No. 622,152. Patented Mar. 28, 1899.

M. J. HUGGINS & H. D. POLLAK.

GAME APPARATUS.

(No Model.) (Application filed Mar. 17, 1898.)

Fig 1.

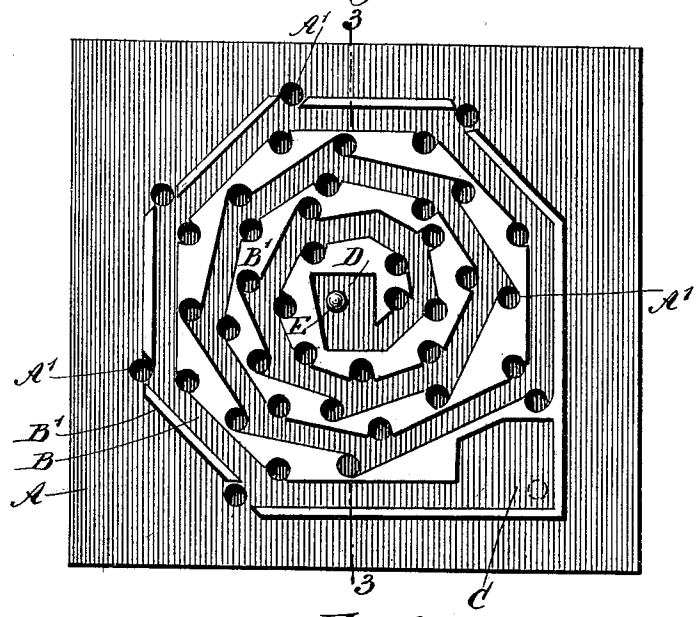


Fig. 2.

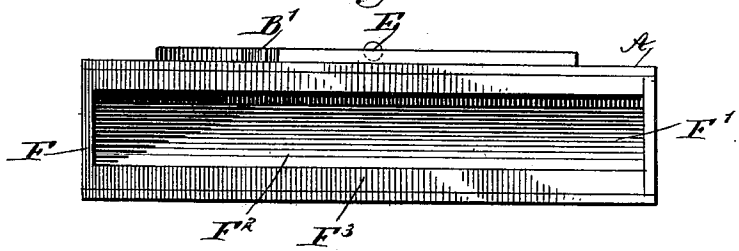
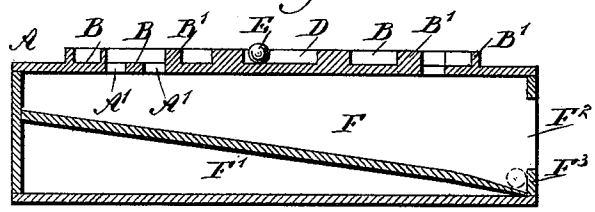


Fig 3.



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UNITED STATES PATENT OFFICE.

MERION J. HUGGINS AND HENRY D. POLLAK, OF NEW YORK, N. Y.; SAID HUGGINS ASSIGNOR TO SAID POLLAK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 622,152, dated March 28, 1899.

Application filed March 17, 1898. Serial No. 674,189. (No model.)

To all whom it may concern:

Be it known that we, MERION J. HUGGINS and HENRY D. POLLAK, of the city of New York, borough of Brooklyn, in the county of Kings and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

The object of the invention is to provide a new and improved game apparatus which is simple and durable in construction and arranged to afford considerable amusement to a player, at the same time requiring considerable skill to successfully play the game.

The invention consists of novel features and parts and combinations of the same, as will be described hereinafter and then pointed out in the claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figure 1 is a plan view of the improvement. Fig. 2 is side elevation of the same, and Fig. 3 is a transverse section of the same on the line 3 3 of Fig. 1.

The improved game apparatus is provided with a table A, on the top surface of which is formed a pathway B, terminating at its outer end in a starting-place C and at its inner end in a goal D, as illustrated in Fig. 1, the pathway B being continuous from the starting-point to the goal and arranged in helical form. The pathway B has its raised sides formed in sections B′, in which adjacent sections stand at an angle to each other to form corners, and each corner is partly cut out and leads to an aperture A′, formed in the table A and of sufficient size for a ball E to drop through the aperture in case the ball swerves from the pathway to, into, and through one of said apertures. The outermost sections B′ for the pathway are cut off at the apertures A′; but such is not essential.

Below the table A and secured to the under side thereof is a box F, having an inclined bottom F′, leading to one side of the box, as plainly shown in Figs. 2 and 3, the said side being formed with an opening F^2 and a lower raised flange F^3, against which passes the ball rolling down the bottom F, so as to be within convenient reach of the operator, so that he may take the ball out of the box and place it back at the starting-place C.

Now it is evident that when the ball E is at the starting-place, as indicated in Fig. 1, and the operator tilts the table A in the proper direction the ball runs into the pathway and along the same and finally passes into the goal F, provided the operator has tilted the table properly, so that the ball does not pass into and through one of the apertures A′. In case the ball drops through one of the apertures it falls into the box F and rolls down the bottom F′ against the flange F^3, to be then readily taken out by the operator and replaced on the table at the starting-place C.

It is understood that in order to successfully play the game the table A must be tilted in such a way that the ball does not swerve from the pathway and pass into one of the apertures A′.

The apparatus is very simple and durable in construction, affords considerable amusement to the player, and it is evident from the foregoing that considerable skill is required in order to successfully play the game.

Having thus fully described our invention, we claim as new and desire to secure by Letters Patent—

1. A puzzle comprising a table, provided with a continuous helical pathway having raised sides and in which a ball or like object is adapted to roll upon tilting the table, each side of the pathway being formed of sections, of which adjacent sections stand at an angle to each other to form corners, the table being formed with apertures at each of the corners of the said sections and on opposite sides of the pathway for a ball traveling in the pathway to drop through upon swerving from the pathway, substantially as shown and described.

2. A puzzle, comprising a table or board provided with a sunken helical pathway in which a ball is adapted to roll upon tilting the table or board, the sides of the pathway being formed in sections in which adjacent sections stand at an angle to each other to form corners, each of the corners being partly cut away and the table or board being provided with apertures below the cut-away portions

of the said corners, whereby apertures will be formed at each side of the pathway so that a ball traveling in the pathway and swerving from said pathway will pass into the cut-away portions and from them through the opening in the table or board, substantially as described.

3. A puzzle comprising a table, provided with a continuous helical pathway having raised sides and in which a ball or like object is adapted to roll upon tilting the table, each side of the pathway being formed of sections, of which adjacent sections stand at an angle to each other to form corners, the corners being partly cut away and the table being formed with apertures below the cut-away portions of the said corners whereby apertures will be formed at each side of the pathway and through which a ball traveling in the pathway can drop upon swerving from the pathway, and a box on the under side of the table, and provided with an inclined bottom for the ball to drop upon after passing through the aperture, substantially as shown and described.

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