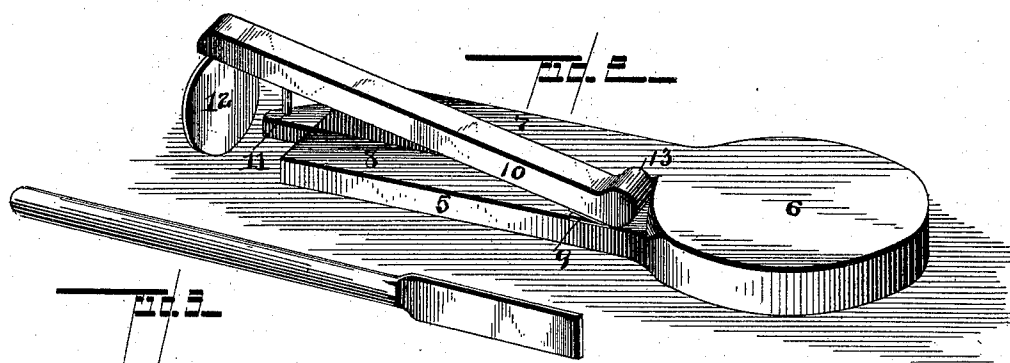
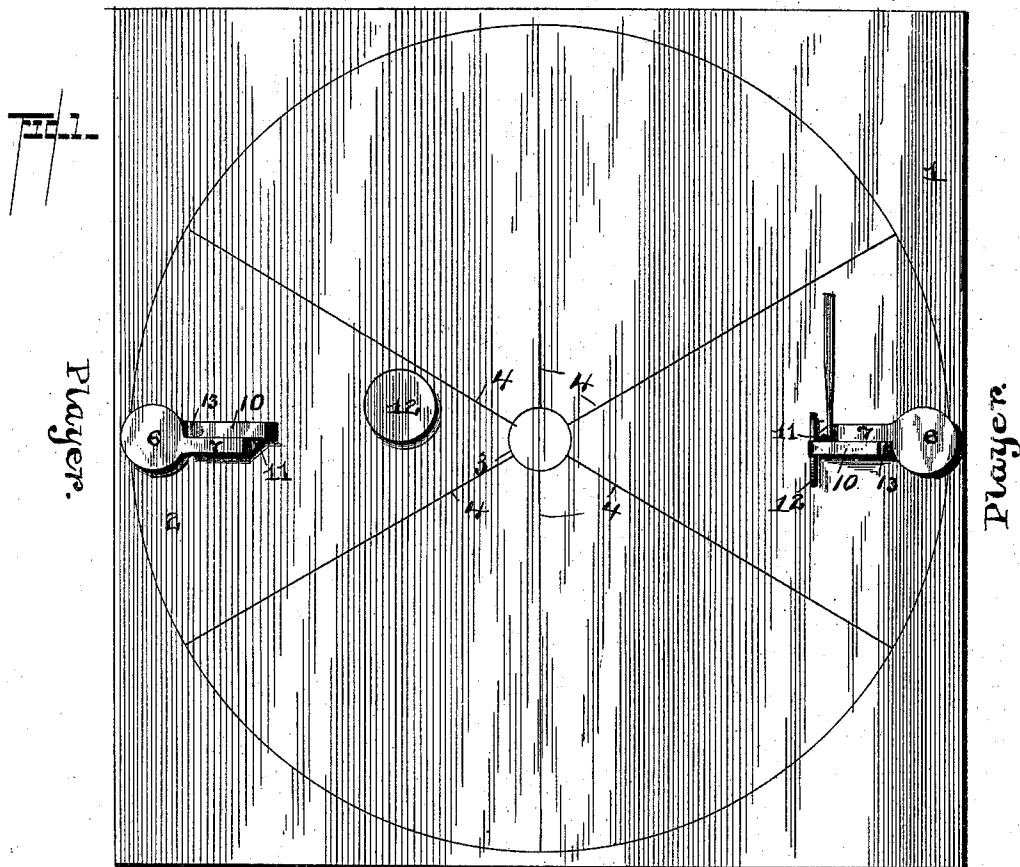


(No Model.)

J. C. MEEM.
GAME APPARATUS.

No. 470,691.

Patented Mar. 15, 1892.



Witnesses

H. G. Seitz

W. S. Small.

Inventor

-J. C. Meem, -

By *h*is Attorneys,

Chas. Knowlton

UNITED STATES PATENT OFFICE.

