

No. 647,616.

Patented Apr. 17, 1900.

F. J. SCHNEIDER.
GAME APPARATUS.

(Application filed Mar. 20, 1899.)

(No Model.)

2 Sheets—Sheet 1.

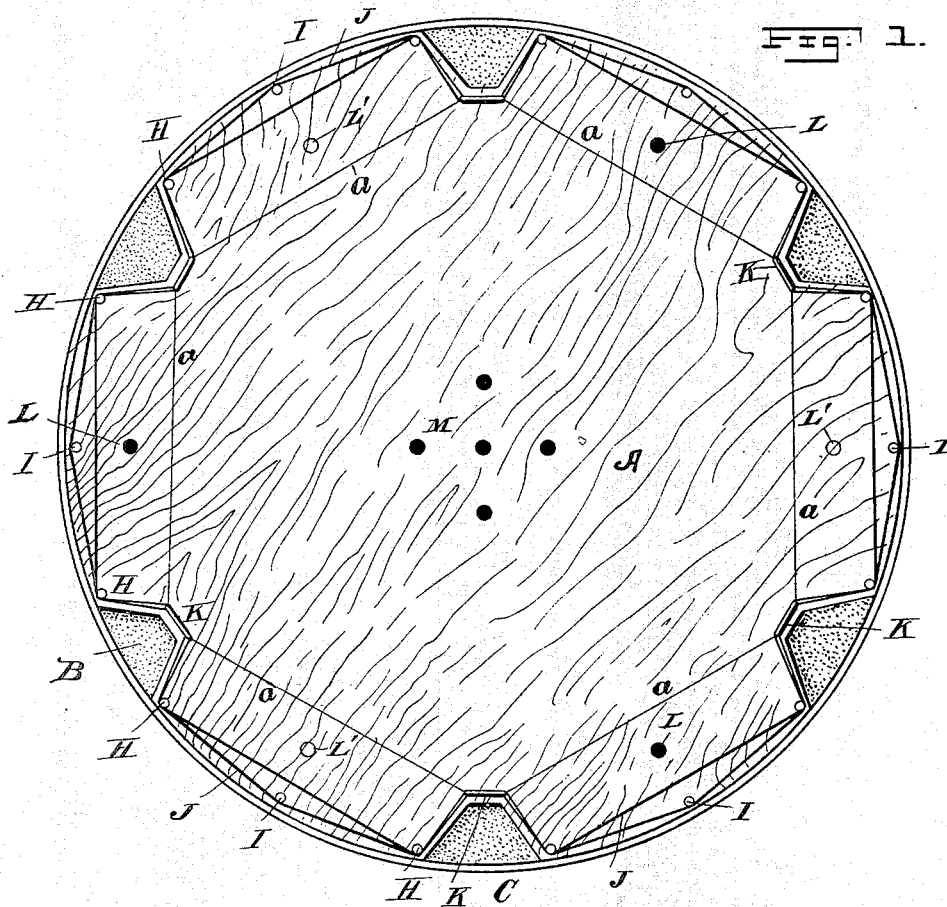


FIG. 2.

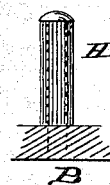
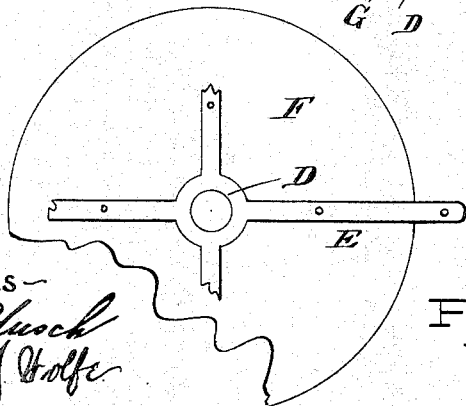
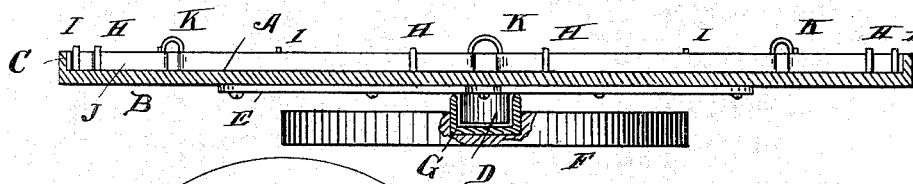


FIG. 3.

