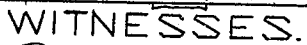


W. J. HILLIS.
GAME APPARATUS.

Patented Mar. 20, 1894.



INVENTOR.

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atty

UNITED STATES PATENT OFFICE.

WILLIAM JAS. HILLIS, OF BROOKLYN, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 516,789, dated March 20, 1894.

Application filed May 12, 1893. Serial No. 473,918. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM JAMES HILLIS, a citizen of the United States, and a resident of Brooklyn, in the county of Kings and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention consists of an apparatus for a parlor game simulating foot ball between two persons representing the men of the different sides, said apparatus comprising a cloth or felt field suitably laid out and provided with goal posts in miniature, snapping devices in lieu of the ball, and devices representing the men, with dice or other means of chance for directing the play as herein-after more fully described and claimed, reference being made to the accompanying drawings in which:—

Figure 1, represents my improved game apparatus in perspective view on a table. Fig. 2, represents the snapping devices as in the act of snapping the ball.

A represents the cloth or felt field, which must for best effects be of comparatively thick and closely woven or felted fibers; it is laid out in conspicuous lines in the manner of the field of the regular game as the goal lines *a*, touch bounds *b*, twenty five yard limits of kick-out *c*, fifty yard limit *d*, and center line *e*, with other lines *e'* five yards apart between the goal lines and the lines *c* and *d*, and the field comprises the margins *a' b'* and *c'* outside of the goal lines and touch bounds. The goal posts *g* are set in the usual places on the goal lines, being supported on base pieces *h*, placed under the cloth field which is perforated for the posts and the posts are inserted through the holes, the posts being preferably detachably connected with the bases.

i represents the cross bars of the goal posts.

j, represents the men, *k* and *l* the snapping devices for use in lieu of the ball, *m*, the dice and *n* the dice cup for controlling the game.

The snapping devices consist of two disks of hard rubber or other approved material, one of which *k*, preferably the largest is used by the player to press on and escape from the edge of the other as indicated in Fig. 2, so as to tilt and snap the latter in a jump such as the ball makes when kicked, the disk *l*, being

considered the ball and occupying the position of the ball when snapped. With these devices the game is played in accordance with the following rules, the number of figures *j* representing the men corresponding with the number of men in the regular game as eleven on each side.

First. Throw dice for choice of ball,—highest spots take ball.

Second. Line men up, player having ball places it on the fifty yard line, his opponent retreats back ten yards to his fifty yard line and commences play by throwing dice.

Third. Throw five aces on spots, fifty yard gain. If this should carry the ball past the opponent's goal line it entitles the thrower to a touchdown, and the ball is brought out twenty-five yards in the field for a kick. If the player fails in his kick he scores four points. If he succeeds in kick, it counts two points more.

Fourth. If the ball be carried over either to the right or left of the goal posts, the ball must be brought out from the spot where it was carried over and placed on the twenty five yard line for a try for goal. If it be carried over between the goal posts the player has the liberty to place the ball where he chooses on the twenty-five yard line and the try for goal is resumed.

Fifth. Throw six spots, left half back around right end for forty-five yard gain.

Sixth. Throw seven, full back around left end for forty yards gain.

Seventh. Throw eight, right half back around left end for thirty-five yard gain.

Eighth. Throw nine spots, right guard picks up ball after a fumble and makes a thirty yard gain.

Ninth. Throw ten spots, wedge through the center for twenty-five yard gain.

Tenth. Throw eleven spots, one yard gain through center.

Eleventh. Throw twelve spots, two yard gain through right guard and center.

Twelfth. Throw thirteen spots lose ball on fumble.

Thirteenth. Throw fourteen spots, three yards gain around right end.

Fourteenth. Throw fifteen spots four yards gain around left end.

Fifteenth. Throw sixteen spots, five yards to opponent for off side play.

Sixteenth. Throw seventeen spots, five yards gain full back through center.

5 Seventeenth. Throw eighteen spots, twenty-five yards loss for slugging and ball to opponents.

Eighteenth. Throw nineteen spots, loss of ten yards on fumble.

10 Nineteenth. Throw twenty spots, four yards gain on a wedge.

Twentieth. Throw twenty-one spots, ball lost on fumble.

20 Twenty-first. Throw twenty-two spots, catch, which entitles player to ten yards and a free kick, but if the ten yards carries the ball across the goal posts it cannot be allowed but he can have the privilege of a kick only.

Twenty-second. Throw twenty-three spots, 20 right half back around the left end for eight yards gain.

Twenty-third. Throw twenty-four spots, loss of five yards.

25 Twenty-fourth. Throw twenty-five spots, ball goes to opponent for repeated off-side play.

Twenty-fifth. Throw twenty-six spots, full back through center for ten yards gain.

30 Twenty-sixth. The player is supposed to keep in mind all gains under five yards, until he has gained five yards he cannot move his men. If he fails to gain five yards on four successive downs the ball goes to his opponent at the place where he fails; to move the 35 men at all he must gain five yards or more. Always resume play where your opponent leaves off or fails.

Twenty-seventh. Throw twenty-seven spots, loss of ten yards on fumble.

40 Twenty-eighth. Throw twenty-eight spots, safety touchdown two points.

Twenty-ninth. Throw twenty-nine spots, thirty yards loss.

45 Thirtieth. Throw thirty spots, ball goes to opponent for disobeying umpire.

Thirty-first. This game should be played according to time fixed upon by the players, the players scoring most points in said time win the game.

50 Thirty-second. The men are lined up after each down on the line where the throw denotes.

Thirty-third. The goal posts are to be buttoned on at the white mark where the cut is in the cloth.

Points.—Touch down and goal—six points; touch down four points; goal from field five points; safety touchdown two points.

In trying for a kick the small disk is placed on the cloth and snapped with the larger one. 60 The harder you press the farther it will go. If after three throws the player has failed to gain five yards, he then has the liberty to another throw or kick. The kick is generally preferred, but he can do as he pleases. If he 65 tries a kick and fails a goal the ball goes to his opponent at the place where it falls. If the ball falls out of bounds it is brought in at the angle where it crossed the boundary line and play is resumed. After every kick 70 the ball goes to his opponent. If a goal is kicked from the field the ball is then brought out to the center of the field and given to the opponents. This follows in the same case of a touchdown or a goal, but if a player after 75 making a touchdown fails in his try for goal, the ball is brought out twenty-five yards from the goal posts and is given to his opponents and play is resumed. At no stage of the game can a player kick unless he is within 80 twenty-five yards of the opponents' goal or has had three downs or throws.

I claim—

1. Parlor foot ball game apparatus comprising the divided or graduated cloth field, goal 85 posts and bars, movable figures representing the men, means to control the movements of the men, and the snapping devices substantially as described.

2. Parlor foot ball game apparatus comprising the divided or graduated cloth field, goal 90 posts and bars, movable figures representing the men, the snapping devices, and dice or other means of chance for directing the play substantially as described. 95

In testimony that I claim the foregoing as my invention I have signed my name, in presence of two witnesses, this 20th day of March, 1893.

WM. JAS. HILLIS.

Witnesses:

W. J. MORGAN,
A. P. THAYER.