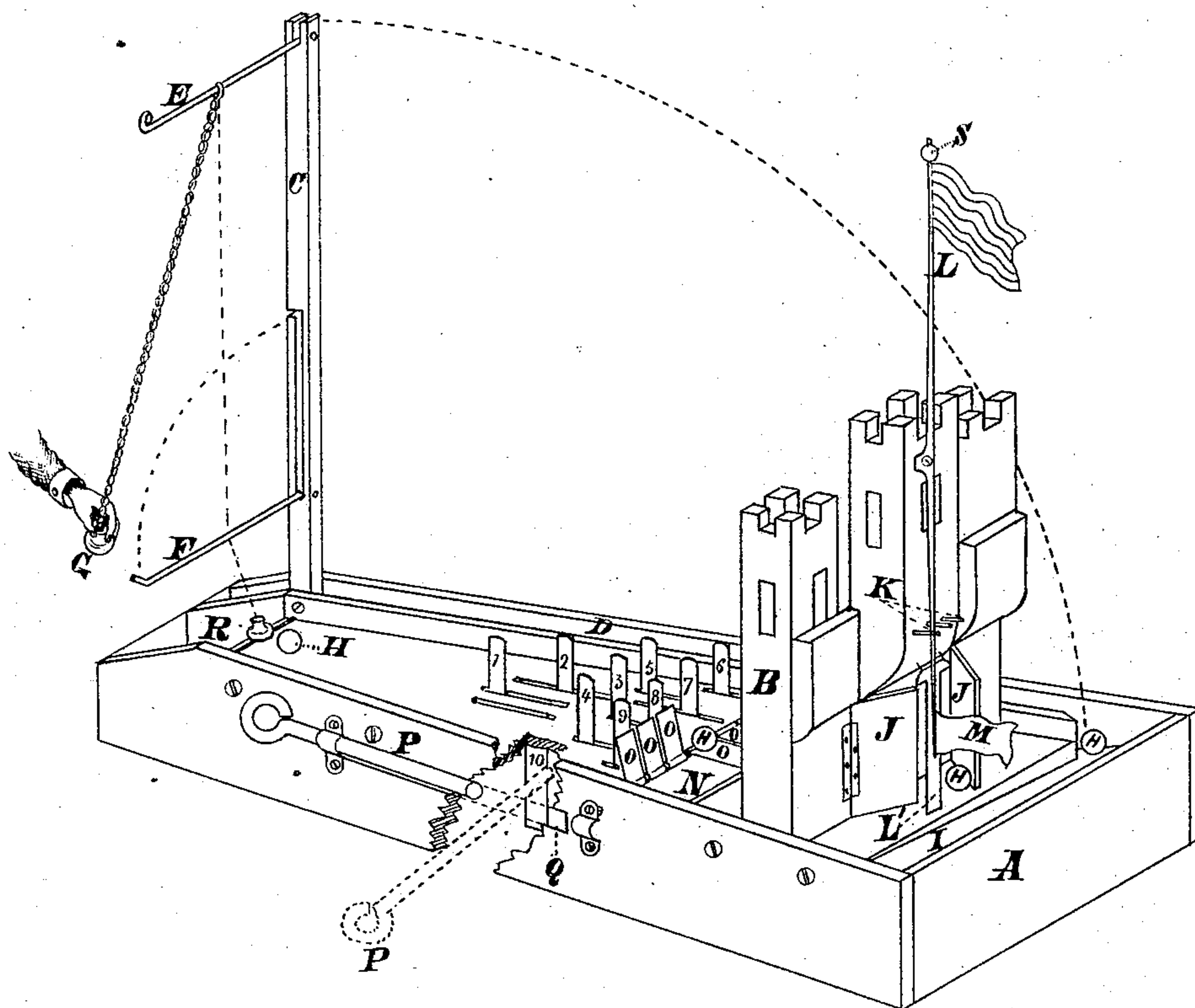


W. M. COMEY.  
Game-Apparatus.

No. 157,271.

Patented Dec. 1, 1874.



*Fig. 1*

**Witnesses;**

*H. E. Metcalf*

*H. E. Remick*

**Inventor;**

*William M. Comey*  
*By C. Ashaw*  
*Att.*

# UNITED STATES PATENT OFFICE.

WILLIAM M. COMEY, OF NORFOLK, MASSACHUSETTS.

