(No Model.) 2 Sheets—Sheet 1.

H. F. ARFF & D. BORNHOLDT.

GAME TABLE.

No. 279,313. Patented June 12, 1883.

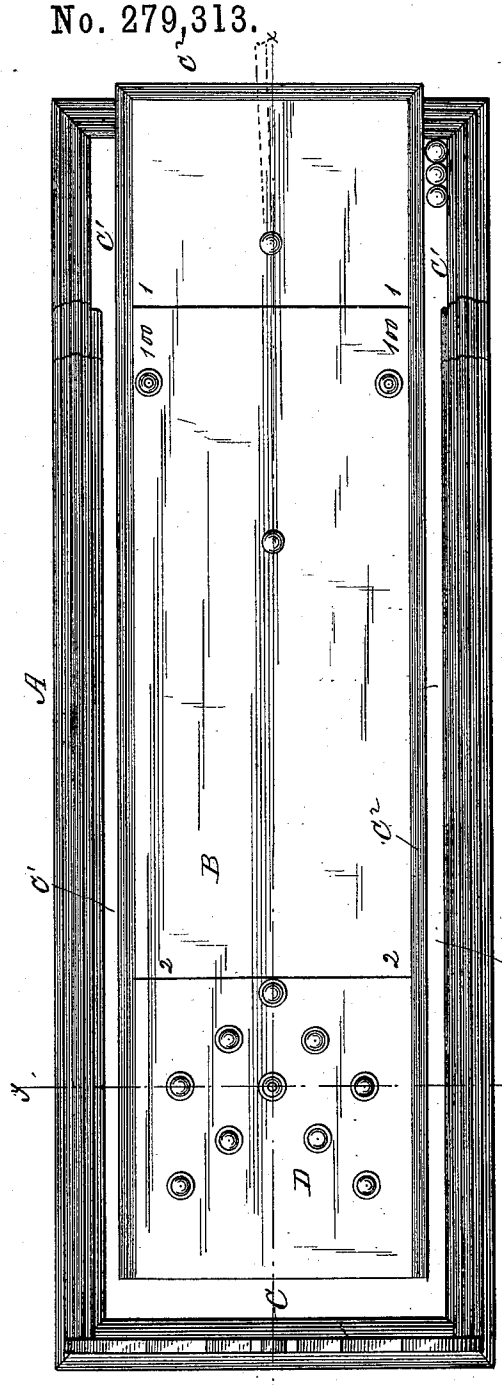

Fig. 1

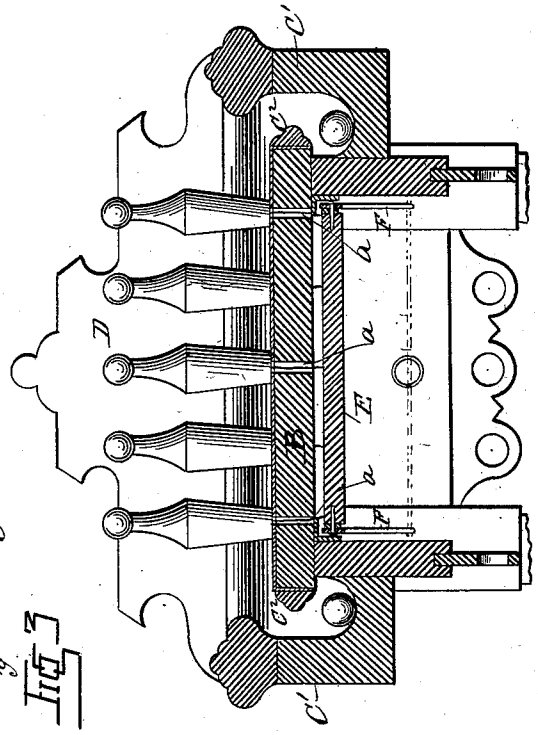

Fig. 2

WITNESSES:
Fred G. Dieterich
Edw. C. Byrn

INVENTOR:
H. F. Arff
D. Bornholdt
BY Munn & Co
ATTORNEYS.