FIG. 4.

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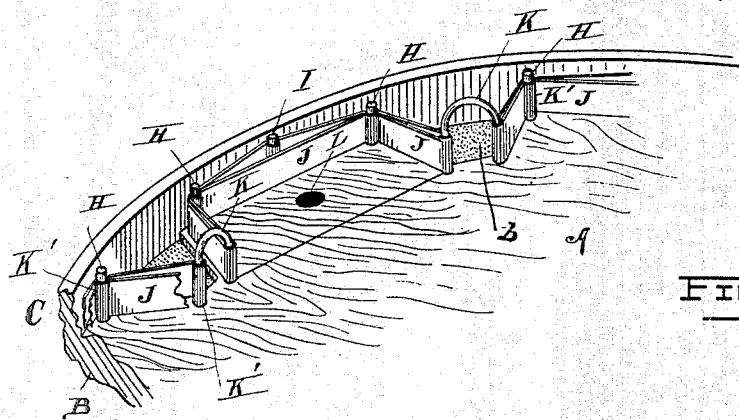


Fig. 5.

Fig. 6a.

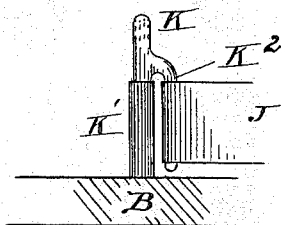
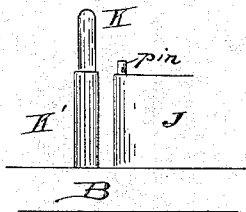
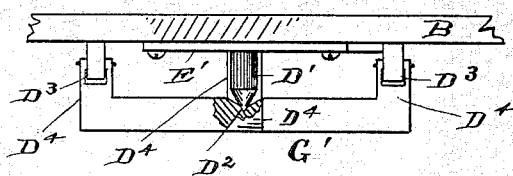


Fig. 6.

Fig. 7.



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UNITED STATES PATENT OFFICE.

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TO WALTER ROSENTHAL, OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 647,616, dated April 17, 1900.

Application filed March 20, 1899. Serial No. 709,722. (No model.)

To all whom it may concern:

Be it known that I, FREDERICK J. SCHNEIDER, a citizen of the United States, residing at Peoria, in the county of Peoria and State of Illinois, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description of the invention, which will enable others skilled in the art to which it appertains to make and use the same.

This invention pertains to a game apparatus.

The object of the invention is to provide an improved game wherein are used disks of various colors as counters in playing various games of skill. This class of games is so commonly known that further mention thereof need not be made here.

I desire to point out the construction of my game apparatus and its several advantages, as well as some of the games played thereon, all of which will be thoroughly understood by reference to the drawings herewith, in which—

Figure 1 is a plan view of the playing-field of my improved game apparatus. Fig. 2 is a sectional elevation of the apparatus mounted upon a central pivotal support. Fig. 3 is a view of a peg or pin, showing a rubber or felt buffer thereon. Fig. 4 is a plan view of a base used in supporting the apparatus and a spider detached from the board. Fig. 5 is a perspective view of a portion of the game-board, showing depressions or pockets at the outer edge of the playing-field and arches in front of each. Fig. 6 is a modified form of one of the arches. Fig. 6^a is a view of an arch and a pin or peg set behind it for receiving an elastic band. Fig. 7 is a sectional elevation of a central supporting means of modified form.

Letters of reference in the drawings and specification correspond.

A indicates the playing-field, consisting of a smooth surface of polygonal form mounted on a base B, or forming part thereof, and bounded by a circular raised rim C. A triangular recess or pocket *b* is formed in the said playing-field at various points near the edge, as shown. These cause the polygonal form described. The form of the board

and shape of the pockets, however, are immaterial. The board is mounted on a central support F, having a socket G therein. A spider E, secured to the under side of the base B, is provided with a depending stud entering said socket G, as shown in Fig. 1. The stud and socket so constructed and arranged fit snugly, but permit the board to revolve freely. The latter portion may be pointed at the top to receive the wear of the spider, or the former may be pointed and rest upon the bottom of the socket, or both methods may be employed. I wish it understood, however, that I do not confine myself to any particular form of the support, but merely show how the board may be mounted to revolve. I attach considerable importance to this feature of my apparatus, and while it has been used in some devices it has not been embodied in a game of the particular character indicated nor for the same purpose hereinafter shown and described. Fig. 7 shows a modified form of this supporting mechanism, in which G' is the base, having radial arms D⁴, each supporting a wheel D³. The board rests upon the latter, and a central spider E' has a tapering-post held in a socket D², as shown. As the apex of each triangular pocket *b* is an arch K, set in the playing-field, as in Fig. 5, having a rubber or felt buffer on each limb, as at K'; but I may substitute two pins for the arch. At the middle of the space between the recesses, close to the rim C, is a pin or peg I, also having a rubber buffer, as in Fig. 3.

