





# United States Patent Office.

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Letters Patent No. 89,535, dated April 27, 1869.

## GAME ENTITLED "TALISMAN."

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, JOHN WALL WILSON, of the city, county, and State of New York, have invented a new and useful Game entitled "Talisman," and means or devices for playing the same, of which the following is a full, clear, and exact description, reference being had to the accompanying drawing, forming part of this specification, and in which—

Figure 1 represents a plan of the parts or pieces used in the game, and as arranged for playing the same, and

Figure 2, a front elevation of the pieces in playing position.

Figure 3 is a view in perspective of a scoop used in playing the game, and

Figure 4, a similar view of a mallet for the same purpose.

Similar letters of reference indicate corresponding parts.

This, my new game, which is played with balls, is mainly designed for the field, and embraces, first, a combination of pins, with rings outside of and encircling them; wickets, with posts between them; and balls, that in playing, are arranged on top of the posts, the whole being used in connection with balls struck or thrown by the players. Secondly, the invention includes the use of a scoop for throwing the balls used by the players. Thirdly, the invention embraces a peculiarly-constructed mallet for striking said balls.

Referring to the accompanying drawing, I first erect or fix upon a starting-post, or point, A, for the players, and arrange at twelve feet distance (more or less) a first wicket, B, having a post, C, located between it, and on the top of said post, loosely place a ball, D.

Around said post is a ring or half ring, E, to limit the player's dislodgement of the ball on the post inside of a given distance.

B<sup>1</sup> is a similar wicket, with a post, C<sup>1</sup>, between it, having a ball, D<sup>1</sup>, on top, and ring or half ring, E<sup>1</sup>, outside of the post, said wicket B<sup>1</sup> being located twenty-eight feet (more or less) from the first wicket.

Beyond this again, at a similar distance of twenty-eight feet, (more or less,) is a third wicket, B<sup>2</sup>, with a similar arrangement of central post C<sup>2</sup>, ball D<sup>2</sup>, and ring or half ring E<sup>2</sup>.

Arranged between the posts of the wickets, and in line with them, are pins, surrounded by rings, restricting play on the latter to a given distance outside of them, and outside of the wickets are similar pins surrounded by rings.

These several pins, which, as well as the posts C C<sup>1</sup> C<sup>2</sup>, are loosely erected, so as to admit of being knocked down by the playing ball or balls, are ten in number, that is, two between the wickets and four on each side of them, the said pins being located at equal distances from each other and the intervening wickets.

The order in which the pins stand is indicated by the numbers 1 2 3, and so on up to ten, attached to the letters F, which denote the pins having rings G encircling them. Thus the pin F<sup>1</sup> stands at fourteen feet (more or less) from the first wicket, pin F<sup>2</sup>, the same, and pin F<sup>3</sup> a like distance from the first and second wickets, and from the pins F<sup>1</sup> F<sup>2</sup>, and pins F<sup>4</sup> and F<sup>5</sup> the same distance from the pin F<sup>3</sup> and second wicket, and so on for the remainder of the pins.

The game admits of two or more persons playing. When two only play, then each may be furnished with two balls, the opponents playing a ball alternately; but when more than two persons play, then one ball for each will suffice.

A primary rule governing the game is that the pins from F<sup>1</sup> to F<sup>10</sup>, inclusive, must be knocked down successively, that is in regular or numerical order, each pin, when knocked down counting ten, or other fixed number.

The players, in succession, first stand at the starting-post or point A, and holding a scoop, H, or mallet I, in the hands, throw or strike their ball J at the post C of the first wicket, in the endeavor to displace or dislodge the ball D therefrom, which, if done, counts twenty, the same count applying to each of the balls D<sup>1</sup> D<sup>2</sup> displaced from the posts of the other wickets, when the player arrives in position to play at the same in the game. If succeeding in displacing the ball D from the first post, he then, with the scoop or mallet, plays his ball from the position in which it has been left at pin F<sup>1</sup>, and if succeeding next at F<sup>2</sup>, and so on in numerical order, displacing the ball D<sup>1</sup> from the post between the second wickets, in passing from the pin F<sup>5</sup> to F<sup>6</sup>, and after having succeeded in displacing the balls from the posts of the two first wickets, and having knocked down all the pins, he finally plays at the post of the third wicket, to displace the ball D<sup>2</sup> on the post thereof.

This, however, forms an exceptionable and very improbable run of success, and the play of the game will be best illustrated by supposing the player to pass his ball through either wicket without displacing the ball from the post; such not only will not count him, but he must wait for the next turn to play, that is, till after his opponent or associates and opponents have played, and then proceed to play at pin F<sup>1</sup>, next at pin F<sup>2</sup>, and so on, passing through also or displacing the balls from the other wickets in order. Having knocked down all the pins and passed through the last wicket, he must then return and play to displace the ball on the post of the wicket that he failed to count on while passing and make up his loss. The wickets must be passed through in the order in which they stand from the starting-post.

The player, it should be observed, only follows his hand so long as he continues to count, croquetting and



roquetting his opponent's ball, the same as in the game of croquet; but he is not allowed to play a second time upon the same ball without having first knocked down a pin or displaced a wicket-ball.

The rings around the posts and to the wickets limit the player to play at a given distance therefrom, he being required to take his position outside the ring, and wait for his turn.

There should be an umpire to keep the score, and to decide all questions that may arise.

The game, however, which combines amusement with healthy exercise, affords but little scope for disagreement, as the knocking down of the pins or displacing of the balls from the posts, both of which require to be reset for the next player, leaves no room for doubt as regards the count.

It is preferred to throw the ball by means of a scoop, H, held by the two hands of the player, he or she scooping the ball up and ejecting it as required.

This device is not only more graceful to use where a lady is the player, but the dress is not caught by it, or the throw interfered with, as in swinging a mallet. As a mallet, however, may be preferred for certain strokes, or by some, instead of making it flat on its

striking face, as usual in croquet, I make the mallet I of a semi-globular or rounded form at such part, substantially as represented in fig. 4, whereby there is no necessity for over-nice adjustment of the mallet in the hand, and a straighter or more direct blow is secured.

What is here claimed, and desired to be secured by Letters Patent, is—

1. The game entitled "Talisman," substantially as herein described.

2. The combination of the wickets B B<sup>1</sup> B<sup>2</sup>, with their posts C C<sup>1</sup> C<sup>2</sup>, balls D D<sup>1</sup> D<sup>2</sup>, and pins F<sup>1</sup> to F<sup>10</sup>, and rings G, arranged essentially as specified.

3. The scoop H, constructed substantially as represented in fig. 2, for use by the player, as herein set forth.

4. The mallet I, constructed as represented in fig. 4, for use as described.

5. The combination of the wicket B<sup>1</sup> and central post C, substantially as and for the purpose described.

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Witnesses:

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A. KINNIER.