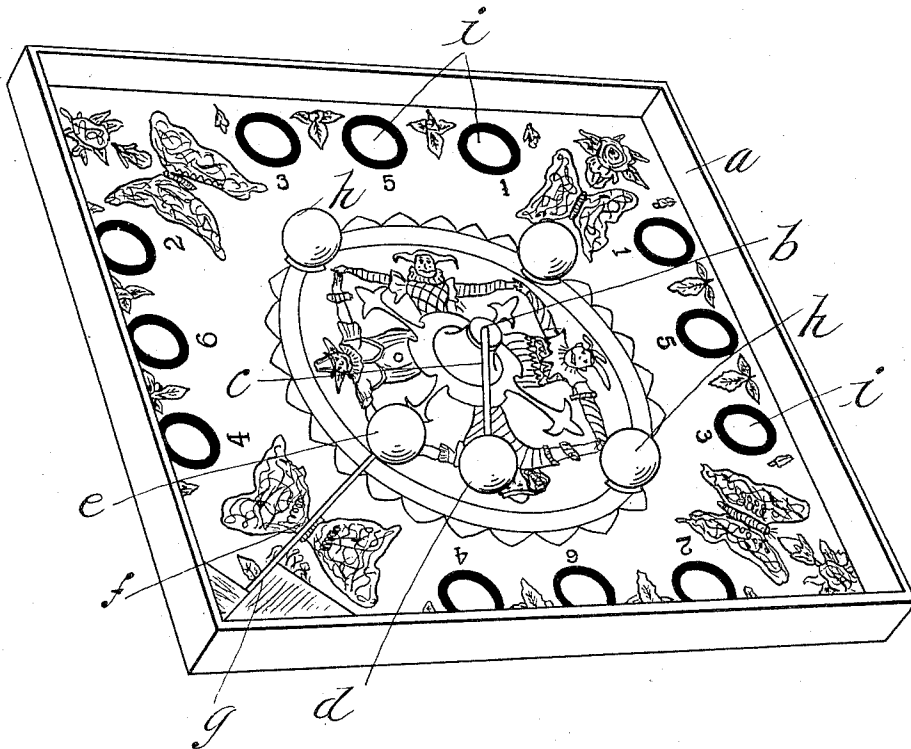


G. W. BUGBEE.
 GAME APPARATUS.
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1,051,549.

Patented Jan. 28, 1913.



WITNESSES:

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GAME APPARATUS.

1,051,549.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, GLENN W. BUGBEE, a citizen of the United States of America, residing at Syracuse, in the county of Onondaga and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to game apparatus which is simple and made of few parts.

The object of the invention is to provide a new and novel game which can be played by any number of players either young or old.

Other objects will appear in the detailed description and annexed claims.

In the drawings the figure represents a perspective view of the game board with all its parts in position for the game to be played.

The box *a* has a bottom printed with fanciful figures as shown. In the center of the bottom there is a wooden or other projection having a central hole *b* therein by which an arm *c*, carrying a wooden ball *d* at one end and having a right angle bend at the other, can be pivoted at the center of the board. Around the outer portion of the bottom of the box are several series of depressions *i* to which arbitrary characters can be assigned as shown in the figure, the first series have designations 2-6-4, the second series 4-6-2, the third series 3-5-1, and the fourth series 1-5-3. It will be seen that as the arm *c* swings about its pivot point *b* the wooden ball *d* will take a circular path which path is indicated in the figure on the bottom of the box. In this path there are one or more depressions or other means to hold wooden balls *h* in position to be struck by the ball *d* and knocked to the outer portion of the box, where said ball or balls can enter the depressions *i* and thus register a count for the player making the turn. The arm *c* can be swung around by hand if desired but it is preferable to use a striking device such as shown in the drawing which will strike the ball *d* and give it an impulse to carry it and the arm *c* around its circular path. As this impulse varies the ball *d* will give different impulses to the balls *h* and thus the element of chance enters into the game inasmuch as the balls *h* will be knocked into

different numbered depressions *i* registering the play which has been made.

The striking device comprises a flat spring *f* fastened at *g* to a block in the corner of the box *a* and having at its outer free end a wooden ball *e* which is adapted to vibrate when the spring *f* is pulled out of its normal position. The ball *d* may be placed on either side of the ball *e* and when the spring is snapped the ball *d* will be struck to throw it around and strike the balls *h* as hereinbefore described. As the different players operate the apparatus the ball *d* will be placed as desired by the player on one side or the other of the ball *e* and at the desired distance therefrom. The player will then pull the string a desired distance out or its normal position so that when released the ball *e* will strike *d*. It can thus be seen that with all the varying elements entering into the game no two players would be likely to get the same score.

The game is briefly played as follows: A wooden ball *d* with a wire *e* attached is called a twirler, the short end of the wire is placed in the hole *b* in the center piece. The twirler is then placed close to the spring *f* and ball *e* carried thereby on either side of said ball. The balls *h* are now placed in the indentations on the board, the spring is drawn away from the twirler by means of the small ball *e* at the end thereof, and released suddenly whereupon the ball *d* is struck a sharp blow. The twirler then strikes the balls *h* and if the ball *h* enters any hole *i* the player scores a number designating that hole. The game proceeds by turn. Each player is entitled to but one play in each turn and no play may be taken over. The game is for any desired number of points.

The game described is exceedingly simple both to make and to use. It has, owing to the large element of chance in scoring, a strong attraction for the players. The game can be played rapidly and since the movement can be made practically continuous the apparatus provides a real feeling of contest among the players.

What I claim, is:—

1. In a game of the class described a box, an arm pivoted therein with an enlarged member at its outer end arranged to take a circular path as the arm swings on its pivot,

means for mounting movable members in said circular path, a series of compartments to which arbitrary characters are assigned in said box, means to give said enlarged member an impulse to cause it to move in its circular path, to hit one or more of the movable members so that they may leave their position in the circular path and take a position in one or the other of the compartments.

2. In a game of the class described a box having a series of recesses arranged around its outer portion to which arbitrary characters may be assigned, a central projection, an arm loosely mounted to swing thereon, a ball carried on the outer end of said arm to travel in a circular path as the arm passes over the central area of the box, a vibratory spring fastened at one end and arranged so that its outer end vibrates horizontally in said circular path, an enlarged member at the outer end of the spring, and a series of balls mounted in said circular path whereby

the spring can be vibrated to have its enlarged member strike the ball on the end of the arm to start said ball in its circular path to knock the balls mounted therein to the outer portion of the box to enter the recesses therein all for the purposes described.

3. In a game of the class described a box having a series of recesses around its outer portion, a horizontal arm carrying an enlarged portion pivoted at the center of the box, a series of balls mounted in slight recesses in the path of the enlarged portion and means to hit said enlarged portion to cause it to swing with its arm and knock off said balls comprising a horizontal spring mounted adjacent the edge of the box and overlying the path of the enlarged portion all for the purposes described.

GLENN W. BUGBEE.

Witnesses:

HELEN S. JEFFERY,
MABEL BOWERS.

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