N. PETERS, Photo-Lithographer, Washington, D. C.

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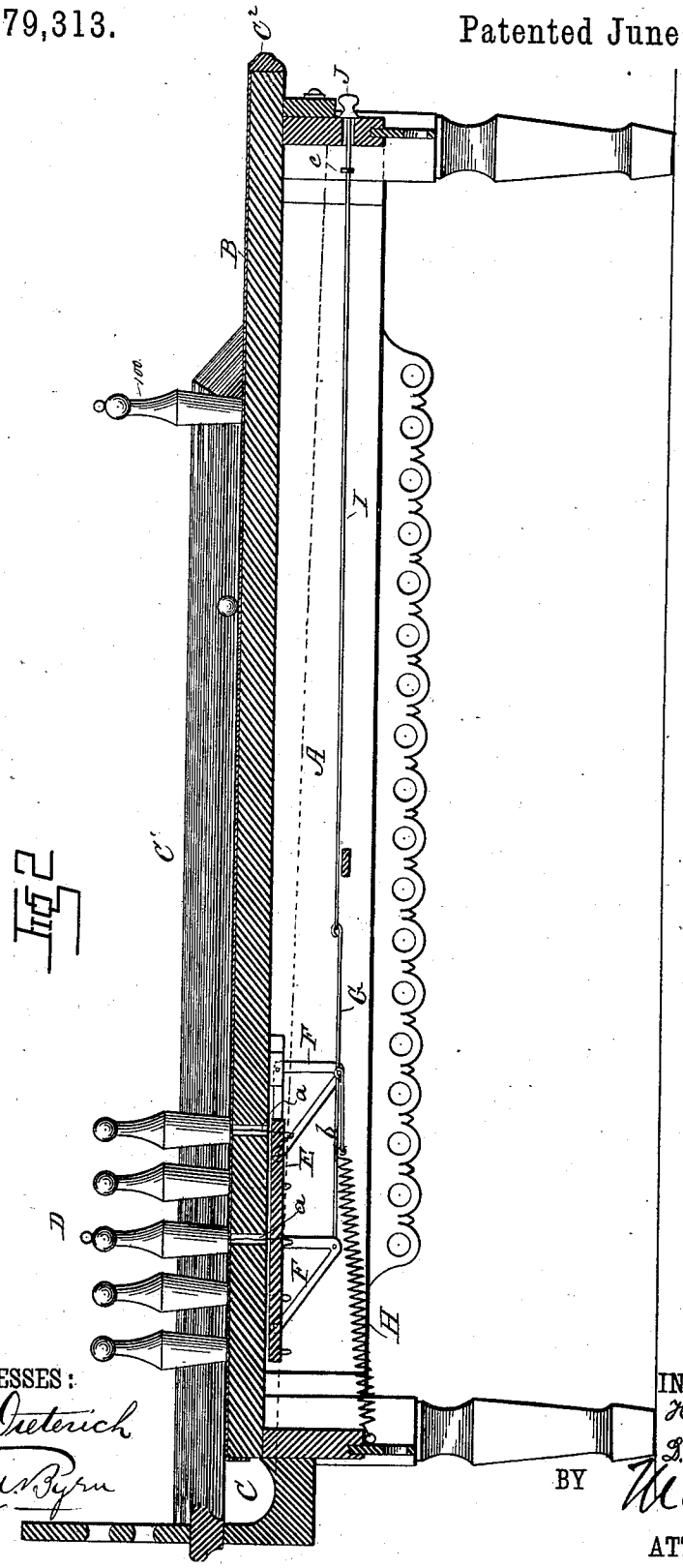

Fig. 2.

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UNITED STATES PATENT OFFICE.

HANS F. ARFF AND DETLEF BORNHOLDT, OF ARCADIA, IOWA.

GAME-TABLE.

SPECIFICATION forming part of Letters Patent No. 279,313, dated June 12, 1883.

Application filed April 10, 1883. (No model.)

To all whom it may concern:

Be it known that we, HANS FREDERIC ARFF and DETLEF BORNHOLDT, of Arcadia, in the county of Carroll and State of Iowa, have invented a new and useful Improvement in Game-Tables; and we do hereby declare that the following is a full, clear, and exact description of the same, reference being had to the accompanying drawings, forming part of this specification, in which—

Figure 1 is a plan view. Fig. 2 is a vertical longitudinal section through the line *x x* of Fig. 1. Fig. 3 is a vertical transverse section through the line *y y*, Fig. 1.

