranged in rows at right angles to each other, the studs in each row being normally spaced an insufficient distance apart to permit the ball to pass therethrough, and some of the studs being omitted to permit the ball to pass from one row to another; whereby at least one continuous passage will be provided for the ball dropped through the opening in the closure to the opening in the side thereof.

In testimony that I claim the foregoing as my own, I affix my signature.

CLYDE H. WILKINS.