

(No Model.)

C. W. STEBBINS.  
GAME.

No. 446,481.

Patented Feb. 17, 1891.

Fig. 1

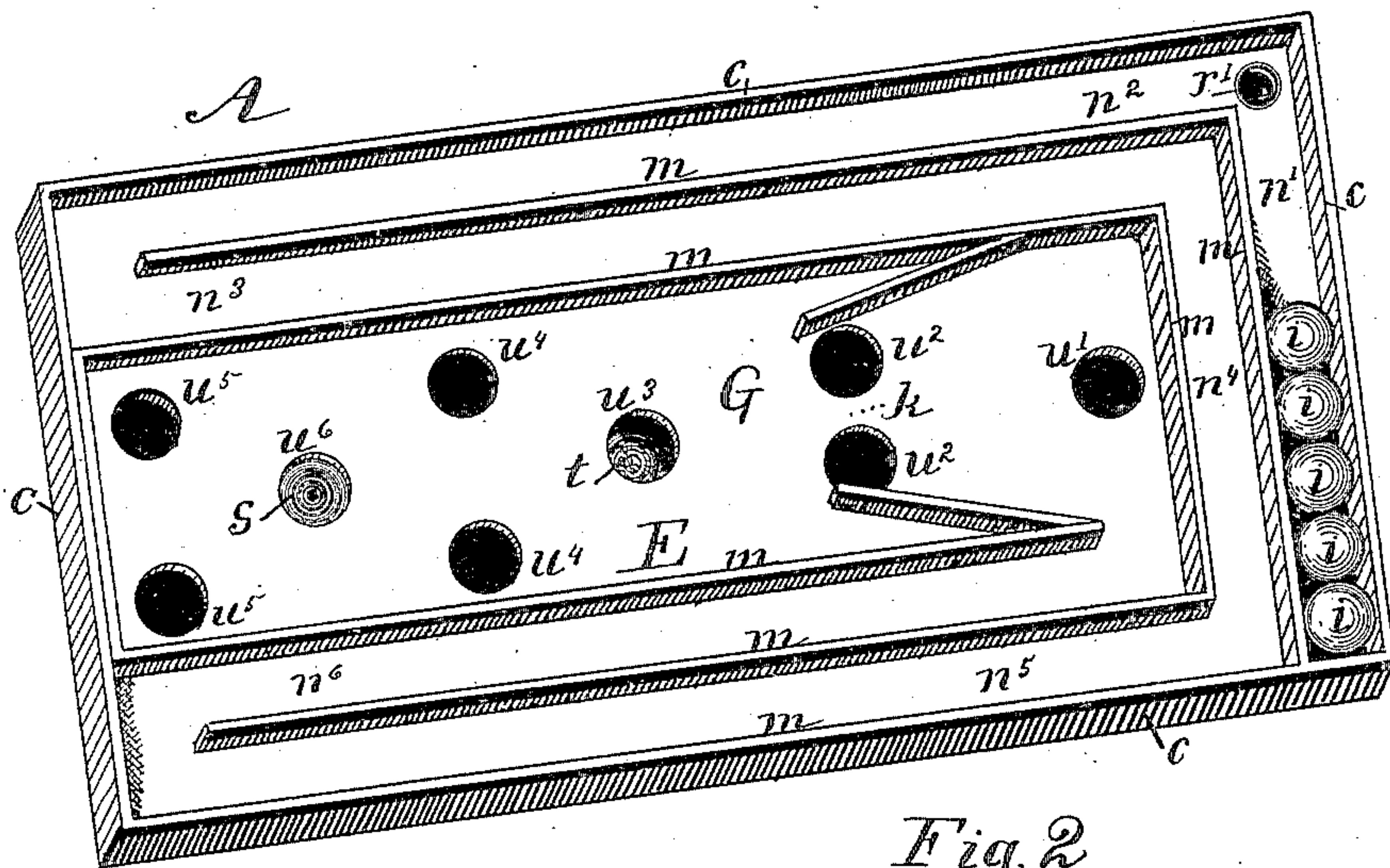


