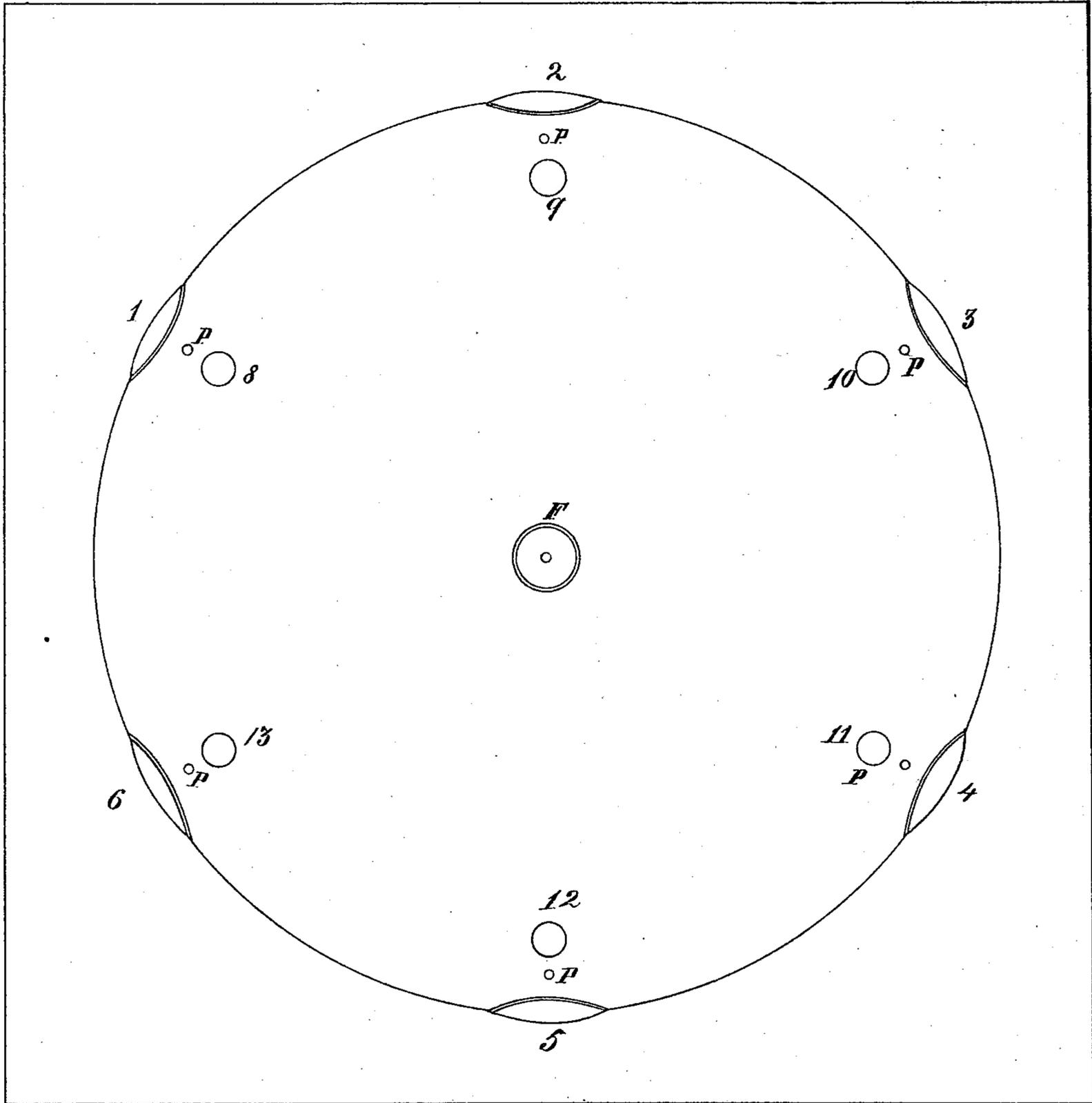


C. Richardson,

Game Board,

No. 64, 146,

Patented Apr. 23, 1867.



Witnesses

Henry B. Pierce
J. W. Valentine.

Inventor.

Charles Richardson

United States Patent Office.

CHARLES RICHARDSON, OF RICHMOND, VIRGINIA.