Our invention relates to game-tables upon which games are played by means of balls and pins, something after the manner of ten-pins. It is an improvement upon that form of table in which the pins, after they are knocked down by the ball, are simultaneously set up by a pull-rod running to the far end of the table and connected to the pins by separate cords running through holes in the table and fastened to the bottoms of the pins.

The improvement consists in the peculiar construction and arrangement of parts, as will be fully described and pointed out hereinafter.

In the drawings, A represents the table, which stands at about the height of a billiard-table, and is in diameter preferably about three and one-half feet wide by about ten to fourteen feet long. The surface B of the table is made preferably level and very much like a billiard-table, with a slate or cement bottom, covered by felt or billiard cloth. The table-surface B has no ledge, cleat, or cushion which rises above its level; but the cloth is caught and distended at its edges by a strip, C^2, over which the balls are free to roll and be returned to the player by troughs C C′ C′. Of these troughs, C is placed at the end and inclines both ways from its center, while C′ C′ have a gradual inclination to the end at which the players stand. The outer walls of these troughs extend up above the level of the table-surface, so as to prevent any ball from being driven entirely off the table and onto the floor; or they constitute, in other words, both a guard-rail and a return-trough. At the end of the table, however, at which the players stand the side walls of the troughs C′ C′ are lowered to or below the level of the table-surface B for a couple of feet, or more, so as to leave no obstruction to the arms of the player. At one end of the table are ten or any number of pins, D, which are to be knocked down by balls of the size of a billiard-ball, driven by cues. Each of these pins is provided with a string, *a*, that passes through a hole in the table immediately at the spot upon which the pin is to stand, and all of these strings are attached to a board or frame, E. This board, at its four corners, is pivoted to the horizontal sections of the four elbow-levers or bell-cranks, F, which are fulcrumed at their right angles to the bottom of the table. The pendent or vertical sections of the elbow-levers are connected together by rods *b*, and are also connected to a frame, G. This frame, at one side, is attached to a spiral spring, H, which is fastened to the end of the table, and serves to hold the board E tightly against the bottom of the table. The other side of the triangular frame is attached to a long pull rod or wire, I, which runs along the middle of the table to the end at which the players stand, at which point it terminates in a knob, J, on the outside of the end of the table, by means of which the wire is pulled. On this pull-wire is a stop-button, *c*, which, by striking against the skirt of the table, limits the distance to which the knob can be pulled. Now, it will be seen that whenever the pins are knocked down by the players it is only necessary to pull upon the knob J to set them all up again, for this causes the elbow-levers to turn on their pivots and bring down the board E, and this, by exerting the pull upon the strings of the several pins, turns them up on end, which position is maintained after the knob is released.

In making use of our invention we do not confine it to any particular game, and we may arrange it to be played by balls and a cue, after the manner of billiards; or we may construct it as a toy to be played with marbles; or we may make it on a very much larger scale, to be used in the place of a bowling-alley. For the most part we contemplate using it in connection with billiard-balls and cues. Each one of the ten pins has a definite value, the two shown at 100 being the highest.

To play the game in accordance with our rules, spot one ball on the center spot and play from within the line 1 1. The player

must move the spot-ball before striking the pins. If a player runs the cue-ball into the pins without moving the ball on the spot, the pins so made cannot be scored. If a ball stops between both lines 1 1 and 2 2, the next player must play on that ball where it lies on the table. If a ball stops behind the second line, another ball must be placed on the spot.

The pins are numbered from one to ten—the red pin 1, king 2, white 3, blue 4, green 5, yellow 6, light green 7, pink 8, black 9, brown 10, and the two pins at the foot of table 100 each. Each player is allowed ten shots, and after ten shots are made the scores may be added, and the player whose score foots up the most wins the game.

Having thus described our invention, what we claim is—

1. The combination, with a game-table, of inclined troughs placed below the level of the table and having their outer walls of greater height than the table at all points except the end at which the player stands, and having the walls at this end at or below the level of the table-surface, as described.

2. The combination, with the table and the pins, of the strings *a*, the board E, the bell-cranks F, the spring H, and the pull-rod I, as and for the purpose set forth.

HANS FREDERIC ARFF.
DETLEF BORNHOLDT.

Witnesses:
E. H. AGNEW,
J. D. WALSH.