

(No Model.)

H. DAVEY.
GAME.

No. 450,883.

Patented Apr. 21, 1891.

Fig 1.

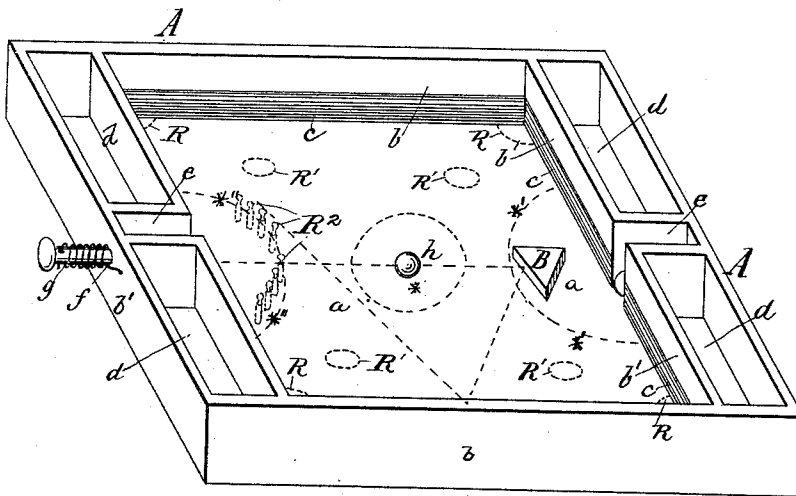
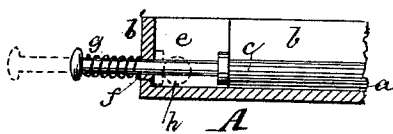


Fig 2.



Witnesses:

J. P. Theo. Long.
E. J. Fenwick

Inventor:

Henry Davey
by his Attorneys
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UNITED STATES PATENT OFFICE.

HENRY DAVEY, OF LONDON, ENGLAND.

GAME.

SPECIFICATION forming part of Letters Patent No. 450,883, dated April 21, 1891.

Application filed September 16, 1890. Serial No. 365,122. (No model.) Patented in England January 1, 1890, No. 15; in France March 10, 1890, No. 204,268, and in Germany March 18, 1890, No. 54,336.

To all whom it may concern:

Be it known that I, HENRY DAVEY, a subject of the Queen of England, residing at No. 3 Princes Street, London, in the county of Middlesex, Kingdom of Great Britain, have invented certain new and useful Improvements in Games, (for which I obtained a patent in Great Britain, No. 15, bearing date January 1, 1890; in France, No. 204,268, bearing date March 10, 1890, and in Germany, No. 54,336, bearing date March 18, 1890;) and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention consists in certain new and useful improvements in a game comprising a table, slab, or board, over the surface of which balls are propelled by means of a spring or other suitable projector; and the invention also consists in a novel movable angular deflecting-cushion for use in connection with a game-table, all as will be hereinafter described and claimed.

In the accompanying drawings, Figure 1 is a perspective view of my improved game board or table with an angular deflecting-cushion, said view showing the table provided with two slots or tubes adapted for two projectors, and also with corner pockets, recesses, and also receptacles for toys, counters, balls, and angular movable cushion, toy figures, a ball, movable cushion, and projectors being represented. Fig. 2 is a transverse section of a part of a table, showing more plainly the arrangement of the projector.

The letter A represents my improved game board or table, which comprises a base *a*, having vertical side and end portions *b b' b'* extending up from its edges a suitable distance, and thereby forming a rectangular chamber, the four sides of which are dressed with suitable cushions *c*, similar to those used on billiard-tables. In the upward extended end portions cavities *d* are formed for the reception of toys in the form of men or other shapes, "counters," angular cushion, and ball used in the game. At one or more sides of the board or table slots or recesses *e* are made about midway the length of the end portions, and

intersecting these recesses *e* holes *f* are bored through the end portions, as shown, and in said holes spring-projectors *g* are fitted to reciprocate, as illustrated. The recesses are large enough to admit the ball *h* and plunger-heads on the projectors *g*. The table may only have one recess and plunger projector; but I prefer two, as the game can then be played from both ends thereof. As a modification of the recesses, circular holes may be bored through the end portions and tubes fitted therein and the plungers placed in said tubes, the holes being large enough to admit the ball and plunger-heads of the projectors. At the corners of the base of the table pockets *R*, the same as in pool-tables, may be provided. In connection with this table an angular movable deflecting-cushion *B* is employed. This cushion is of sufficient weight to give it stability when struck by the ball and enable it to deflect the same in a positive direction. This cushion has flat surfaces and is of a form in horizontal section to make or present a plurality of angles, and by being of this construction and adjustable the player can by calculation as to the position of the cushion make accurately-determined shots—a result not possible with a cushion that is made circular. This cushion may be placed at any desired position on the table within range of the projectors, and the angle at which the ball strikes the cushion will determine what will be the angle of reflection of the ball by the stationary cushions of the table or the direction of the ball with respect to the toy men *R*² or other objects upon the table, and the accuracy of these shots can be insured by simply altering the position of the movable cushion, which, by reason of its angular form, permits of the very nicest adjustments.

In playing the game one or more objects *R*² may be placed on the board at one time, and the players may endeavor by adjusting the movable cushion into such position opposite his opponent's men or end of the table or in the dotted central circle $\times$ or within one or the other of the semicircles $\times'$ $\times''$, as in his judgment the ball will, after striking the movable cushion, hit or knock over the said object or objects; or, instead of using standing ob-

jects, the player may try and make the ball, after striking the cushion, go into one of the side or corner pockets R, if such be provided, or into recesses R' in the board.

5 It is obvious that the game-board may be used in many other ways than those described.

In playing the within-described game each player sets up an equal number of toy soldiers on the board and the game is to knock
10 over your opponent's soldiers without knocking over your own. The angular cushion in this game might be called a "fort," and the ball or marble would represent a cannon-ball projected from an ordnance.

15 What I claim as my invention is—

1. A game comprising a movable cushion and a board, slab, or table provided with a fixed projector, whereby a ball is directed invariably over the same fixed path, substantially
20 as described.

2. A game comprising a movable cushion and a board, slab, or table having a passage in which a sliding elastic projector is arranged, whereby a ball is directed invariably
25 over the same fixed path and caused to come in contact with the cushion, substantially as described.

3. A game comprising a movable angular deflecting-cushion having flat vertical sur-

faces which form a plurality of angles, and a
30 board, slab, or table having a fixed projector or projectors and a passage or passages for the reception of the ball or balls, whereby a ball or balls can be directed invariably over
35 the same fixed path or paths, substantially as described.

4. A game comprising an angular flat-sided movable deflecting-cushion, a ball, and a board, slab, or table having a passage for a
40 ball, and a fixed elastic projector arranged in said passage, whereby the ball is directed invariably over the same fixed path, substantially as described.

5. The within-described game, comprising a board, slab, or table having stationary side
45 cushions, receptacles for the adjuncts of the table, and a fixed projector arranged in a passage from which a ball is projected and directed invariably in the same fixed path, said table
50 being also provided with a ball or balls and a movable deflecting-cushion, substantially as described.

In testimony whereof I hereunto affix my signature in presence of two witnesses.

HENRY DAVEY.

Witnesses:

FREDERICK ANGUS,
JANE GRAY RIDGWAY.