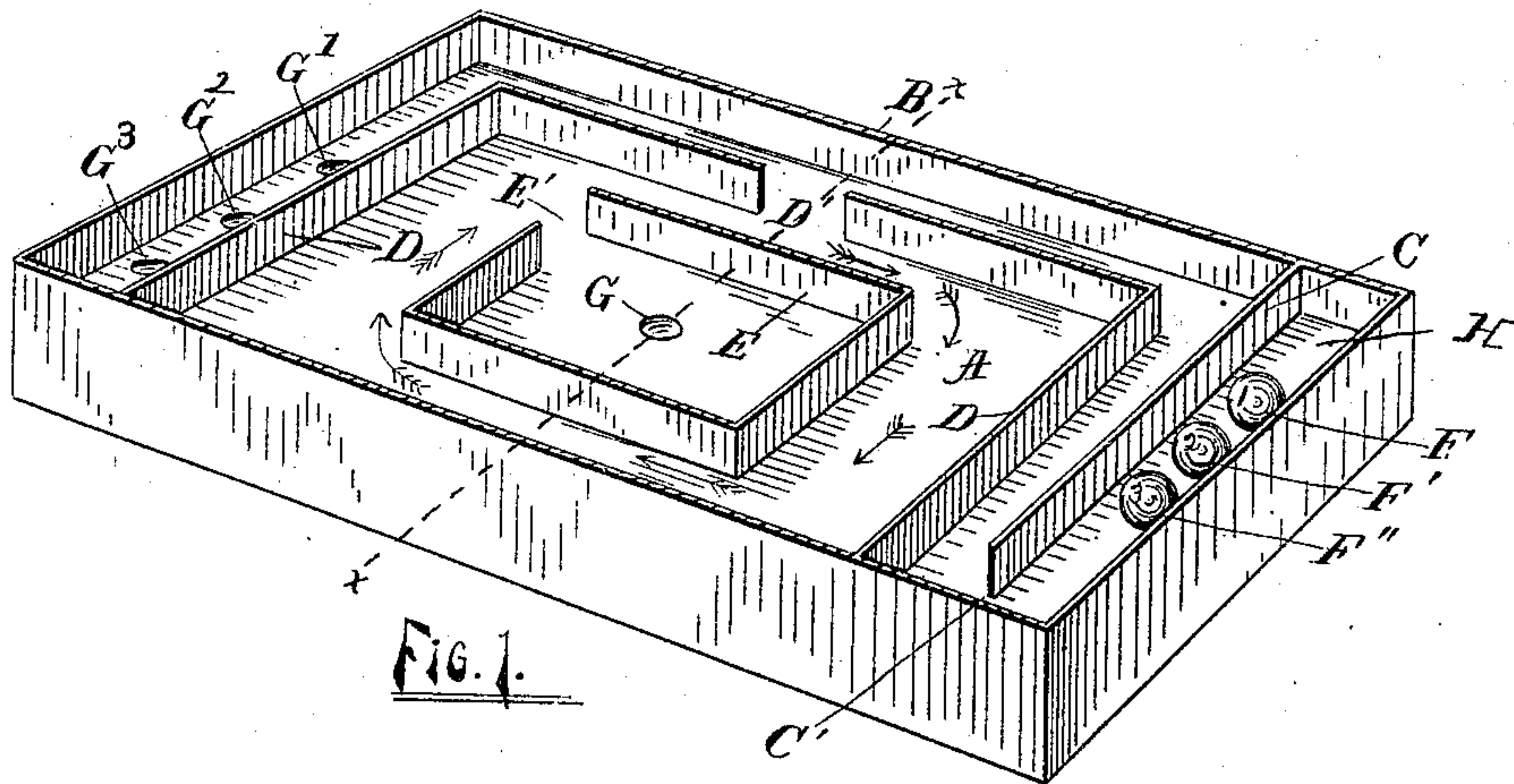
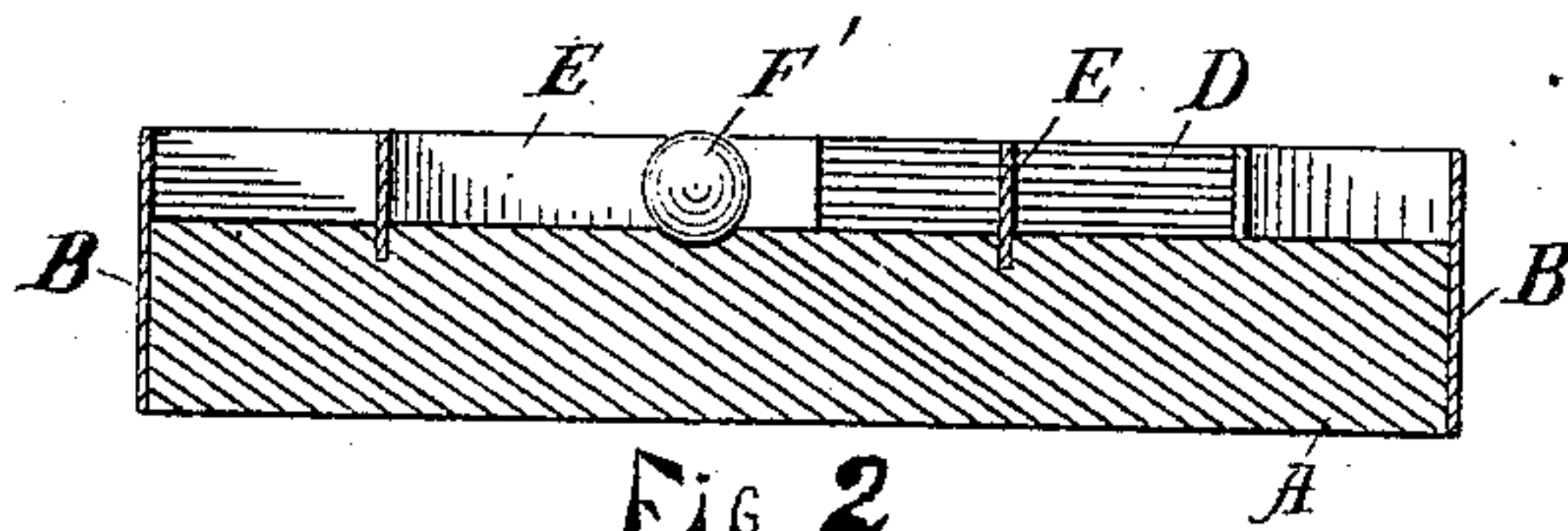