Fig. 2

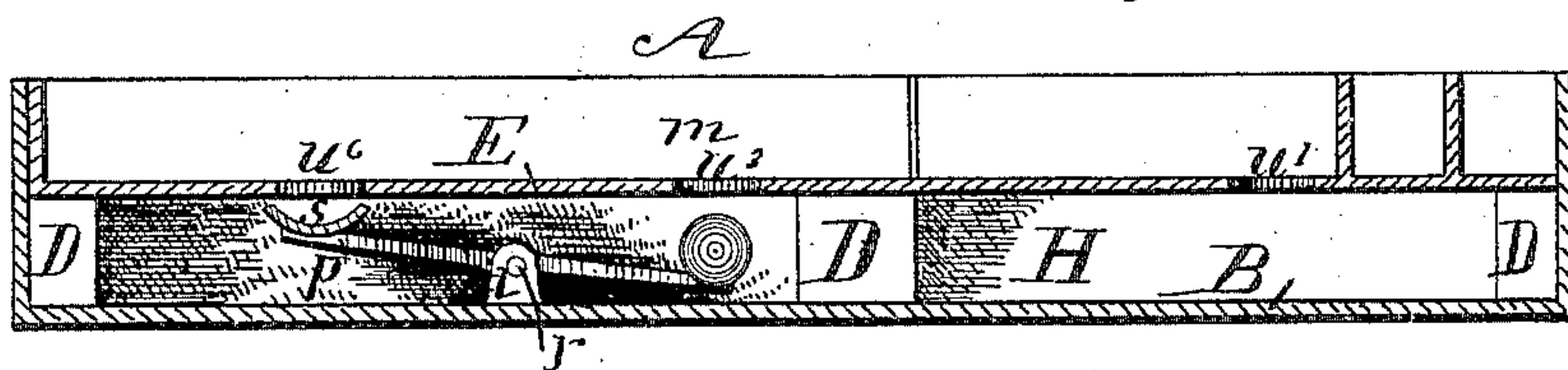
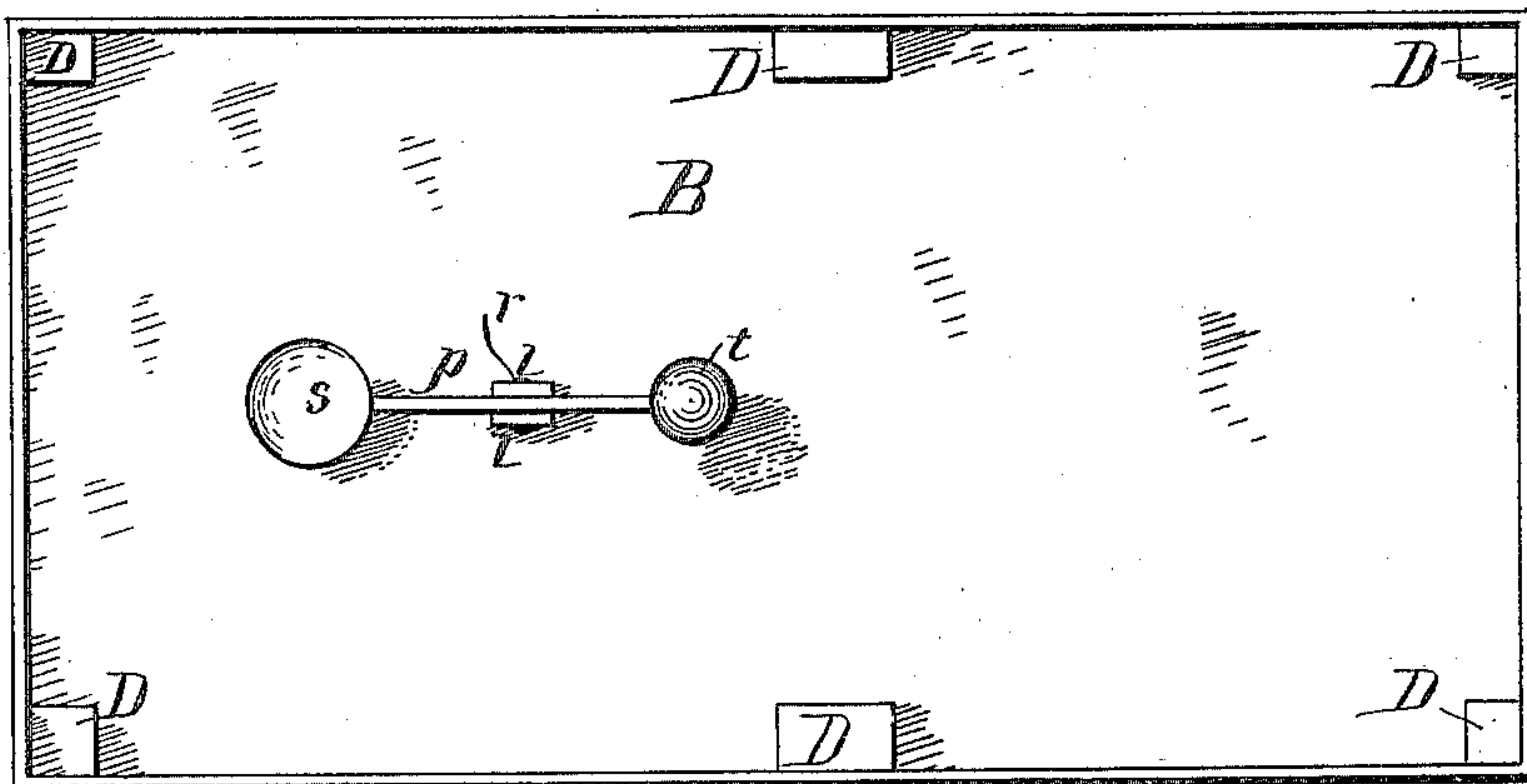