## IMPROVEMENT IN GAME APPARATUS.

Specification forming part of Letters Patent No. **157,271**, dated December 1, 1874; application filed October 8, 1874.

*To all whom it may concern:*

Be it known that I, WILLIAM M. COMEY, of Norfolk, in the county of Norfolk, State of Massachusetts, have invented a certain new and useful Improvement in Game Apparatus, of which the following is a description sufficiently full, clear, and exact to enable any person skilled in the art or science to which my invention appertains to make and use the same, reference being had to the accompanying drawing, forming a part of this specification, in which—

Figure 1 is an isometrical perspective view of my improvement.

My invention relates to that class of game apparatus which is designed for either parlor or out-of-door sports; and consists in a novel construction and arrangement of the parts, as hereinafter more fully set forth and claimed, by which an amusing and instructive entertainment is provided.

In the drawing, A is the field or case, which is provided near one end with the castle B, having the port or gate J. At the opposite side of the castle there is a moat, N, and a series of metallic plates, O, hinged at one end to the side of the moat farthest from the castle, and arranged to fall across the moat, being extended to represent a draw-bridge. In the field in front of the castle, and beyond the moat, are the knights, represented by the metallic uprights, numbered from 1 to 10, respectively. These uprights are in the form of bell-crank levers, and are pivoted in the field or case in such a manner that when the arms of the lever which are above the field are in a horizontal position, the opposite arms, or parts below the field, will be in a vertical position, as at 10; and when the parts below the field are in a horizontal position the opposite arms, or parts above the field, will be in a vertical position, as shown.

The end of the field opposite the castle is inclined, as at R, and provided with the staff C, having the arms E F. To the arm E is attached a chain, from which is suspended the ball G, the chain being constructed to slide easily along the arm E to any required posi-

tion. Pivoted by its center to the central tower of the castle, on the side farthest from the moat, is a flag-staff, S, having a battle-flag, L, at one end, and a flag of truce, M, at the other. A series of short pins, K, project from the castle-walls, to keep the staff in a vertical position; and there is a trencher, L', hinged by its upper end, and hanging suspended behind the lower end of the flag-staff, or between the flag-staff and the port. An inclined runlet or ditch, I, leads from the end of the field opposite the standard C, around its outer edge, to the end R.

The knights are arranged in the order of ten-pins on a bowling-alley, and the game is played by means of balls or marbles, which are placed one at a time upon the field near the standard C, and forcibly struck with the ball G, swung by means of the chain to which it is attached. The ball being thus impelled against the knights will "kill" or knock down one or more of them, and may close a part of the draw-bridge, and force its way through the port and against the trencher L, disengaging the staff S from the pins K, in which case the battle-flag L will fall, and the flag of truce M be run up in its stead, the flag-staff being weighted or balanced in such a manner as to cause this to take place under such circumstances, thus ending the battle or game. As the balls pass through the port they will fall into the runlet I, and be returned to the player at the other end of the field.

The standard C is pivoted at its lower end, and provided with recesses, into which the arms E F are folded when not in use, the standard itself being arranged to turn down into that part of the runlet I which is designated as D under like circumstances. A part of the field or case is represented as broken away at Q to show the arm 10, and the method of using the rod P in readjusting the knights after being killed or thrown down.

It will be obvious that a variety of rules may be adopted for keeping tally, and that counts may be made in accordance with the number of knights killed, the number of balls sent across the moat and through the port, &c., according to the pleasure of the player, although it is pref-



erable that the game should be considered as won when the battle-flag is run down, as described.

Having thus explained my invention, what I claim is—

1. In a game apparatus the castle B, having the port J, in combination with the moat N, draw-bridge O, and knights 1 to 10, substantially as set forth.

2. In the game apparatus described the standard C, provided with arms E F and the

slots or recesses into which the arms may be folded, substantially as set forth and specified.

3. In the game apparatus described the arm F, in combination with the ball G, attached by a chain to the arm E, said arm F operating to prevent the chain from being carried too far from the player, as shown.

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Witnesses:

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