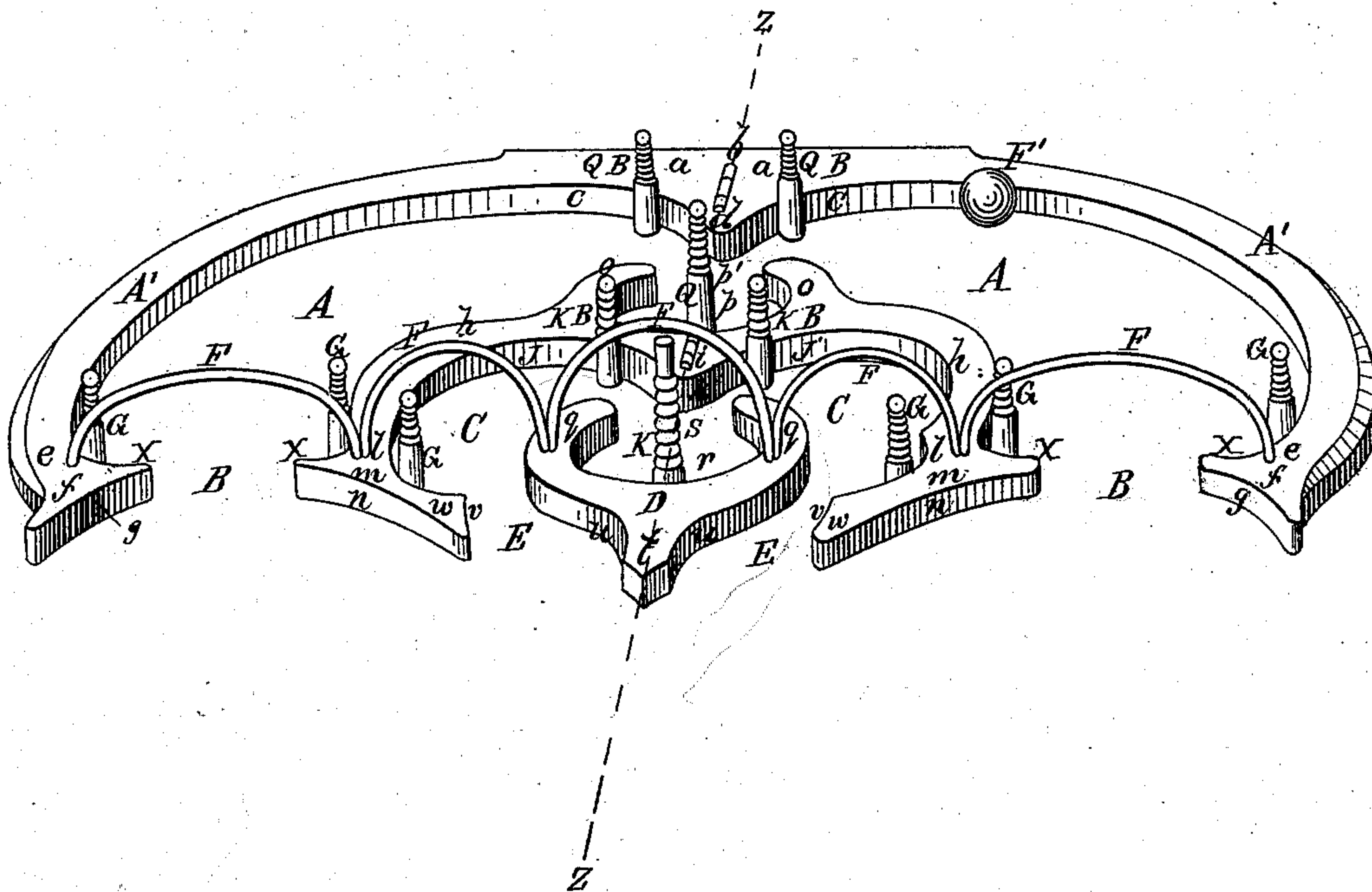


W. B. COWAN.
Game Apparatus.

No. 224,882.

Patented Feb. 24, 1880.



WITNESSES:

Henry N. Miller
C. Sedgwick

INVENTOR:

W. B. Cowan

BY

Mum Ho

ATTORNEYS.

UNITED STATES PATENT OFFICE.

WILLIAM B. COWAN, OF GUELPH, ONTARIO, CANADA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 224,882, dated February 24, 1880.

