

(No Model.)

W. O. PIERCE.
GAME.

No. 414,252.

Patented Nov. 5, 1889.

Fig. 1

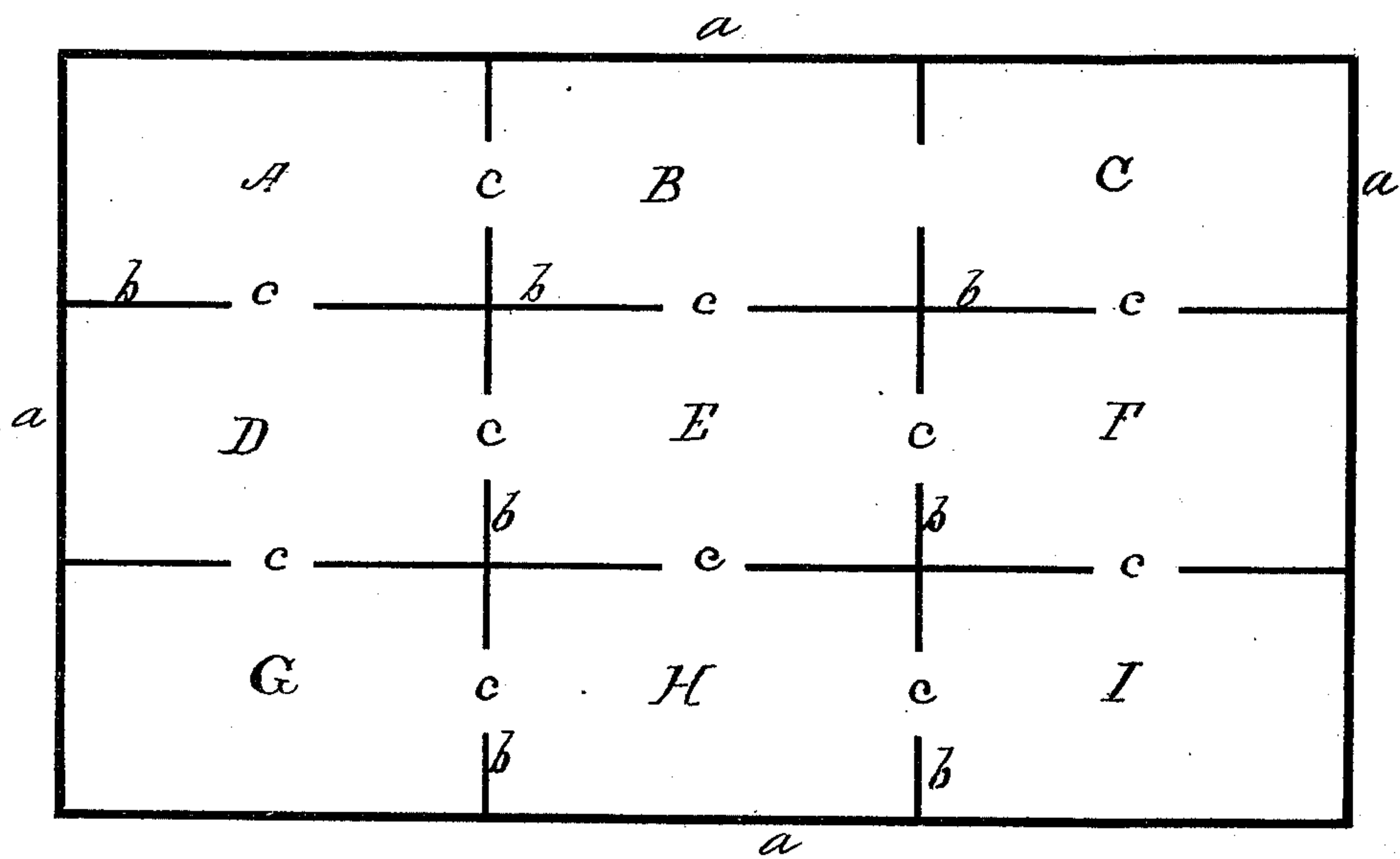


Fig. 2

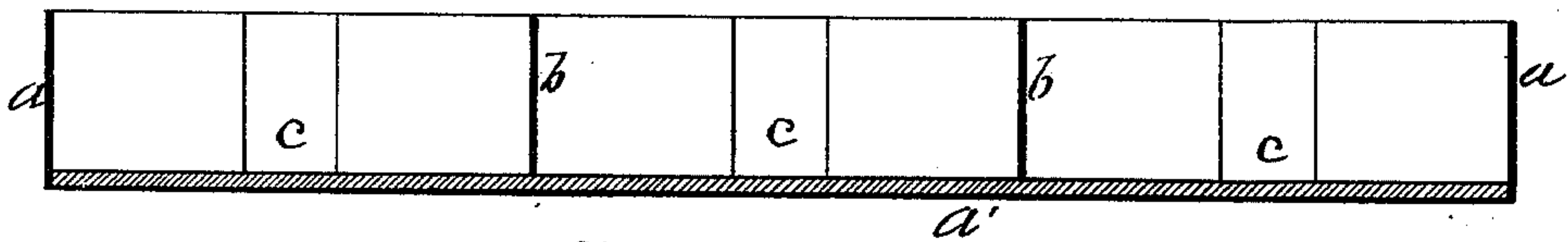


Fig. 3



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UNITED STATES PATENT OFFICE.