A pin H is located at each side of the several pockets near the rim and is provided with a buffer, as in the other cases. An elastic band or strip J is looped around a limb of an arch K, passes backward and around a pin H, thence across to and around the opposite pin H, and loops around the arch K at the next pocket, as illustrated in Fig. 5, each of the series of arches and pins being thus engaged. It will be noted that the pin I is employed to separate the strands of the band J, the purpose of which will presently be shown. In applying the bands it is necessary to remove the arches, and after looping the band around them they are placed in proper position. In order to overcome the inconven-

ience of withdrawing the arches, I may provide an arch, as shown in Fig. 6, having a rearwardly and downwardly projecting arm K². The band may be easily and quickly slipped over this arm and much trouble saved. Evidently other equally-good means may be employed to accomplish the same end. As an example an upwardly-extending arm on the arch could be used or a pin K³ behind each limb of the arch, as in Fig. 6^a.

Lines *a* are drawn from arch to arch, as indicated in Fig. 1, and in certain games are used as a base-line from which to shoot or force the disks or counters. In the center of the board are arranged a number of spots M, as indicated. The purpose of these will be shown later. I also place spots L and L' between the base-lines *a* and the bands J, as shown in Figs. 1 and 5. The spots L may preferably be of a different color from those indicated by L'. I may omit a number of the spots or all of them or arrange them in various other positions or add others, as I may elect.

The contour of the board may be altered in several ways—as, for instance, by substituting a polygonal or a square rim for the circular one. A greater or less number of the pockets could be used, as well as the pin, arches, &c. The use of the base-lines is not absolutely essential, and the location thereof may be changed, if desired.

By the use of the elastic bands I am enabled to provide a very sensitive and resilient striking-surface, and I attach much importance to this feature of my invention. I do not intend to limit myself to the particular arrangement thereof nor the material employed; but I wish to retain the use of a flexible means of the nature indicated for a game-board of this character. A disk or counter in striking the tense band rebounds with great life, and very little effort need be exercised by the player in forcing the disk against the band to obtain considerable return movement. This may be utilized on all forms of games of this class with good results. The familiar glancing or angling shots are present in my game as well as in others, but to a greater degree of effectiveness by reason of the elasticity of the tightened band. Both strands of the band could be placed behind the pin I; but the results would not be as desirable, or both strands, if free of the said pins, could also be used. The bands can be of varying lengths and arranged in various positions to suit the wants or taste of the user. More or less tension can be imparted to them by drawing or stretching the longest strand around the pins H toward the arches, and the pressure of the rear strand upon the stretched one will hold the latter from slipping and becoming lax. This is especially true if the pins are covered with rubber or felt, as described. It will be seen that by having the strands of the band separated the rear one will not tend to deaden or counteract the flex-

ing of the other when struck by the disk or counter. It is observed that I do not depend on the rim C for striking-surface, as in other boards, but use the elastic band instead with much better results.

The rim C need not extend continuously around the field. It is only necessary to form a back for each recess, as is obvious.

The pockets, as well as the rim immediately behind them, may be covered with felt or other suitable material to deaden the sound.

I will now proceed to describe the manner of playing.

While I may and, in fact, do have several games for my board, I shall only describe one or two of them.

I use, besides the disks, a number of miniature tenpins and place one of them on the central spot M and one on each of the dark spots L. A disk is placed on each spot L' between the pockets, and the players endeavor to shoot each disk in succession into one of the pockets. If the disk enters the pocket, the player may again place it upon a spot L' and shoot again, with the same object in view. If he misses the pocket, the disk remains where it stops and the next player uses it or any other disk on the board that he sees fit to employ in making his shot. Now the utility of the revolving feature becomes evident. Instead of the players walking around the board they may sit or stand as they desire and simply revolve the board to bring the desired shot in front of them. Obviously this is a valuable adjunct to my invention; but it may be likewise used on billiard and pool tables and like games, where the revolution thereof will obviate the need of the players moving around it to get the shooting position.

