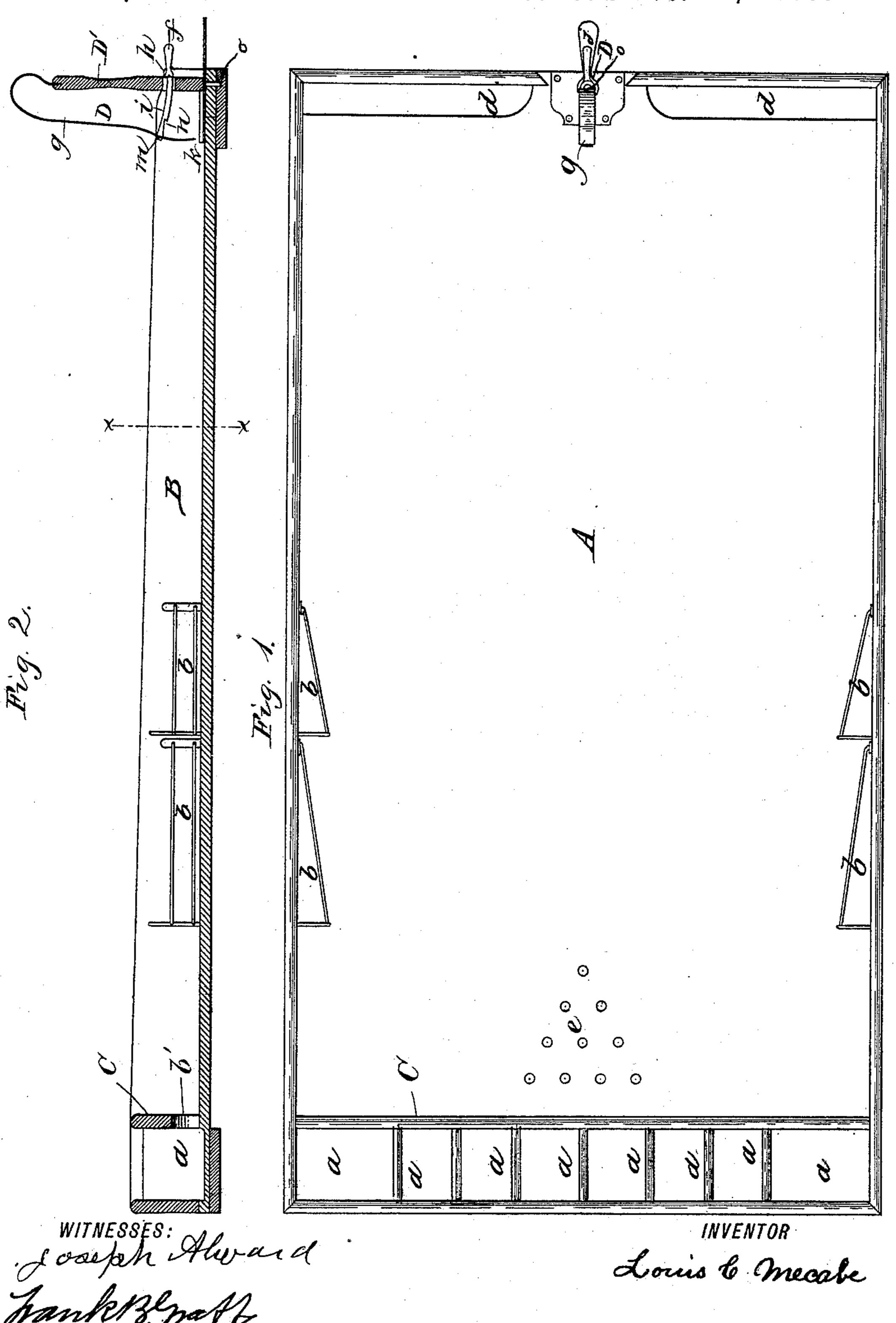
L. C. MECABE. GAME BOARD.

No. 417,262.

Patented Dec. 17, 1889.