Fig. 3



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# UNITED STATES PATENT OFFICE.

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## GAME.

SPECIFICATION forming part of Letters Patent No. 446,481, dated February 17, 1891.

Application filed July 17, 1890. Serial No. 359,037. (No model.)

*To all whom it may concern:*

Be it known that I, CHARLES W. STEBBINS, a citizen of the United States, residing at New Haven, in the county of New Haven and State of Connecticut, have invented certain new and useful Improvements in Games, of which the following is a specification.

The object of my invention is to provide a game in which by suitable tipping motions and skillful management of the game apparatus the delivery of a series of spherical rollers along an angular or winding passage and among a group of receiving-pockets of different counts or values and the successful depositing of the rollers into the said pockets to insure a maximum count will afford entertainment and involve the exercise of considerable dexterity and skill.

The invention consists in the novel construction and arrangement of the game-case to form the angular passage and the receiving compartments and pockets and the combination therewith of the series of spherical rollers or balls and the "pop-up" indicator for signaling the highest count, all as hereinafter more fully described and claimed.

In the accompanying drawings, forming a part of this specification, Figure 1 is a perspective view of my improved game, and Fig. 2 is a central vertical longitudinal section through the same. Fig. 3 is a plan view with the partition which separates the upper and lower compartments removed to show the bottom of the case.

Referring to the drawings, A designates the case of my improved game, which is a shallow oblong box of wood, card-board, or other suitable material, and is preferably proportioned with a length of about twice its width, as shown. The bottom B is flat, and the sides c are straight and vertical. At the corners of the case and midway of the longest sides are small wooden blocks D of a height equal to about half the depth of the case, which rest upon the bottom B and are secured snugly against the vertical sides of the case. Resting upon the said blocks is a removable bottom E, freely fitting into the case and adapted to be readily lifted out and removed therefrom for the purpose hereinafter described.

On the upper side of the removable bottom E are straight vertical walls m, arranged par-

allel with the sides c of the case and with their upper edges flush with the plane of the upper edge of the case. The said walls m and the outer walls c are arranged to divide the space above the removable bottom into a series of straight grooves, which are connected to form a single angular passage extending as follows:

Commencing at one end of the case, a transverse groove  $n'$  extends across the end parallel with the outer wall thereof and connects with the lengthwise groove  $n^2$ , extending along the side of the case, which groove at the opposite end of the case connects with the return-groove  $n^3$ , extending parallel with the groove  $n^2$ , interior to it and connecting with a transverse groove  $n^4$ , parallel and interior to the groove  $n'$ , which groove  $n^4$  is connected with the lengthwise groove  $n^5$  on the side of the case opposite the grooves  $n^2$   $n^3$ , and the said groove  $n^5$  connects with a lengthwise return-groove  $n^6$  interior to it, which opens into a central rectangular inclosure G, extending from the groove  $n^4$  to the opposite end of the case. The said angular passage thus extends down and back in a return-bend on each side of the case and crosses the end thereof in opposite directions, thus having four right-angled turns and two return-bends. The passage is of uniform width throughout and is adapted to receive and convey the spherical rollers or balls  $i$ , with which the game is played. The said rollers  $i$  are of uniform size and fit loosely in the passage, being adapted to roll freely along it and easily pass around the angles and return-bends thereof. The rollers may thus be conducted from the end groove  $n'$  along the entire length of the angular passage and conveyed into the inclosure G. Through the bottom B within the said inclosure G a series of holes or ports are arranged in the relation shown, opening through into the compartment H beneath the bottom E, said holes being designated by the reference-letter  $u$  with numerals. The holes are sufficiently large to freely admit the spherical rollers  $i$ , which may therefore be deposited in them after being conducted along the angular passage into the inclosure. The said angular passage opens into the inclosure G at the corner thereof and end of the lengthwise groove  $n^6$ , and the first of the series of holes  $u'$  is placed opposite or



