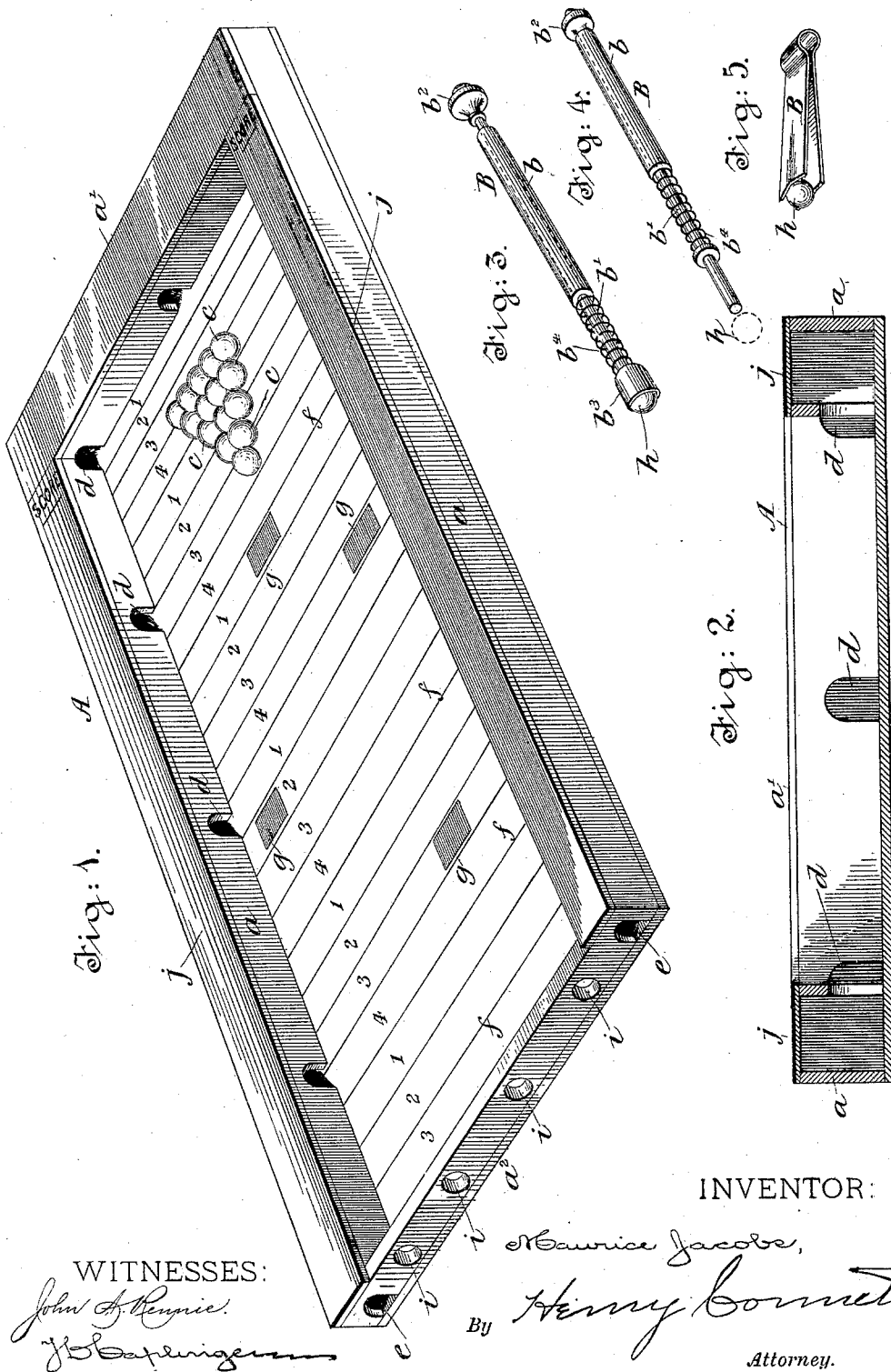


(No Model.)

M. JACOBS.
GAME APPARATUS.

No. 433,624.

Patented Aug. 5, 1890.



UNITED STATES PATENT OFFICE.

MAURICE JACOBS, OF NEW YORK, N. Y., ASSIGNOR TO McLOUGHLIN BROTHERS,
OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 433,624, dated August 5, 1890.

Application filed February 24, 1890. Serial No. 341,636. (No model.)

To all whom it may concern:

Be it known that I, MAURICE JACOBS, a citizen of the United States, residing in the city, county, and State of New York, have invented certain Improvements in Game Apparatus, of which the following is a specification.

My invention relates to that class of parlor-games wherein a board, a number of object-balls, and a player's ball or balls are employed, together with a cue or other like device for projecting the balls.

In the accompanying drawings, illustrative of my apparatus, Figure 1 is a perspective view of the board. Fig. 2 is a transverse section of the same on a scale somewhat larger than that of Fig. 1. Fig. 3 is a view of the spring cue or ball projector, and Figs. 4 and 5 show two other constructions of the cue.

The board A may be about twice as long as it is wide. At its sides and one end it will be provided with box-like inclosures provided with apertures to receive the object-balls when the latter are played upon.

a a are the box-like inclosures at the longer sides, and *a'* is a like inclosure at the end of the board.

c are the object-balls, of which there will be, preferably, sixteen. In one part of the game fifteen of these balls are placed upon the board in the form of a triangle, as seen in Fig. 1, with its apex toward the player's end *a'* of the board. In the inner faces of the inclosures *a a a'* are formed apertures *d*, through which the player seeks to drive the balls into the respective inclosures, as will be explained. The balls which enter the inclosures may be removed at external apertures in the same, as at *e*.

