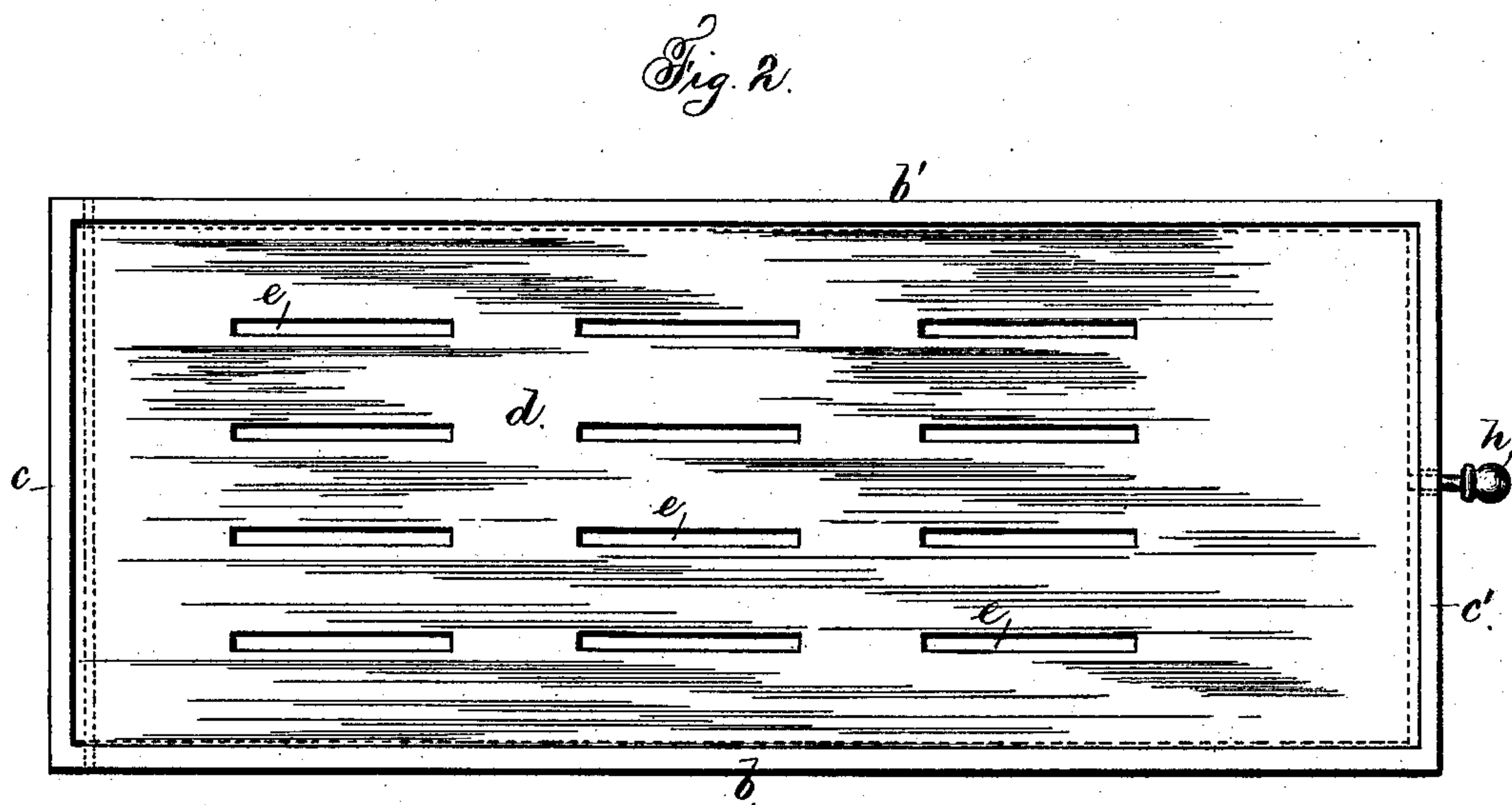
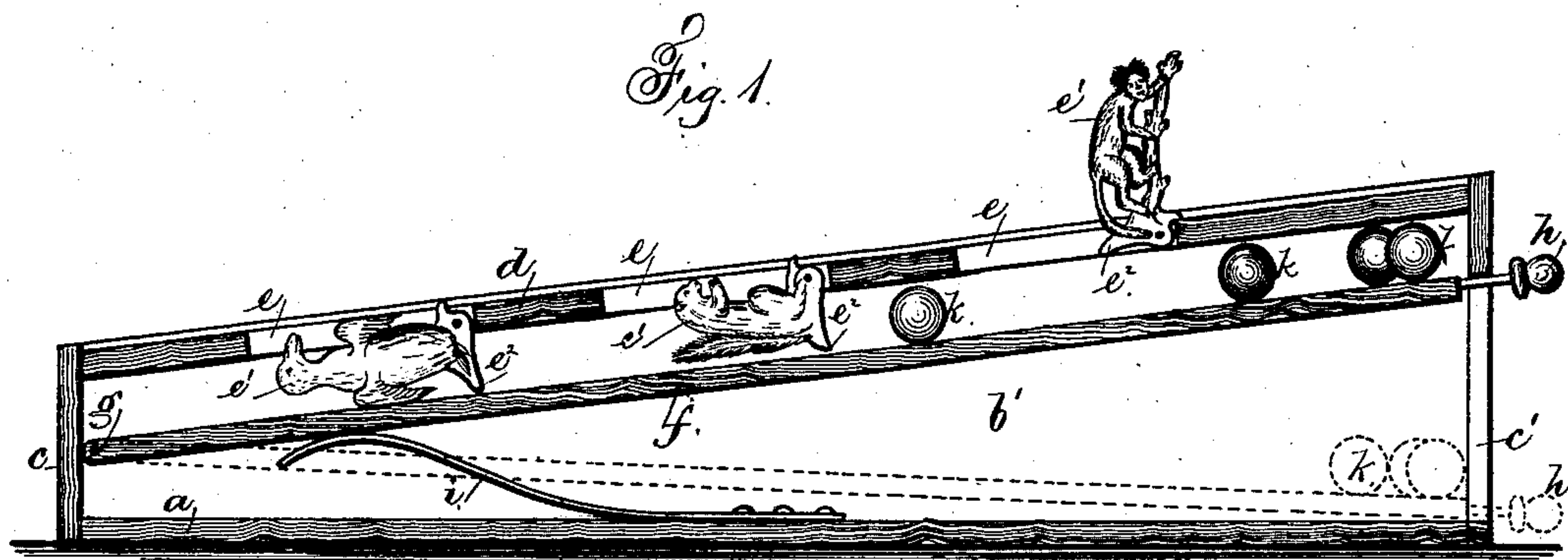


