

(No Model.)

W. LUDLUM & G. STEVENS.
GAME APPARATUS.

No. 424,321.

Patented Mar. 25, 1890.

Fig. 1.

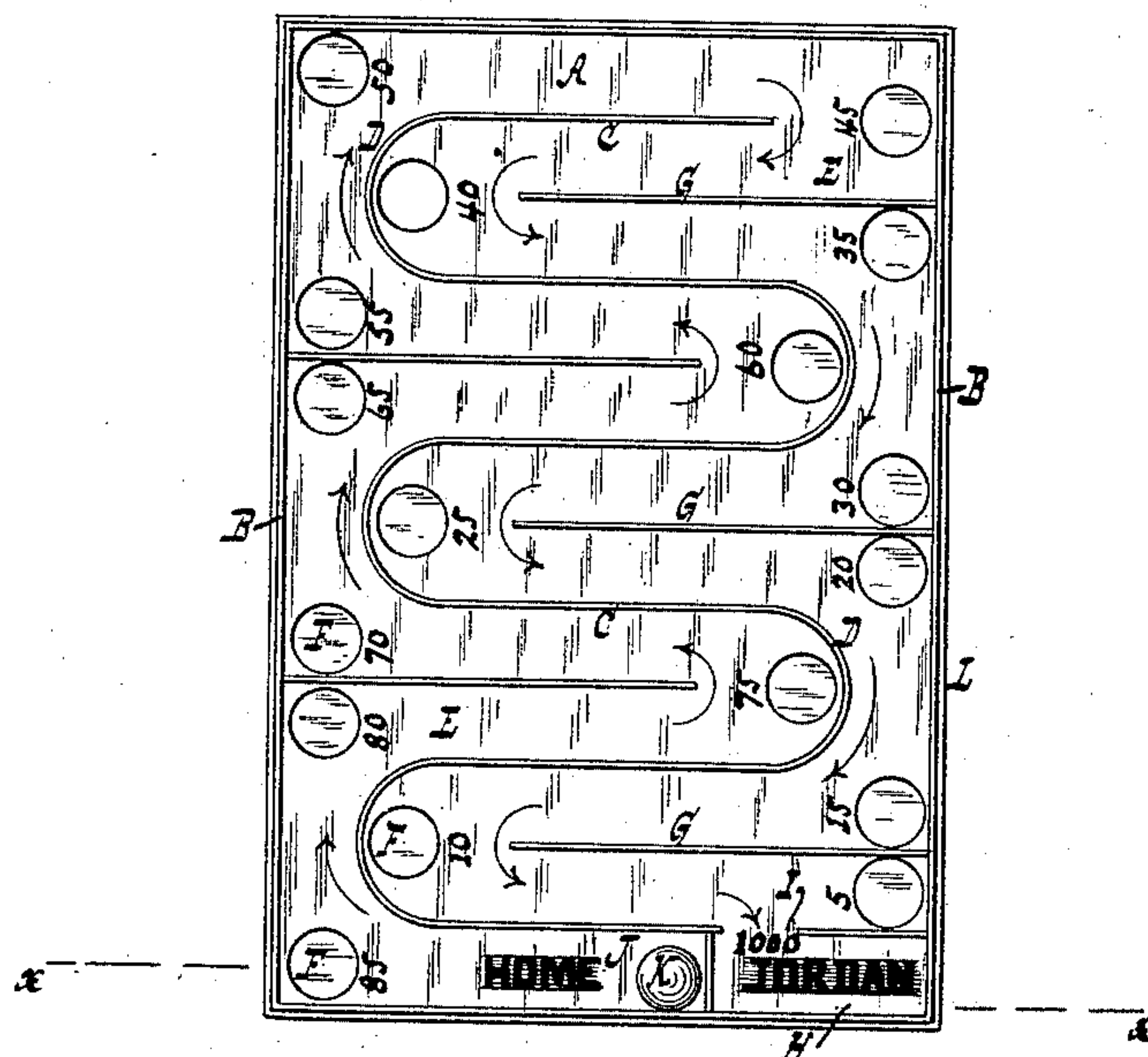


Fig. 2.