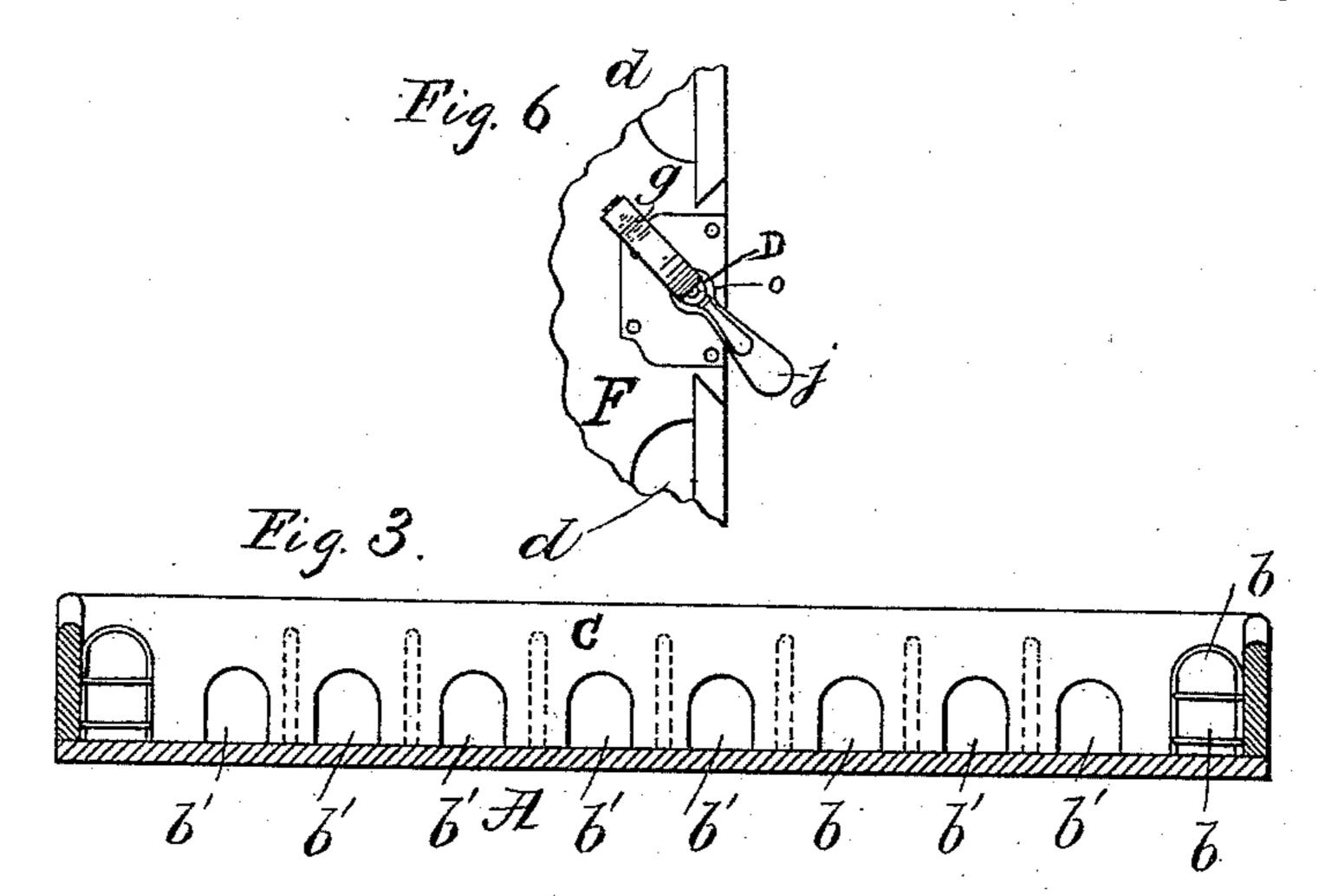


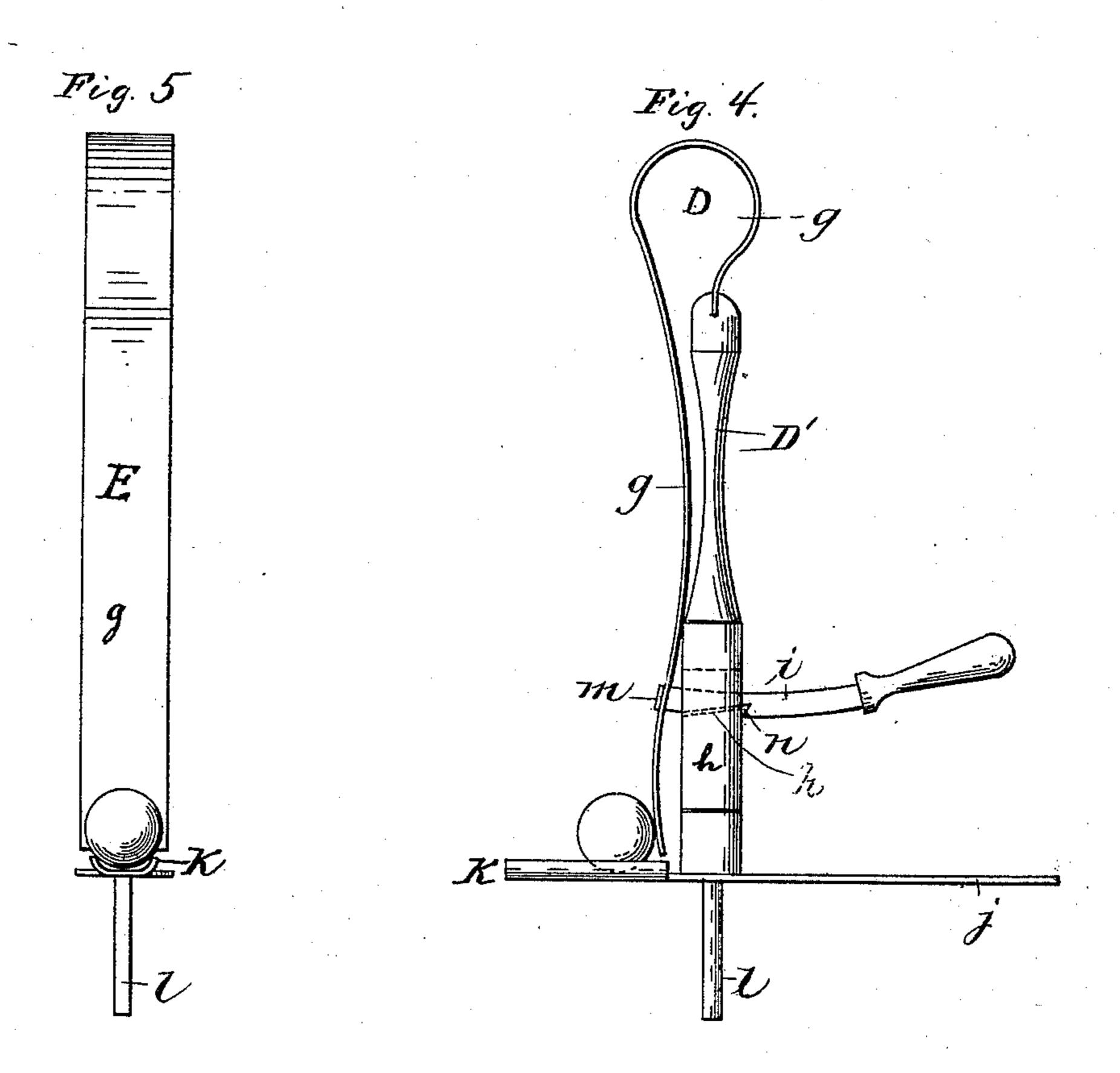
N. PETERS. Photo-Lithographer, Washington, D. C.

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WITNESSES: Joseph Alward Hank Bythaff

INVENTOR Louis Co mecabe

United States Patent Office.

LOUIS C. MECABE, OF ELIZABETH, NEW JERSEY.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 417,262, dated December 17, 1889.

Application filed May 4, 1889. Serial No. 310,202. (No model.)