(No Model.)

J. DOYLE.  
GAME APPARATUS.

No. 281,348.

Patented July 17, 1883.



Witnesses  
Harold Terrell  
Chas H. Smith

Inventor  
per John Doyle  
Lemuel W. Terrell  
Atty.



# UNITED STATES PATENT OFFICE.

JOHN DOYLE, OF HOBOKEN, NEW JERSEY, ASSIGNOR TO HIMSELF AND  
C. COLES DUSENBURY, OF WHITE PLAINS, NEW YORK.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 281,348, dated July 17, 1883.

Application filed May 7, 1883. (No model.)

*To all whom it may concern:*

Be it known that I, JOHN DOYLE, of Hoboken, in the county of Hudson and State of New Jersey, have invented a certain new and  
5 useful Improvement in Game Apparatus; and the following is declared to be a description of the same.

This invention is a new form of toy for the amusement of children, in which marbles are  
10 employed and are caused to roll down the inclined surface of a tilting board or platform in such a manner that occasionally a marble will strike the projecting end of a pivoted or movable figure and cause said figure to swing up  
15 into a position where it can be seen and will remain in an upright position. I employ an oblong box, in the inclined top or table of which there are a number of slots, and in these slots there are movable figures—such as ani-  
20 mals, birds, fishes, &c.—cut out of holly or wood different from the box; or they may be prints pasted on strips of board and sawed out around their outline. These figures are preferably pivoted at the under side of the top of  
25 the box. Within this box is a board or platform pivoted at one end, and having a projection at the other end that extends outside of the box to raise and lower the platform. Upon this platform are placed the marbles, which  
30 run down the incline clear of the figures when the platform is depressed, and when the platform is raised the marbles run down the platform and may strike against one or more of the figures and swing them up above the slots  
35 in the table, or else such marbles may roll past the whole of the figures without acting on them, thus affording amusement and allowing games to be played by adding up the number of figures swung up by a set number of rolls.

