O. C. EHRENHARDT & A. BERENT.

GAME.

APPLICATION FILED OCT. 7, 1916.

1,265,761. Patented May 14, 1918.

FIG. 1.

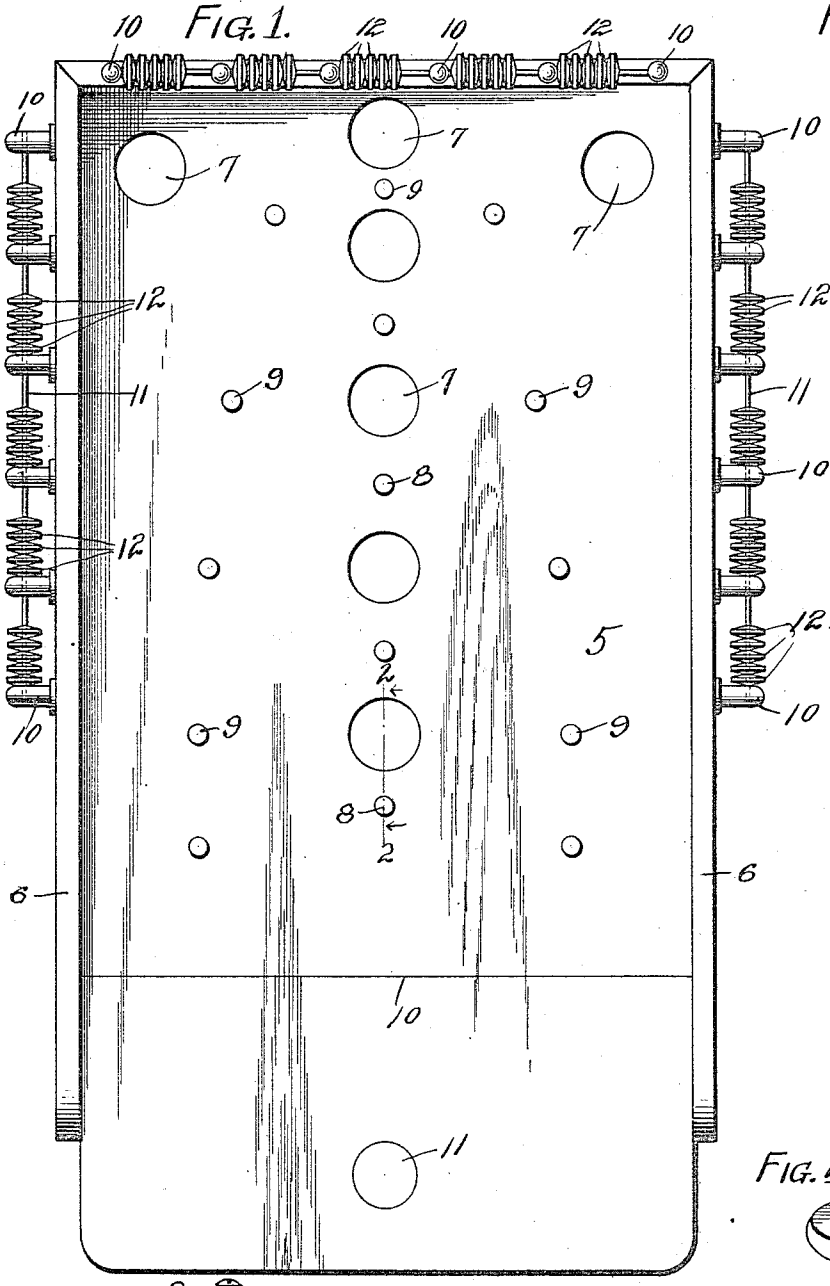


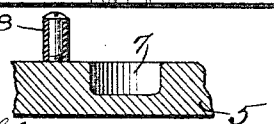
FIG. 3.



FIG. 4.



FIG. 2.



WITNESSES

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GAME.

1,265,761. Specification of Letters Patent. Patented May 14, 1918.

Application filed October 7, 1916. Serial No. 124,397.

To all whom it may concern:

Be it known that we, OTTO C. EHRENHARDT and ADAM BERENT, citizens of the United States, residing at Buffalo, in the county of Erie and State of New York, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to game apparatus, and has for its primary object to provide a simplified and improved construction, by the use of which a highly amusing and entertaining game may be played.

The game apparatus aims mainly to provide a game which eliminates the element of luck and chance, and which requires the exercise of skill and marksmanship to produce a winning combination. A further object of the invention is to provide a game which is capable of being successfully played and enjoyed by young as well as old people. A still further object is to provide a game embodying these characteristics which is of simple and inexpensive construction, which is easily played and understood, which may be played in various combinations, which includes an improved counting means, and which will prove practical and entertaining in use.