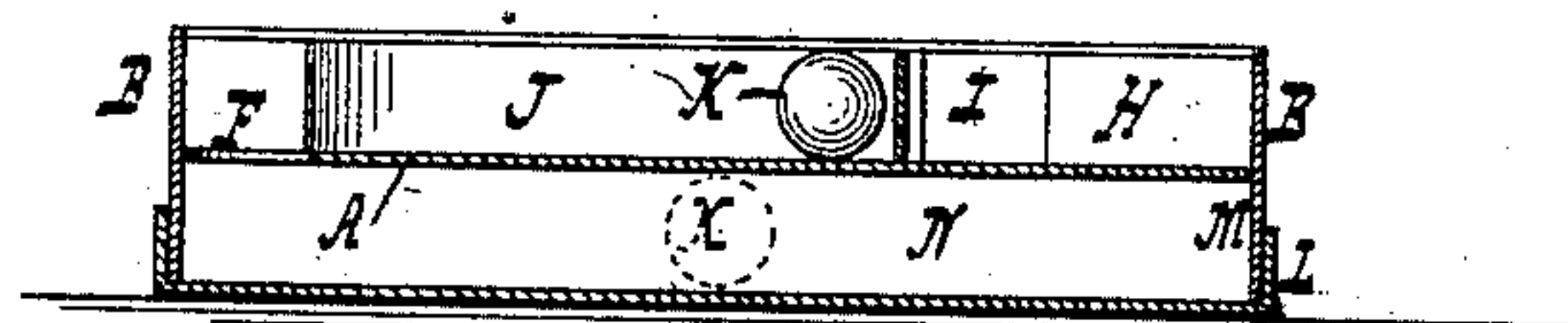
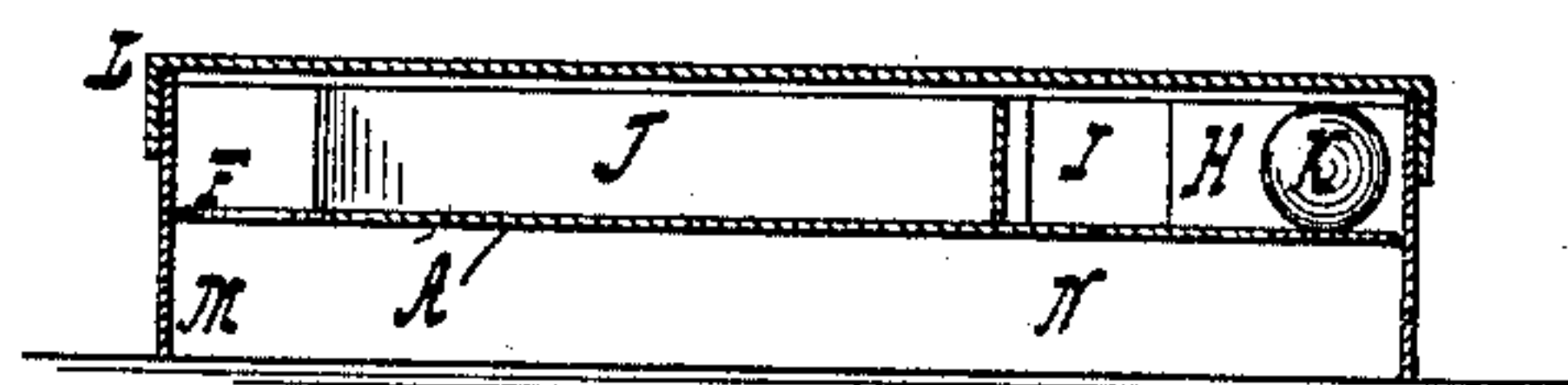


Fig. 3.



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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 424,321, dated March 25, 1890.

Application filed April 11, 1889. Serial No. 306,859. (No model.)