40 In the drawings, Figure 1 is a vertical section of the box, with a line of figures in elevation; and Fig. 2 is a plan of the same.

The box is composed of the bottom *a*, sides *b b'*, ends *c c'*, and top or table *d*. The top or  
45 table *d* is slotted at *e* in a number of places, preferably in regular lines and rows, and I make use of toy figures *e'*, cut out of holly or other ornamental wood different from the wood of the box, the outline of which shall repre-

sent different devices, such as animals, birds, 50  
fowls, fishes, or men. These figures may be made by sawing out veneers of wood upon the surfaces of which are pasted or printed figures. These figures are by preference pivoted to the under side of the table *d*, and are provided with a projection, *e'*, against which the  
55 marbles are intended to strike. These figures, however, may be made to rise perpendicularly by the action of the marbles, instead of swinging upon a pivot. The platform *f* is pivoted  
60 at *g*, at one end of the box, near *c*, and the other end has a projection passing through a slot in the box end *c'*, with a button, *h*, for grasping in raising and lowering the platform. A  
65 spring, *i*, will in most cases be provided to raise and keep the platform *f* in an elevated position; but said platform may be depressed to the position shown in Fig. 1 (by dotted lines) by the button *h* when pressed on by the  
70 fingers.

The figures *e'* are so made that they will occupy a position below the surface of the table *d*, as shown in Fig. 1.

The marbles *k* used in this toy will descend the inclined surface of platform *f* and remain  
75 at the lower end when not in use. The platform is to be depressed to the position shown by dotted lines, Fig. 1, and the balls roll down the same and rest against the end *c'*. The platform *f* is now liberated, and the spring *i* raises  
80 the same and the marbles *k*, which, being now at the upper end, will roll down the inclined surface of the platform *f*, and in their path may come into contact with one or more of the  
85 projections *e'* upon some of the numerous figures, and will swing up the same into view above the table *d*, the object of the toy being the amusement caused by the uncertainty as to which of the figures will be raised by the  
90 marbles in the box.

If the platform is made as a fixture, the lower end of the box may be lifted to cause the marbles to run to the end *c'* of the box, and then the box is lowered to its normal position and the marbles run down and act on the  
95 figures. If the table remains stationary, the end may be open and the balls rolled along upon the platform by hand or by the action of a cue,

the figures and table with openings remaining unchanged; or the table and figures may only extend over a portion of the platform.

I do not claim a game apparatus in which  
5 each ball is allowed to roll down an incline and fall into one of several pockets and in so doing elevate a tablet or figure.

I claim as my invention—

1. In a game apparatus, the table *d*, having  
10 openings *e* in it, in combination with figures *e'*, that are movable within such openings and project below such table, an incline, *f*, below the table, and balls or marbles that are caused to roll down the incline between the same and  
15 the under side of said table, substantially as set forth.

2. The table *d*, having openings in it, in combination with the figures *e'*, pivoted to such table at the openings, the inclined platform *f*  
20 beneath the table, and the balls introduced be-

tween the table and the platform, substantially as set forth.

3. In a game apparatus, the combination, with the table *d*, having openings *e* in the same, of the movable figures *e'*, the platform *f*, the  
25 pivot *g* for the platform, and the knob or button *h*, and balls or marbles *k*, substantially as set forth.

4. In a game apparatus, the combination of the table *d*, provided with openings, the movable figures *e'*, the pivoted platform *f*, the  
30 spring *i*, the balls or marbles *k*, and the inclosing-case, substantially as set forth.

Signed by me this 3d day of May, A. D. 1883.

JOHN DOYLE.

Witnesses:

GEO. T. PINCKNEY,

HAROLD SERRELL.