JAMES COWAN MEEM, OF BUENA VISTA, VIRGINIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 470,691, dated March 15, 1892.

Application filed September 30, 1891. Serial No. 407,315. (No model.)

To all whom it may concern:

Be it known that I, JAMES COWAN MEEM, a citizen of the United States, residing at Buena Vista, in the county of Rockbridge and State of Virginia, have invented a new and useful Game Apparatus, of which the following is a specification.

This invention relates to game apparatus; and the objects in view are to provide a cheap, simple, and amusing game to be played by two or more persons, and to employ during the game chips or disks, the winning of which will constitute the winning of the game.

With the above objects in view the invention consists in the hereinafter-described game with its appurtenances, the novel features of which will be pointed out more particularly in the appended claims.

In the drawings, Figure 1 is a general view of the game in operation. Fig. 2 is a detail in perspective of the disk-holder. Fig. 3 is a similar view of the disk-propelling blade.

Like numerals of reference indicate like parts in all the figures of the drawings.

The board 1, upon which the game is played, has indicated thereon a large circle 2, within and concentric with which is a small circle 3. The large and small circles are traversed by radial lines 4, dividing each circle into a series of segmental-shaped spaces.

The object of the game is to spin upon the circle the disks, and the disk of that player that settles nearest a line wins, and the owner of said disk is then entitled to each of the disks of the remaining players. The game thus progresses until it is desired to stop, when a counting of the disks will readily indicate the winner.

In Fig. 2 I have illustrated a simple device for holding the chip while being expelled and spun, the same to be used in connection with the expelling-blade shown in Fig. 3. The holder consists of a base 5, preferably formed of wood, and at its rear end given such a formation as will adapt it to be grasped by the hand—in this instance substantially round or circular, as at 6—and at its outer end is reduced to form a neck 7, readily grasped by the fingers of the player. The neck is provided upon its upper side and near one edge and its end with a recess 8, and in the rear end of said recess there is hinged by a fabric

or other cheap connection 9 a lever 10, which projects at its front end a short distance beyond the neck.

11 designates a stud or pin, which is mounted in the bottom of the recess 8, at the front end of the same, and at one side of the lever 10.

In expelling the disk 12 the same is set on edge under the lever 10 and resting on the board 1. In order to raise the lever for the reception of the disk the expeller is laid flat upon the board and grasped lightly by the left hand, the forefinger of said hand being employed to elevate the lever 10 by engaging with the shoulder 13, formed on the rear end of said lever in its upper side. After the disk has been engaged a slight pressure of the forefinger upon the lever retains the same in such engagement, and by taking the expelling-blade in the other hand and resting its free end against the pin 11 and slightly springing the blade until its free end passes by the pin, it will be obvious that the sudden release of said blade will cause it to contact with the face of the disk near its edge and thus cause the same to be expelled from under the lever and spin out upon the circles. As the disk settles and falls flat upon the board the position it occupies with relation to the radial lines will at once be obvious. The next player now repeats the operation with one of his disks, and so on around the table upon which the board is mounted, and after the play has gone around once the positions of the disks will indicate the winner of that turn.

From the above description it will be seen that the game is easily understood, requiring but very little explanation or skill, and will afford amusement for an indefinite number of players, whose excitement is not only raised by the winning of the game but by the winning of the chips.

Having described my invention, what I claim is—

1. In a game apparatus of the class described, the disk-expeller consisting of a handle, a lever hinged thereto and extending beyond the handle and provided with a lug by which the lever may be raised, a pin located at one side of the lever, and a blade adapted to be sprung by the pin and strike the chip, substantially as specified.

2. In a game apparatus, the chip-expeller
consisting of the handle, terminating at its
front end in a neck and provided at said end
and at one side upon its upper face with a re-
cess, a lever loosely hinged in the rear end
of the recess and provided above the same
with a lug and extending beyond the neck,
and the expelling-blade operating in conjunc-
tion therewith, substantially as specified.
3. In a game apparatus of the class de-
scribed, the disk-expeller consisting of a han-

dle, a lever hinged thereto, a pin located at
one side of the lever, and a blade adapted to
be sprung by the pin and strike the chip, sub-
stantially as specified.

In testimony that I claim the foregoing as
my own I have hereto affixed my signature in
the presence of two witnesses.

JAMES COWAN MEEM.

Witnesses:

J. D. MCKEE,

M. L. ROBERTSON.