The counts made in the game described are as follows: Each time a player pockets a disk he receives a credit of five counts. However, should he knock down the pins on the spots L and L' while shooting he loses ten counts for each pin that falls. If he disturbs the center pin, he loses fifteen counts. If the counter or disk passes into the pocket and out again, the player still receives the count of five points.

Another game is played by each person or player having four disks of one but of different color from the disks used by the other players. One player places his four disks on one of the lines *a* and proceeds to pocket them. If he pockets a disk, he removes it. He then uses another disk in like manner; but if he misses the next play is given the player next to him; but the disk is allowed to remain where it stops. Each person plays in turn until the disks are exhausted. Continuing, the players shoot their respective disks into the pockets. The first to clear the board of his own disks is declared winner. Partners play with disks of the same color. The game is very interesting and many scientific shots are possible.

As is evident, many other games can be played on the board.

I have drawn particular attention to the idea of revolving the board for the purpose of bringing the proper shooting position before the player. This is a supplementary feature, but is an aid in playing the game. I am aware of a game employing a stationary mechanical shooter under which the board itself revolves in order to bring certain shots in range with such shooter; but in this case each player must in turn station himself at a common shooting position at the board to make his shot by means of the said mechanical shooter. As I employ the revolving idea, each player is seated and remains so, and in order to obtain a particular shot merely turns the board on its pivot until the shot is before him. The necessity of moving around the board or the usual straining from side to side, as with the stationary board, is thus obviated. Important adjuncts to my game are flexible bands J. While these have been used on billiard-tables in the form of wires tightly stretched around the edges thereof, I am not aware of its previous use in game-boards of the character described herein, whether considered separately or in combination with other elements of construction. Obviously the particular arrangement of the several bands is immaterial, as before set forth, as long as the desired objects are accomplished.

Now, having clearly described my invention at some length, what I consider new, and desire to secure by Letters Patent, is—

1. In a game apparatus, a board composed of a playing-field of irregular contour, recesses or pockets arranged around the outer edge of said field, pins located in the angles formed by the pockets, an arch at the apex of each pocket, pins located near the outer edge of the board midway between the pockets and flexible bands stretched from arch to arch behind the pins all substantially as shown and for the purposes described.

2. In a game apparatus, a board composed of a playing-field of irregular contour, recesses or pockets arranged around the outer edge of said field, pins located in the angles formed by the pockets, an arch at the apex of each pocket, pins located near the outer edge of the board midway between the pockets, flexible bands stretched from arch to arch behind the pins, a series of spots arranged around

the playing-field between the pockets, and a series of spots in the center of such playing-field substantially as shown and for the purposes specified.

3. In a game apparatus, a board composed of a playing-field of irregular contour, recesses or pockets arranged around the outer edge of said field, pins located in the angles formed by the pockets, an arch at the apex of each pocket, pins located near the outer edge of the board midway between the pockets, flexible bands stretched from arch to arch behind the pins, a series of spots arranged around the playing-field between the pockets, a series of spots in the center of the said field and base or playing lines drawn between the arches substantially as shown and for the purposes herein set forth and described.

4. A game apparatus, of the character described, comprising a playing-field across which to force playing-disks, recesses in the margin of such field, elastic bands for receiving the impact of such disks, said bands partially surrounding the recesses and leaving them open toward the center of the field for admitting the disks, in combination with a pivotal support for permitting the apparatus to revolve thereon for the purposes set forth.

5. A game apparatus, of the character described, consisting of a playing-field, recesses in the margin thereof, flexible bands disposed around the board and partially inclosing the said recesses and leaving each open for the entrance of the playing-disks, base or playing lines indicated between the recesses and playing-spots suitably disposed upon the playing-surface all for the purposes set forth.

6. A game-board, of the character described, consisting of a playing-field, recesses in the margin thereof, flexible bands disposed around the board and partially inclosing the said recesses and leaving each open for the entrance of the playing-disks, base or playing lines indicated between the recesses and playing-spots suitably disposed upon the playing-surface or field in combination with a pivotal support for the apparatus for permitting the latter to revolve for the purposes set forth.

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

FREDERICK J. SCHNEIDER.

Witnesses:

WM. FIELDER,

B. R. BRUNINGER.