in front of the said opening in the central lengthwise plane of the case, so that the rollers will fall into it as they enter the inclosure unless they are otherwise directed. The hole  $u^6$ , which is intended to represent the highest count or value, is located near the opposite end of the inclosure in the central lengthwise plane thereof and at about the same distance from the end as from the walls of the inclosure.

Nearly midway between the holes  $u^1$   $u^6$  and in line therewith is a hole  $u^3$ , and nearly midway between the said holes  $u^3$  and the first hole  $u^1$  is a pair of holes  $u^2$ , arranged quite close together in a transverse plane, thus providing a narrow bridge  $k$  between them. Inclined vertical guides are extended from the side wall of the inclosure to the outer sides of the said holes to restrict the width of the entrance into the main part of the inclosure and leave only the narrow bridge  $k$  between the holes  $u^2$  for the passage of the rollers  $i$ . Midway between the holes  $u^2$  and  $u^6$  are two holes  $u^4$ , both set in the same transverse plane and respectively adjacent to the side walls of the inclosure, and similar holes  $u^5$  are placed at the corners of the inclosure at the end opposite to the first hole  $u^1$ . The said holes  $u^3$   $u^4$   $u^5$  are located all in suitable positions to intercept the rollers on their way to the hole  $u^6$  of highest count and render the depositing of the rollers therein extremely difficult.

On the bottom of the case are two ears  $l$ , between which a balance-beam  $p$  is pivoted and adapted to oscillate freely on the pivot  $r$ , passing through the ears. The ends of the beam are placed, respectively, under the holes  $u^3$   $u^6$ , and a cupped plate  $s$  is secured on the end which is under the hole  $u^6$ . To the opposite end of the beam is attached a counter-weight  $t$ , which normally holds the cupped plate  $s$  up against the removable bottom, but is sufficiently light to be raised by the weight of a spherical roller when the roller falls into the hole  $u^6$  and rests upon or strikes the plate  $s$ .

The counter-weight  $t$  is preferably made spherical and sufficiently large to nearly fill the hole  $u^3$ , and when it is projected or popped up above the floor of the inclosure G by the weight of a ball striking upon the plate  $s$  it indicates that the said ball has entered the hole  $u^6$  and thus signals the count. When the plate descends sufficiently to allow the roller to fall off therefrom, the beam will return to its normal position in readiness to indicate another count; but if a roller falls into the hole  $u^3$  it cannot escape past the counter-weight  $t$ , and will lodge there and thus prevent successive high counts from being made throughout the remainder of the game.

At the corner of the case at the junction of the grooves  $n'$   $n^2$  an aperture or depression  $r'$  is provided of such size that it will detain and hold the rollers without passing them through into the compartment II. The said aperture represents a negative count or for-

feit, and if a roller lodges therein in passing the total score of the game is lessened thereby.