Letters Patent No. 64,146, dated April 23, 1867.

GAME FOR PASTIME.

The Schedule referred to in these Letters Patent and making part of the same.

TO ALL WHOM IT MAY CONCERN:

Be it known that I, CHARLES RICHARDSON, of Richmond, in the county of Henrico, in the State of Virginia, have invented a new game, called Martelle, intended for a pastime in or out of doors; and I do hereby declare that the following is a full and exact description thereof, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon.

The nature of my invention consists in a peculiar formation and arrangement of certain materials designed for instruction, exercise, and amusement.

To enable those skilled in the art to make and use my invention, I will proceed to describe its construction and operation.

Description of the Parlor or House Game.

The board or bed on which the indoor game is played may be made of wood, metal, or marble, varying in its dimensions, according to the public demand, from two feet square to fifteen feet square, and of sufficient thickness and construction to prevent it from warping. Its face should be covered with cloth, (of green or other color,) and it should have projecting sides to prevent the balls used in the game from rolling off it. In the centre of the board a circular piece of wood (termed the "centre-piece") must be fixed, the dimensions depending upon the size of the board; but, as a rule, its diameter should be about one forty-fifth of the circumference of the circle, and its thickness the same as the "reflectors," hereinafter described. A circle, in diameter one-sixth less than the diameter of the board or bed, must be defined in gilt or paint around the "centre-piece." Six elliptical-shaped "reflectors" are fixed on the "circle," equidistant from each other and from the "centre-piece." The dimensions of the "reflectors" necessarily vary according to the size of the circle, but as a rule may be made in length about five-eightieths of the circumference of the "circle," in width, at the centre of their surface, about one-ninetieth ($\frac{1}{90}$) of the circumference of the circle, and in thickness about two-fifths ($\frac{2}{5}$) of their width. The curve of the face of the "reflectors" is an inverted section of the "circle." Opposite to the centre of each "reflector" (towards the centre-piece) a cup (termed a well) is sunk in the board, (the distance from the face of the "reflector" to the centre of the cup or "well" two diameters of the ball used in the game.) The capacity of each cup or "well" is equal to one-half of one of the balls used in the game. Six pins are used in the game, one to be placed near each "well," as indicated by the small black spots marked P in the drawings. Four balls, two mallets, and four counters for keeping the game complete the materials used in the game. The size of the balls, mallets, and pins should accord with the proportions of the board and its fixtures. As a rule, the balls should be in diameter one-ninetieth ($\frac{1}{90}$) of the circumference of the "circle." The mallet's head should not exceed in length two diameters of the ball, and the staff of the mallet should be in length about one-tenth of the circumference of the "circle." The pins should be in height about two forty-fifths ($\frac{2}{45}$) of the circumference of "circle," and in thickness at their base about three-sixteenths of their height.

The appointments for the "field game" are fashioned like those above described for the parlor game, but should be of much larger proportions, depending upon the public demand. The field game may be played on any comparatively level plot of ground.

Method of Playing the Game.

Four persons may play. Each player shall select a ball, and is entitled to use either one of the mallets, and on commencing the game shall place his ball on any point on the "circle" that he may select, and, striking it with his mallet, endeavor to cause it to strike the "centre-piece;" should he succeed in which, he is then entitled to continue play, and may play his ball directly for either of the pins, (which are placed upright on the small black spots near the wells, as seen in the plate,) and should his ball knock down a pin he makes a point, and is entitled to count five, which number he should record to his credit on his "counter." He is then entitled to continue play so long as he makes a point. Whenever a ball falls into one of the cups or "wells" the player of that ball loses five, and records his loss against himself on his "counter." When a player's ball fails to knock down a pin, or runs into a "well," or runs off the board, the run is terminated, and the player ceases to play until his next turn. Pins that are knocked down during a run must be placed in their proper (original) position by the player who knocks them down. After his run is terminated the player who first makes one hundred wins the game.

What I claim as my invention, and desire to secure by Letters Patent, is—

The arrangement of certain devices, as hereinbefore described and shown by the accompanying drawings, for forming an instructive and amusing game or pastime for the house or field.

CHARLES RICHARDSON.

Witnesses:

H. B. PIERCE,

J. W. BALENTINE.