WILLIAM O. PIERCE, OF WINCHESTER, INDIANA.

GAME.

SPECIFICATION forming part of Letters Patent No. 414,252, dated November 5, 1889.

Application filed April 29, 1889. Serial No. 309,030. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM O. PIERCE, a citizen of the United States of America, residing at Winchester, in the county of Randolph and State of Indiana, have invented certain new and useful Improvements in Games, of which the following is a specification, reference being had therein to the accompanying drawings.

My invention relates to that class of games in which balls or spheres are operated in connection with a series of compartments.

My invention consists in the hereinafter described and claimed system of compartments provided with openings and a series of balls or spheres operated therein.

In the drawings, Figure 1 is a top plan view of the structure comprising the several compartments used, showing the walls which inclose and separate them and the openings by which access is had to them. Fig. 2 is a vertical cross-section of the same. Fig. 3 represents two series of balls or spheres containing three balls in each series.

In Fig. 1, A B C D E F G H I represent rectangular compartments or inclosures inclosed by outer walls *a a a*, and divided and separated by inside walls or partitions *b b b*. The partition-walls *b b b* are provided with openings *c c c c*, by which passage-ways are formed allowing free communication to be had between the compartments.

The body or structure, Fig. 1, is made of any suitable material and of convenient size to be easily operated and manipulated, and the balls which enter into and comprise a part of the game are put in motion by tilting or inclining the structure.

To elucidate the plan of my improved game, it is premised that compartments A B C, Fig. 1, represent pasture-fields, while L M N, Fig. 3, represent cows, and L' M' N', same figure, represent cowboys or herders.

Compartments D E F are intermediate pastures or fields in common, while G H I are respectively the homes or goals of the cows L M N.

In the working device the balls representing the cows are colored, respectively, red, white, and blue, and the balls representing the cowboys are made a corresponding color, and the respective homes or goals are colored

to correspond with the colors of the cows and cowboys, which serves to establish the base of operations, G being the goal of the red cow and cowboy, H the goal of the white cow and cowboy, and I the goal of the blue cow and cowboy. To further illustrate, the cow (or ball) L and cowboy L' are red, M and M' is white, and N and N' are blue.

The game consists in placing the red cow (or ball) L in compartment C, and the red cowboy (or ball) at his home or goal G, the white cow (or ball) in compartment B, and the white cowboy (or ball) in his home or goal H, the blue cow (or ball) in compartment A, and the blue cowboy (or ball) in compartment I.

The game begins by sending white cowboy M' through the openings *c c* into apartment B, where white cow (or ball) M is stationed, from whence the cow M, preceded by the cowboy M', is brought to the goal H, where they are to remain. Next, send red cowboy (or ball) L' through compartments H, E, and B into C, where red cow L is stationed, and from whence red cow L, preceded by red cowboy L', is brought to the home or goal G. Next, send blue cowboy (or ball) N' through compartments H, E, and B into A, where the blue cow is stationed, and from whence the blue cow N, preceded by blue cowboy (or ball) N', is brought to the home or goal I. During the journeys of the cowboys to their respective cows and their return with them to their homes or goals each cow and attendant cowboy must be and remain in the compartment which they occupied when said journeys were commenced, and in case of the escape of either or both from their proper location they must be returned to their goals or pasture at once, leaving any unfinished journey to be finished afterward. The returns from the pasture-fields A B C must be by the same route taken by the cowboy (or ball) in reaching them. When the cows (or balls) and their respective cowboys (or balls) are severally returned to their appropriate and individual pastures or goals, the game is concluded.

It will be seen that the results to be attained and the manner of attaining them involve the movement of the balls, both single and in pairs, thus presenting a new feature in games of this class; also, that while some of the balls are confined within defined limits

others are kept in motion between given locations in the meantime.

a', Fig. 2, represents the floor of the structure and forms the bottom of the several compartments over which the balls are made to roll in their trips to and fro.

The structure is provided, preferably, with a cap or cover fitted to shut down over the outer walls, for convenience in retaining the balls when being handled or carried from place to place.

Having thus fully described my said improvement, what I claim as my invention, and desire to secure by Letters Patent, is—

A game-board provided with partitions *b*, having openings *C*, and dividing the said board into several series of communicating compartments, in combination with balls arranged in pairs, each pair being distinguishable from the others, and each ball capable of passing through any of said openings *e*, substantially as and for the purpose set forth.

In testimony whereof I affix my signature in presence of two witnesses.

WILLIAM O. PIERCE.

Witnesses:

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