The operation of playing the game is as follows: The spherical rollers are placed in the groove  $n'$ , and then by suitably and dexterously tipping the case A the rollers may be successively caused to roll along the angular passage  $n'$   $n^2$   $n^3$   $n^4$   $n^5$   $n^6$  into the inclosure G. By employing sufficient skill they may be deposited in the hole  $u^6$ ; but they are liable to be caught or intercepted, first by the forfeit-hole  $u'$ , or if they escape said hole a greater liability of being caught in the holes  $u^2$  remains, and when the rollers are successively passed over the bridge  $k$  considerable skill will be required to direct them around the hole  $u^3$ , which lies directly in the line of the bridge, and past the holes  $u^4$  into the hole  $u^6$  of highest count, and if the rollers pass the hole  $u^6$  they are liable to be caught by the holes  $u^5$  in the corners of the inclosure. All the holes except the hole  $u^6$  may represent uniform values or be numbered in ascending series, counting from the hole  $u'$  as desired. As the rollers are dropped through the hole  $u^6$  the indicator pop-up will announce the count; but if a roller lodges in the hole  $u^3$  no further high counts can be made during the game, as described. The value of the depression  $r'$  being negative, in order to insure a maximum score, it is necessary to avoid lodging the rollers in the said depression, either while passing them over it or by allowing them to roll into it while the attention is directed to the successful exploiting of other rollers through the winding passage or within the inclosure G. After all the rollers are played they may easily be taken from the compartment II by simply removing the bottom E. The count represented by the hole  $u'$  may be negative, if desired, and correspond to forfeiture of the score greater than that effected by the aperture  $r'$ ; also, if a roller is dropped through the hole  $u^6$  carefully it can be made to remain on the plate  $s$  and counted as of a higher score than when the pop-up indicator is simply sighted, and immediately drops back into place again.

The value or count assigned to the holes, the number of rollers employed, the number of times each series of rollers are to be played in a game, and the amount and conditions of the score constituting a game may all be changed as desired and are optional with the players, and the entertainment of the play may thus be varied indefinitely.

I claim—

1. In game apparatus, the combination, with a series of spherical rollers, of a case having an angular or winding passage, a detent depression or aperture in the said passage, an inclosure with which the said passage communicates, a hole or pocket in the floor of the said inclosure opposite the entrance of the said passage, a hole or pocket of maximum count, and a series of holes or



pockets arranged around and guarding the said port, all the said holes being adapted to receive the said rollers, as and for the purpose specified.

5 2. In combination, the case A, the removable bottom therein forming upper and lower compartments, vertical walls arranged on the said bottom providing an angular or winding passage, and an inclosure G with which said  
10 passage communicates, the said removable bottom having a series of holes or ports therein within the said inclosure and opening through into the said lower compartment beneath them, and a detent depression in the  
15 said passage, and a series of spherical rollers adapted to be rolled through the said angular passage and deposited through the said ports into the compartment beneath, substantially as specified.

20 3. In game apparatus, the combination of the case having a partition or bottom dividing it into upper and lower compartments, and vertical walls arranged on the said partition to form a continuous passage, having a series  
25 of right angles and return-bends therein, and an inclosure or compartment into which the said passage opens, the floor of the said inclosure having a group or series of holes or ports opening into the lower compartment  
30 from the inclosure, and a narrow bridge  $k$ , having a pitfall  $u^2$  on each side thereof and separating the inclosure into parts communicating only by the said bridge, and the series of spherical rollers adapted to be rolled  
35 through the said passage into the said inclosure and deposited through the said holes into the compartment beneath, substantially in the manner and for the purpose specified.

40 4. In a game, the combination of the box or case A, a partition E, separating the case into

an upper space and lower compartment, walls separating the said upper space into the continuous angular passage  $n' n^2 n^3 n^4 n^5 n^6$  and the inclosure G, a detent depression  $r$  in the said continuous passage, the holes  $u'$  within  
45 the said inclosure, a narrow bridge  $k$ , leading to the body of the inclosure and having a pitfall  $u^2$  on each side thereof, and a group of holes within said main part of the inclosure adapted to represent different counts or values,  
50 all the said holes opening into the lower compartment, and a series of spherical rollers adapted to be rolled along said angular passage and deposited through said holes, substantially in the manner and for the purpose  
55 specified.

5. In a game, the combination of the box or case A, a partition E, separating the case into an upper space and lower compartment, walls separating the said upper space into the continuous angular passage  $n' n^2 n^3 n^4 n^5 n^6$  and  
60 the inclosure G, the holes  $u'$  within the said inclosure, holes  $u^2$ , forming a narrow bridge to the body or main part of the inclosure, and a group of holes within said main part of the  
65 inclosure adapted to represent different counts or values, all the said holes opening into the lower compartment, a balance-beam pivoted in the lower compartment with its ends respectively under holes in the body of the  
70 inclosure, one end of the said beam carrying a plate and the other an indicator or counterweight, and a series of spherical rollers, all arranged substantially in the manner and for the purpose specified.

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Witnesses:

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