(No Model.)

F. W. BATDORF.
TOY GAME.

No. 444,112.

Patented Jan. 6, 1891.



WITNESSES:

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FRANK W. BATDORF, OF GRAND RAPIDS, MICHIGAN.

TOY GAME.

SPECIFICATION forming part of Letters Patent No. 444,112, dated January 6, 1891.

Application filed August 26, 1890. Serial No. 363,133. (No model.)

To all whom it may concern:

Be it known that I, FRANK W. BATDORF, a citizen of the United States, residing at Grand Rapids, in the county of Kent and State of Michigan, have invented certain new and useful Improvements in Toy Games; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to a toy game, and to that class of such games wherein an apparatus consisting of a flat or plane surface divided by vertical walls into various inclosures is provided with a series of balls adapted to roll thereon; and the game consists in starting the balls from a point of rest and causing them successively to traverse various routes to a given destination or final point of rest. For the purpose of increasing interest in such toy I provide names for the various inclosures and use the balls to represent persons passing from inclosure to inclosure along the various routes in the pursuit of their daily avocations, as will be readily comprehended by referring to the accompanying drawings, wherein—

Figure 1 is a perspective view of an apparatus embodying my invention, and Fig. 2 is a vertical section of the same on the line xx of Fig. 1.

A represents a rectangular board of suitable size, having an unbroken perpendicular outer wall B and a series of internal walls C D E, arranged parallel to said outer wall at the sides and ends, respectively, forming a series of inclosures and alleys.

F F' F'' are a series of balls of less diameter than the various openings C' D' E', adapted to move freely in the alleys and about the inclosures, and G G' G² G³ represent each a concavity in board A, adapted to arrest and retain the various balls, which may be numbered or colored variously to distinguish them from each other, if desired.

In playing the game two or more balls are placed in the inclosure H. The board is then manipulated in such a manner as to cause one of the balls, as F'', to pass out at the opening C' between the end of the wall C and the outer wall B, thence to the left along the

alley between the walls D and C and D and B and through the opening D', thence to the right, as indicated by the arrows in the alley between the walls D and E around the wall E and through opening E' into the central inclosure I and into the concavity G, thence out through the opening E' to the right through the alley, thence to the left through the opening D' along the alley between walls D and B, around the corner, and into one of the concavities, as G³. Then the next ball F' is started, traverses the same route, and finally stops at G². If while either of the balls is *en route*, the ball within the concavity G³ leaves its place, the ball *en route* must return to the inclosure H. When all of the balls have been so conducted over the route and are at rest in the several concavities G', G², and G³ the game is ended.

Having thus described my invention and its operation, what I claim, and desire to secure by Letters Patent, is—

1. The toy game herein described, consisting of the board A, having the unbroken outer perpendicular wall B, the laterally-extending interior wall C, located near one end of said board and having an opening C' therein, said wall forming an inclosure H, the inner wall D having lateral and longitudinal sides arranged parallel to and a short distance from the walls C and B, respectively, said wall forming lateral and longitudinal passages, said lateral passage having communication with inclosure H through opening C' and said longitudinal passage having communication with the space within said wall D through an opening D', formed in the longitudinal side thereof, the innermost wall E having the gateway E', opening communication between its interior and the space between it and said wall D, rests or stops in the inclosure H and that formed by said wall E, and a plurality of balls of less diameter than the openings and spaces between the various walls.

2. The improved toy game herein described, consisting of a board A, having the unbroken outer perpendicular wall B, the inner wall C, arranged parallel to and a short distance from the end wall, the gate or opening C', the inner wall D, arranged parallel to and a short

distance from the walls C and B, respectively,
and having the opening D', the inner wall
E, having the gateway or opening E', ar-
ranged a short distance from the walls C and
5 B, respectively, and having the concavity G
within its inclosure and the concavities G'
G² G³ between the end wall B and the wall
D, and a series of balls F F' F'', adapted to
move along the alleys between the walls and

engage the concavities, as shown and de- 10
scribed.

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

FRANK W. BATDORF.

Witnesses:

DENNIS L. ROGERS,
LUTHER V. MOULTON.