To all whom it may concern:

Be it known that I, Louis C. Mecabe, a citizen of the United States, residing at Elizabeth, in the county of Union and State of New Jersey, have invented certain Improvements in Game-Boards, of which the following is a specification, reference being had to the accompanying drawings, forming a part thereof.

The object of my invention is to provide a convenient and cheap game-board whereon a variety of games may be arranged and played interchangeably—as, for example, pool, bowling, and keeps. I attain this object in the

combination as illustrated and described in the accompanying drawings and specification,

in which—

Figure 1 represents a top view of my improved game-board. Fig. 2 represents a longitudinal central section of the same. Fig. 3 represents a transverse section at line x x of Fig. 2. Fig. 4 represents a side elevation of the spring-gun; Fig. 5, a front view, and Fig. 6 a top view.

The same letters of reference indicate the

same parts in all the figures.

In the drawings, A represents the gameboard as it appears without the movable pieces, and it is provided with a number of pockets a a, formed back of the facial board

C, as shown in Fig. 1.

b are side pockets or racks tapering in form, and are made of flexible wire, so that they can be used as cushions, and tapering, so as to give almost any angle desired in playing cushion-shots. These pockets b are located on the face of the table or board A, as represented in Figs. 1, 2, and 3 of the drawings, and are firmly secured to the face and sides thereof. They also serve as pockets for the balls in the different games to be played.

e are indentations for spotting the balls or pins to be used in the games. The larger pockets d are for balls or pieces to be used in playing. The facial board C is provided with ports b' b', for the purpose of admitting

the balls to pockets a a.

D is a swivel spring-gun, and it has a standard which is slotted at h for the reception of

50 the trigger i.

g is a flat spring, (shown in Fig. 5 at E,) which is fastened to the top of the standard

D', and is controlled and operated by means of the trigger i, which is securely fastened to said spring at m, and it is notched at n, so as 55 to catch into standard and to hold the spring into position ready to be operated by the player. This swivel spring-gun D is also provided with a ball-holder k and socket-pin l, said pin to fit in a round socket o, so as to al- 60 low the spring-gun to have a swivel movement, as shown at F, Fig. 6, for the purpose of projecting balls at any angle desired by the player. The ball-holder is made concave to hold the ball to be projected, and it has a 65 handle j, which is a part of it. The swivel movement of the gun is controlled by means of the handle j, which is securely fastened to the standard.

In playing a game of pool the player places 7° a group of balls over the spots indicated by the indentations e, or as many balls as are required in the game of pool. Place the springgun into the socket o, then draw back the trigger i until the notch n catches in face of the 75 standard h, and then place the projecting ball onto the ball-holder k. The gun can then be manipulated by means of the handle j. The trigger is then released from the standard and the ball is projected forward by means of the 80 spring g in the direction desired by the player. All the balls pocketed by each player must be removed from the pockets or racks, (as in pool.) The game is continued until all the balls have been pocketed.

In bowling, place the pins over the spots indicated by the indentations e and use the

spring-gun as in other games.

To play the game of keeps, place a marble in front of each port f and use a specified number of shooters or projecting marbles. If a marble is displaced by a shot and not driven into the pocket, the player loses the shooter. If the marble is pocketed, the opponent gives the player three marbles.

What I claim, and desire to secure by Let-

ters Patent, is—

1. In a game-board, the table A, having raised sides and ends and constructed with a facial board C, provided with ports b', the 100 pockets a at one end of the table, and tapering side pockets b, said side pockets being located on the face of the table and forming a part thereof, and pockets d, for the reception

of the balls when playing, substantially as hereinbefore set forth.

2. In a game-board, the combination of the table A, facial board C, at one end thereof 5 having ports b', the tapering pockets b on the side of said table, and end pockets d, with a swivel spring-gun D at the end of the table opposite the board C, substantially as hereinbefore set forth.

3. The combination of a game-board with a swivel spring-gun consisting of the stand-

ard D', flat spring g, secured at one end to the top thereof and extending parallel thereto, trigger i, for holding said spring in operative position, and ball-holder \bar{k} at the base of 15 said standard, substantially as hereinbefore set forth.

LOUIS C. MECABE.

Witnesses: Joseph Alward, FRANK B. GRAFF.