

O. W. WATSON.
 GAME APPARATUS.
 APPLICATION FILED JULY 15, 1918.

1,300,526.

Patented Apr. 15, 1919.

Fig. 1.

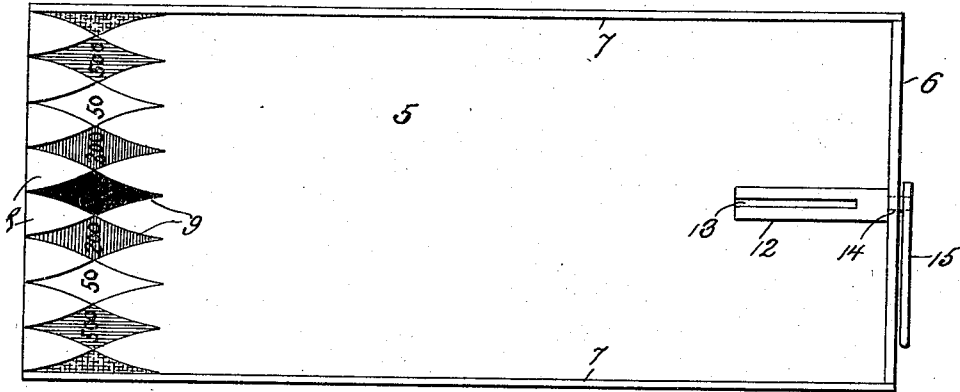


Fig. 2.

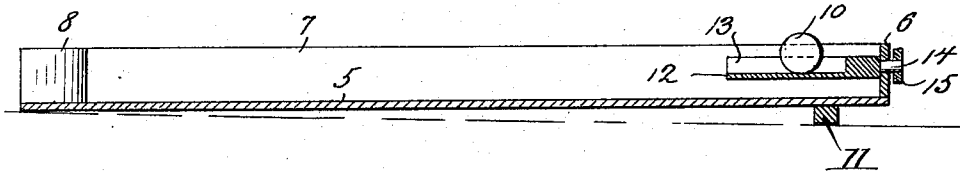
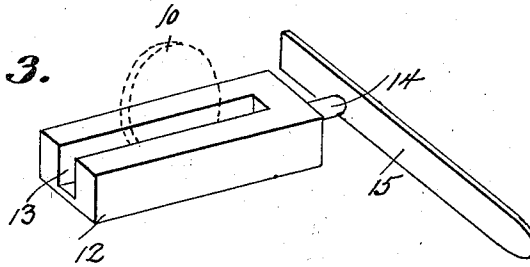


Fig. 3.



Inventor

Orrin M. Watson

By

Max A. Schmidt

Attorney

UNITED STATES PATENT OFFICE.

ORRIN W. WATSON, OF NEWMAN LAKE, WASHINGTON.

GAME APPARATUS.

1,300,526.

Specification of Letters Patent.

Patented Apr. 15, 1919.

Application filed July 15, 1918. Serial No. 244,965.

To all whom it may concern:

Be it known that I, ORRIN W. WATSON, a citizen of the United States, residing at Newman Lake, in the county of Spokane and State of Washington, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to games in which a base board is provided having a series of pockets at one end adapted to have projected thereinto a surface projectile.

The invention has for its object to provide a novel and improved game apparatus of the kind stated, with a projecting device for the projectile as will be described in detail hereinafter, and claimed.

In order that the invention may be better understood, reference is had to the accompanying drawing forming a part of this specification, and in said drawing,

Figure 1 is a plan view of the apparatus;

Fig. 2 is a longitudinal section thereof, and

Fig. 3 is a perspective view of the projecting device.

Referring specifically to the drawing, 5 denotes a base board having an upstanding wall 6 at one end, and side walls 7. At the other end of the board is mounted a transverse row of blocks 8 which are substantially angular in shape and extend between the side walls 7, the blocks being set with their apices pointing inward. By arranging the blocks in this manner, the spaces therebetween define a series of pockets extending in a row across the board. Certain ones of the pockets have a numerical value, the same being denoted on the bottom thereof as shown, whereas others are blanks, as will be presently described. The base board forms the bottom of the pockets, and each pocket bottom is differently colored, the colored surfaces also extending outward of the pockets in substantially triangular surfaces as shown at 9. It will therefore be seen that the pocketed end of the base board has also a transverse row of diamond-shaped and differently colored figures. The colors employed are red, white, blue, black and yellow. The black pocket is in the center of the row of pockets and is not given a numerical value. The end pockets are yellow and also have no numerical value.

Each player is supplied with five disks,

one of which is shown at 10. When three persons are playing, three sets of projectile disks are used, one set being red, another set white, and the third set being blue. The game is played by rolling a disk along the board 5 so that it will enter one of the pockets. All disks found in the red pockets count 200 for the person shooting them; all found in the white pockets count 50; and all in the blue pockets count 500. All disks found in the yellow pockets count neither for or against the player.

There are four different rules for the black pocket, either one of which may be selected:

1st. If a patriotic game is desired, the yellow pockets are called "slackers," and the black pocket is called "pro-Germans." When a disk goes into the black pocket, the player loses all that he has previously made. If he has any disks left he may shoot them and they will count on his score. The player securing 5000 points first wins the game.

2nd. The yellow pockets are known only by the name yellow and the black as black. The player shooting a disk into the black pocket loses his turn and makes no count even if it is the first shot he makes.

3rd. The yellow and black pockets are known only by their colors as before. The black pocket doubles all counts made before. Thus, if the player shoots the first disk into the red pocket, the second into the blue, the third into the black, the fourth into the white and the fifth into the black again, he would score 2900.

4. Yellow and black pockets known by their colors only as before. All disks found in the black pocket at the end of the game takes 500 points off the player's score.

The base board 5 will have a bottom cleat 11 so that it may be set with a slant toward the pockets.

The projector for the disks 10 is a wooden block 12 of suitable length having a longitudinal groove 13 in the top of such width as to accommodate the disk edgewise. This block is positioned in line with the longitudinal center of the board 5, and it is pivotally supported by the wall 6. The rear end of the block has a tenon 14 passing loosely through an aperture in the wall 6, and on the outside thereof it is fitted with a handle 15. The block is pivoted on an axis coincid-

ing with the longitudinal center line of the block, and the length of the groove 13, and hence the block is tiltable sidewise. The disk 10 is placed in the groove and allowed 5 to roll out of the same due to the slope of the board, or it may be shot out by the finger moved forward along the top of the block 12. By tipping the disk to one side or the other upon tilting the block 12, its movement 10 can be controlled to some extent, it being understood that the player will endeavor to project the disk so that it will go into the pocket which has the greatest value.

I claim:

15 1. In a game apparatus, a base board having a transverse row of pockets at one end, and a disk projector positioned at the other end of the board and having a longitudinal groove to seat the disk, said projector being 20 pivotally mounted for a tilting movement sidewise.

2. In a game apparatus, a base board hav-

ing a transverse row of pockets at one end, and a disk projector positioned at the other end of the board, said end having an upstanding 25 wall and the projector having a tenon at its rear end journaled in said wall to permit the projector to be tilted sidewise, and the top of the projector having a longitudinal groove for seating the disk. 30

3. In a game apparatus, a base board having a transverse row of pockets at one end, and a disk projector positioned at the other end of the board, said end having an upstanding wall and the projector having a 35 tenon at its rear end journaled in said wall to permit the projector to be tilted sidewise, said tenon being provided with a handle outside said wall, and the top of the projector having a longitudinal groove for seat- 40 ing the disk.

In testimony whereof I affix my signature.

ORRIN W. WATSON.

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