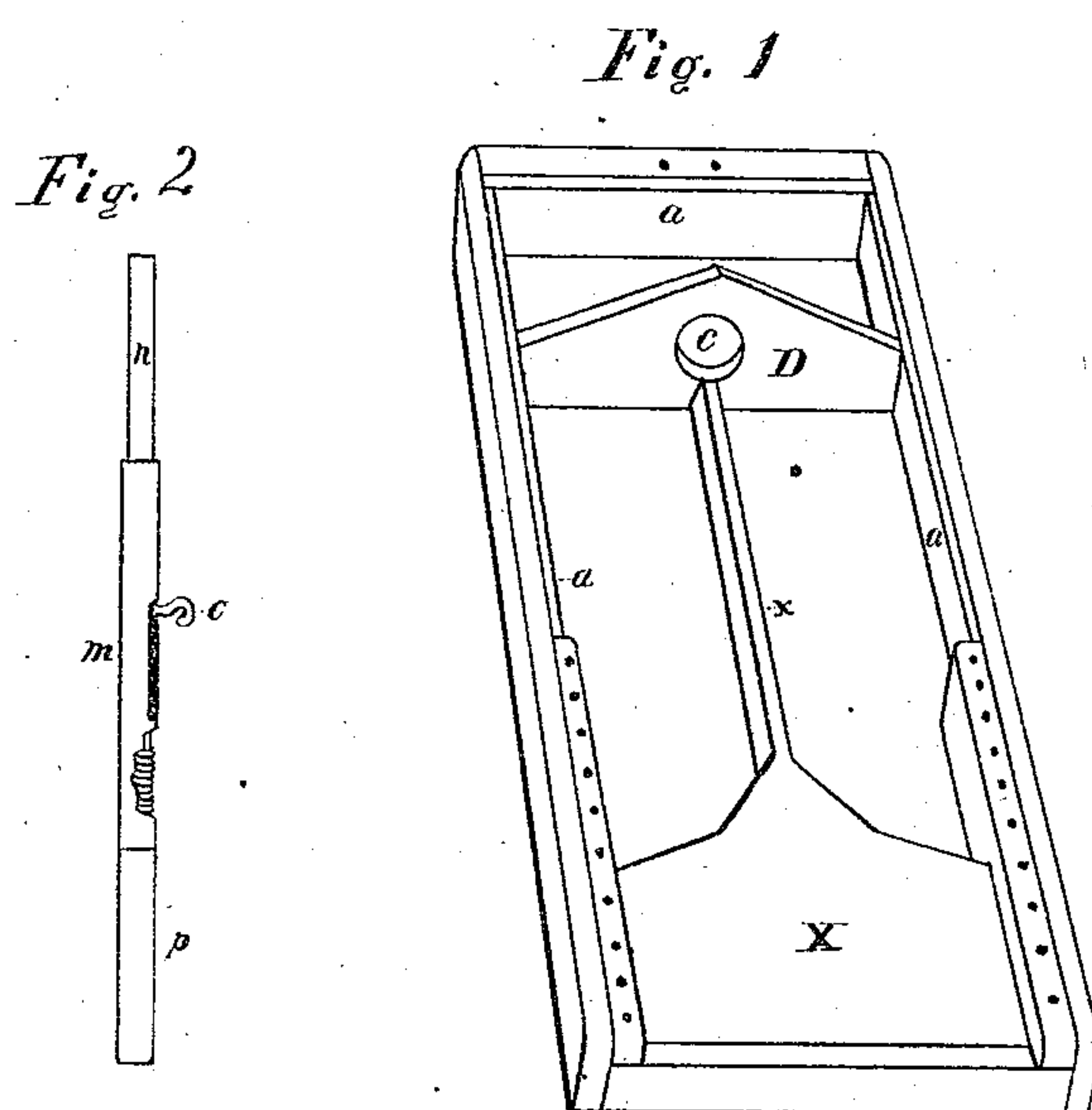


D. J. PIERCE.  
Game-Apparatus.

No. 161,983.

Patented April 13, 1875.



WITNESSES

Roger M. Sherman  
William F. Hopson.

INVENTOR

David J. Pierce  
by his Attorney  
George Derby

# UNITED STATES PATENT OFFICE.

DAVID J. PIERCE, OF NEW HAVEN, CONNECTICUT, ASSIGNOR OF ONE-HALF  
HIS RIGHT TO CHRISTOPHER A. SCRANTON, OF SAME PLACE.

## IMPROVEMENT IN GAME APPARATUS.

Specification forming part of Letters Patent No. **161,983**, dated April 13, 1875; application filed  
March 5, 1875.

*To all whom it may concern:*

Be it known that I, DAVID J. PIERCE, of New Haven, in the county of New Haven, State of Connecticut, have invented a new and Improved Game-Board and Game-Cue; and I do hereby declare that the following is a full and exact description thereof, reference being had to the accompanying drawing and to the letters of reference marked thereon, making a part of this specification.

My invention consists in providing a game-board with an elevated narrow way in connection with other elements, and in making a game-cue in parts, so arranged that the part striking the ball is operated by a spiral spring.

In the drawing, Figure 1 represents the board provided with the covered inside pieces *a a a*, and also two pieces which are provided with holes, and are not covered. The game is kept by inserting pins in these holes. The piece *X* is attached to the board at its front end, and this piece may be narrowed up and extended through the center of the board to the partition *D*, forming the narrow way *x*, as shown in the drawing. The narrow way *x* may be made in a separate piece connected to the piece *X*. The partition *D* is placed at the end of the narrow way *x*, extends across the board, and leaves an unoccupied space at the farther end of the board for the reception of the ball as it passes through the hole *c*. The center of the hole *c* in the partition *D* and the center of the way *x* are arranged in the same vertical plane. The lower edge of the hole *c* and the top of the narrow way *x* are arranged in the same horizontal plane. The object of the narrow way *x* is to increase the difficulty of forcing the ball through the hole *c*, and should

not exceed in width one-half of the diameter of the ball used. The hole *c* is of such size as to allow the ball to pass freely through it.

Fig. 2 represents the improved cue, consisting of the slotted cylinder *m*, the rod *n*, furnished with the finger-piece *o*, which moves in the slot in the cylinder *m*, the spiral spring, shown by the removal of part of cylinder *m*, and the end piece *p*, inserted in the cylinder *m*. The end piece *p* may be omitted, and the cylinder *m*, with its end closed, may be made of sufficient length without it.

It is obvious, with the spiral spring arranged in the cylinder *m* between the end piece *p* and rod *n*, that the force of the blow with which the rod *n* strikes the ball will vary with the distance the rod *n* is drawn back by the finger-piece *o*.

A game that may be played on this board consists in placing a ball on the piece *X*, and striking it with the cue. Forcing the ball through the hole *c* counts one. The game is kept by placing pins in the holes in the pieces on the front end of the board.

I claim as my invention—

1. The game-board herein-described, having the pieces *a a a*, the bottom piece *X x*, and the cross-piece *D*, provided with the hole *c*, all substantially as and for the purpose set forth.

2. A game-cue, consisting of the slotted cylinder *m*, rod *n*, provided with the finger-piece *o*, end piece *p*, and spiral spring, all said parts being constructed and arranged to operate in the manner described.

DAVID J. PIERCE.

Witnesses:

GEORGE TORRY,  
C. A. SCRANTON.