Fig. 3 shows, on a somewhat larger scale than Fig. 1, one form of the cue to be employed by the players for projecting the balls. This cue B consists of a tubular stem *b* of any desired length, a rod *b'*, which plays through this stem, and which is provided with a thumb piece or button *b²* at one end, and at its other end with a cup *b³*, to receive the ball, and a coil-spring *b⁴*, arranged between said cup *b³* and the end of the stem *b*.

The sixteen object-balls *c* are colored, four balls being blue, four green, four red, and four yellow, and the board will be laid off in stripes

f of the same colors—that is to say, as represented in Fig. 1 by the numerals, the stripes numbered 1 will be blue, those numbered 2 will be green, those numbered 3 will be red, and those numbered 4 will be yellow. There will also be marked on the board four squares or spaces *g*, one each on a colored stripe *f*.

The players' balls *h* (seen in Fig. 3) may be the same as the object-balls *c*, except that they should be of a different color—as brown, for example—so as to be readily distinguishable therefrom.

The manner of playing the game may be varied, but the following mode or directions may be adopted:

Directions for playing the game.—First stage: The four players divide the object-balls *c* among them, one taking the blue balls, another the green, another the red, and yet another the yellow. Each player in turn shoots his four balls by means of the cue B through the holes *i* in the players' end *a'* of the board. The cue B is used in this manner: A ball is placed in the cup *b³* and the cue is passed through or into one of the holes *i*. The player then draws back the rod *b'* by the button *b²*, so as to compress the spring *b⁴*, and then lets it go, thus firing the ball onto the board. The players having thus each fired his four object-balls, the score is taken. If a player's ball has entered one of the inclosures through an aperture *d*, it counts him twenty. If it remains on the board and on a stripe *f* of his own color, it counts him five. If it remains on a square *g* of his own color, it counts him ten. If any player's ball be driven by an opponent's ball into the inclosure, it counts twenty for the player whose ball has been driven into the inclosure. The scores are marked on the slates *j* on the side inclosures *a a*. These slates *j* are constructed in the manner of blackboards, so that the figures marked thereon may be erased.

Second stage: The players now draw lots to ascertain which one shall withdraw a ball, and the fifteen remaining object-balls are placed in a triangular mass on the board, as seen in Fig. 1. A small triangular frame may be employed to assist in placing them quickly; but this is not essential. The player who has but three balls in the mass now fires one or

more brown or players' balls *h* at the mass, and the other players fire their balls in turn. The score is now again marked up, each player making up his score from the position of his object-balls after all of the players have fired their balls.

Third stage: The player who fired the first ball *h* at the mass now shakes the board three times, and the score is again marked up.

The game may consist of from one hundred to one thousand points, or the player making the most points may be declared the winner, as agreed.

The object sought by the player is to have his object-balls enter the inclosures, or, in default of that, to have them remain on either his color-square *g* or color-stripe *f*, as these are the only positions of the balls that count.

Other forms of cues than that shown may be employed, and I have shown two other forms in Figs. 4 and 5. That in Fig. 4 is the same as the one illustrated in Fig. 3, except that the cup *b*³ is omitted. In using this cue the ball is laid on the board just inside the end rail *a*² and impelled by a blow from the end of rod *b*'. The form shown in Fig. 5 consists of a pair of pinchers made from sheet metal. The ball is taken between these and fired through a hole *i* by squeezing the pinchers, as will be easily understood.

The number and arrangement of the holes *d* may be varied, as may also the number of stripes *f*, and the number and kind of colors for the stripes and balls *c*. Indeed, these balls and stripes may be designated by other means than colors; but I prefer the latter as a means of distinguishing one player's balls and stripes from those of another.

The game may be played by two, three, or four persons at will; but if less than four persons play, the number of balls *c* used will be proportionately reduced, as will be readily understood.

I am aware that it is not new in game apparatuses employing a table and balls to arrange pockets about two sides of the board. This I do not claim. My inclosure at the sides of the board is like a corridor without cross-partitions and has small apertures *d* for the balls to enter it. I am aware also that such game apparatuses have been furnished with score-cards, and these I do not broadly

claim. However, I utilize the tops of the box-like inclosures for this purpose, thus utilizing otherwise waste space and avoiding projections beyond the sides of the table.

Having thus described my invention, I claim—

1. A game apparatus consisting of a board having box-like inclosures or corridors at its sides provided with apertures *d* in their inner faces, balls for the players, and a cue to project said balls over the board.

2. A game apparatus consisting of a board A, having box-like inclosures at its sides provided with openings *d* in their inner faces, balls *c*, of different colors or markings, and a cue to project the balls, the said board having stripes *f*, of different markings or colorings corresponding to the markings on the balls.

3. A game apparatus consisting of a board having inclosures at its sides with apertures *d* therein, and having also stripes *f*, of different colors or marking, and squares or spaces *g* on certain of said stripes, balls *c*, having different colors or markings corresponding to said stripes, and a cue to project the balls onto and over said board.

4. A game apparatus consisting of a board having stripes of different markings or colorings and marginal housings to receive the balls, and balls of different markings or colorings corresponding to those of the stripes on the board.

5. In a game apparatus, a board A, having inclosures *a a'* at its three respective sides, apertures *d* in the inner faces of said inclosures, apertures *e* for the removal of the balls from said inclosures, an end piece or rail *a*², provided with apertures *i*, stripes *f*, of different colors or markings, and squares or spaces *g* on certain of said stripes, object-balls *c*, of different colors or markings corresponding to the stripes *f*, players' balls *h*, and a cue B for projecting the balls.

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

MAURICE JACOBS.

Witnesses:

HENRY CONNETT,
J. D. CAPLINGER.