With these objects in view, together with others which will appear as the description proceeds, the invention resides in the novel formation, combination and arrangement of parts, all as will be described more fully hereinafter, illustrated in the drawings, and particularly pointed out in the claim.

In the drawings:—

Figure 1 is a plan view of a game board constructed and arranged in accordance with the invention;

Fig. 2 is a sectional view taken on line 2—2 of Fig. 1;

Fig. 3 is a cue used in playing the game; and

Fig. 4 is one of the game pieces, shown in perspective, for playing the game.

Referring now particularly to the drawings, 5 indicates the board or playing field, the said board being of any desired size and constructed of any preferred material, and is preferably rectangular in shape. A guard rail 6 closes the major portion of the longitudinal sides of the board and one end thereof, the said rail extending slightly above the surface of the board. The playing surface is perfectly flat and smooth so as to permit of the ready sliding of the game pieces to be hereafter detailed thereover.

The playing field or upper surface of the board 5 is provided with a series of spaced openings or depressions 7, certain of the said openings being arranged near the corners of the board and at one end thereof, while the remaining openings are arranged in longitudinal series in the board surface intermediate the lateral ends of the latter. The openings are preferably circular and shallow, and are of relatively small diameter.

Extending upwardly from the playing surface and arranged in longitudinal series at the central part of the board, are pegs 8, the latter being formed of any suitable material, and are covered with rubber or other elastic material. The board is also provided with pegs 9 arranged in series extending longitudinally of the board and substantially intermediate the medial and longitudinal edges of the latter.

The board is provided with a playing line 10, which may be painted or in any other manner inscribed upon the playing field adjacent the unrailed edge thereof. This line extends laterally across the game board. A ring 11 constituting the "starting point" is also inscribed in the playing field adjacent the unrailed end thereof, and intermediate the longitudinal edges of the same. The pegs 8 and 9 are arranged upon the playing surface in such manner as to intercept a game piece projected in a straight line from the starting point, and it is obvious that a blow delivered to a piece or marker resting upon said ring will cause the same to be deflected, by engagement with the various rubber covered pegs, in zig-zag courses over the playing field. The game is played with a given number of markers or pieces illustrated in Fig. 4, the latter being of a size to loosely fit within the pockets or openings 7, and the course of these markers is directed by the use of the cue illustrated in Fig. 3.

Supported upon each of the longitudinal sides of the game board, and upon the upper edge of the end guard rail by the spaced posts 10 are wires 11, the said posts being spaced apart equi-distant throughout the lengths of the wires, and forming between them counter spaces. Slidably mounted

upon the wire portions within these spaces are counters 12, the same being capable of moving freely upon the wires.

Each of the openings or depressions 7 represents a given number, those being most remote from the starting point and most inaccessible from the same being of greater denomination than the others, and there may be provided counter spaces upon each side of the board corresponding to the denominations of the various openings or depressions in the playing surface.

The game may be played in various combinations, and may be played by two or more persons. It is preferred that there be twelve of the playing pieces used by the persons opposed to each other, and the pieces may be of variegated colors to be easily distinguished. The markers or counters in the corresponding counter spaces may be accordingly colored. In playing the game, the persons opposing each other take turns, and place their game pieces one at a time upon the starting point 11. The game piece is then "shot" by means of the playing cue in the direction of the opening or depression into which it is desired that the game piece rest. From the particular arrangement of deflecting pegs upon the game board surface, it is apparent that dexterity and skill be displayed in making carrom "shots" to direct the game pieces into the desired sockets or openings. The aggregate of the sums which the various pockets represent and which are occupied by game pieces is recorded with the counters in the counter spaces at the sides and end of the playing field, it being understood that the counting spaces at the various positions upon the board be utilized to represent the opposing players. It will be understood, of course, that suitable playing rules be formulated and employed in playing the various games possible with a device of this character.

While the above is a description of the preferred embodiment of the invention, it is obvious that various changes in the minor details of construction and arrangement of parts may be resorted to without departing from the spirit of the invention or exceeding the scope of the claim.

What is claimed is:

In a device of the class described, a game board having a row of spaced depressions arranged centrally thereof, the said board having depressions adjacent one end and upon each side of said row, a peg for each of the depressions in said row and the said pegs being alined centrally of the board and each being positioned in advance of its respective depressions, a row of pegs upon each side of said row of depressions and in advance of the depressions at the end of the board, and the said board having a ring inscribed thereon in alinement with said central row of depressions.

In testimony whereof we affix our signatures in presence of two witnesses.

OTTO C. EHRENHARDT.
ADAM BERENT.

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