Application filed October 14, 1879.

To all whom it may concern:

Be it known that I, WILLIAM B. COWAN, of Guelph, in the Province of Ontario and Dominion of Canada, have invented a new and Improved Game Apparatus, of which the following is a specification.

The invention relates to games for parlor amusement; and it consists in combining with outside walls end wings, walls with end wings and an armed extension inclosing a space opposite a V-shaped projection, walls with extensions inclosing a V-shaped space opposite another projection, and entrances, all as hereinafter described.

The entrances to the fort are arranged so that the balls with which the game is played cannot strike the men or pieces directly, but only by deflecting from the walls of the fort.

In the accompanying drawing a perspective view of my invention is given.

Referring to the drawing, the wall of the outside fort, A, is made of two curved outside walls, A' A', of exactly the same shape. The ends *a a* of pieces A' are jointed together by a hinge at *b*, and the inside faces, *c*, of the walls at this point of junction project inward, so as to form a V-shaped division, *d*. The ends *e e* of the outside walls, A', are curved toward each other and provided with wings *f f*, with concave faces *g*. These wings form one side of the entrances B B to the outside fort.

C is the inside fort, guarded by walls made in two parts, *h h*, of the same shape precisely, and jointed together by a hinge at *i*. At the junction the inside faces, J J, are curved inward to form a V-shaped projection, *k*. The ends *l l* of parts *h* are provided with wings *m*, having concave faces *n*, opposite faces *g* of wings *f*, and forming the other side of the entrances B. On the back of parts *h h*, on each side of the middle junction at *i*, are two projections, *o o*, curved toward each other so as to inclose a space, *p*, with an entrance, *p'*, in front of the V-shaped projection *d*.

D is the innermost wall of the fort. This wall is composed of two parts, *q q*, curved toward each other so as to inclose a space, *r*. Directly opposite the V-shaped projection *k* is an entrance, *s*, between the ends of parts *q q*, leading to the space *r*.

Projecting from the front of wall D is a di-

vision-wall, *t*, the convex faces *u u* of which, together with the faces *v v*, (of the ends *w* of wings *m*,) form the sides of the entrances E E to the inside fort, C.

The several walls of the fort are connected by hoops F, or other suitable devices for holding the said walls in their relative positions.

The men or pieces employed in the game consist of a king, queen, two king's bishops, two queen's bishops, and six guards.

The king K is placed in the center of the space *r*, directly opposite entrance *s* and the V-shaped projection *k*. The king's bishops K B are placed against the faces J J of walls *h h*, on either side of V-shaped projection *k*. The queen Q is placed in the center of the space *p*, directly opposite entrance *p'* and projection *d*. The queen's bishops Q B are placed on either side of the projection *d*, against the faces *c c* of walls A' A'.

The guards G are placed at the entrances to the fort in the following order: two on either side of the entrances B, within said entrances and behind the inside ends, *x x*, of wings *m* and *f*, and one to each of the entrances E, behind wings *m m*.

The positions of the several men or pieces are exactly shown in the drawing.

The game is played by two parties or sides, which play through the entrances B E, so as to knock down as many men or pieces as possible, and may play from any part of the room or into either side of the fort, provided a proper distance is kept from the fort. This is continued until all have played.

Balls such as that shown at F' are used by the players, and the balls are rolled through the entrances B E, and the object sought is to knock down the men or pieces by the impact of the ball.

The counting is done on knocking down the pieces, and the pieces count as follows: Kings count 20, queens 15, bishops 10 each, and guards 5 each. The pieces must be knocked down by the impact of the rolled ball in order to count. If they are thrown down by the contact of a falling piece, or by any means other than the impact of the ball, they are not counted. Each player on a side rolls twelve balls in succession, and when all the players on each side have rolled twelve balls apiece

the values of the several pieces knocked down are added up, the totals for the contesting sides compared, and the side having the largest score wins the game.

5 Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

The combination and arrangement, in a game apparatus, of outside walls, A' A', with wings
10 *f* at the ends, walls *h h*, with wings *m m* at the

ends and curved extensions *o*, inclosing a space, *p*, opposite the V-shaped projection *d*, walls D, with extensions *q*, inclosing a space, *r*, opposite the V-shaped projection *k*, and entrances B E, substantially as and for the purpose hereinbefore described. 15

W. B. COWAN.

Witnesses:

W. H. JONES,

WM. GUTHRIE.