To all whom it may concern:

Be it known that we, WILLIAM LUDLUM and GEORGE STEVENS, citizens of the United States, residing at Mount Vernon, in the county of Westchester and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to games for recreation and amusement; and it consists in a game played with a traveler—such as a marble or other rolling body—upon a base provided with winding channels and pitfalls, the novel construction and operation of which are hereinafter fully described and claimed, reference being had to the accompanying drawings, in which—

Figure 1 is a top view of the apparatus as it appears when the cover has been taken off. Fig. 2 is a transverse section of the apparatus on the line $x x$ of Fig. 1, taken when the cover has been placed on the under rim of the base. Fig. 3 is a transverse section of the apparatus, taken on the line $x x$ of Fig. 1, the cover being on the top of the apparatus and the traveler being placed in compartment H.

Similar letters indicate corresponding parts.

The letter A designates a base, which is provided with a rim B, extending along its sides or rising from its surface, and also a partition C, which is carried first in one direction and then in the opposite direction, forming at each change of direction a closed pocket D, alternating with an open space E on either side. Each pocket D is provided with an opening F, that extends down through the base. A partition G extends from the rim B through each space E in the direction of the closed pocket D, stopping short of the opening F therein by a narrow space about equal to the diameter of the opening. A like opening F is made in each pocket D and alongside of each partition G at or near the place where it starts from the rim B and at the upper left-hand corner of the base. In the right-hand corner of the base is a compartment H, which is provided with an opening I of sufficient diameter to admit the traveler with which the apparatus may be used. This compartment we have called "Jordan" in the

game used with the apparatus. Next to and at the left-hand side of the compartment H is a compartment J, in which is placed the traveler K, and at the left-hand end of compartment J is an opening F, whose nearest edge is separated from the winding partition C far enough to permit the traveler K to pass between them without falling through the opening.

In using the apparatus the base is held in one or both hands and so manipulated and inclined in one direction and another as to cause the traveler to roll out of the compartment J without falling into the opening F at the end of that compartment, and thence to pass onward in the direction of the arrows, passing around outside of the closed pockets D and around the inner ends of the partitions G without falling into the openings or pitfalls F, and then returning in the direction of the arrows which lead to the compartment H.

The height of the rim B and partitions C G may be about equal to the diameter of the traveler used in the game, and the diameter of the traveler is less than that of the openings F, so that it can freely pass down through the same. When the traveler falls through one of the openings F, it is received into a receptacle provided for it as follows: The base A is provided with a cover L, which fits upon the upper rim B, and so protects the base from injury. When the apparatus is to be used, the cover L is taken off and placed on the under side of the base A, which is provided on its under side with a rim M, on which the cover also fits, so that when the cover is fitted thereto a receptacle N is formed on the under side of the base, in which the traveler is received when it passes through one of the openings F.

An appropriate name for the compartment J in playing the game will be "Home," as it is the place from which the traveler K starts.

In using the apparatus as a game between two or more players the rule may be adopted that the bringing of the traveler K into the compartment H counts one thousand, but that every fall of the traveler through an opening F incurs the penalty of restarting and a deduction of the amounts indicated, respectively.

ively, at the different openings F. The sum of these deductions being subtracted from one thousand will be the player's score.

What we claim as new, and desire to secure
5 by Letters Patent, is—

1. A game apparatus comprising the base A, the rim B, the winding partition C, having pockets D alternating with open spaces E on opposite sides, the straight partitions G, ex-
10 tended from the rim into said open spaces, the compartments H and J, located in adjoining corners and communicating with opposite sides of the winding partition, the receptacle N beneath the base, the openings or pitfalls
15 F, leading through the base into said receptacle, and the rolling body or traveler K, substantially as described.

2. A game apparatus comprising the base A, having rims B and M, a cover L, adapted to fit both of said rims, the winding partition 20 C and straight partitions G, located above the base, the openings or pitfalls F in said base, and the rolling body or traveler K, substantially as described.

In testimony whereof we have hereunto set 25 our hands in the presence of two subscribing witnesses.

WM. LUDLUM.
GEO. STEVENS.

Witnesses:

J. VAN SANTVOORD,
W. C. HAUFF.