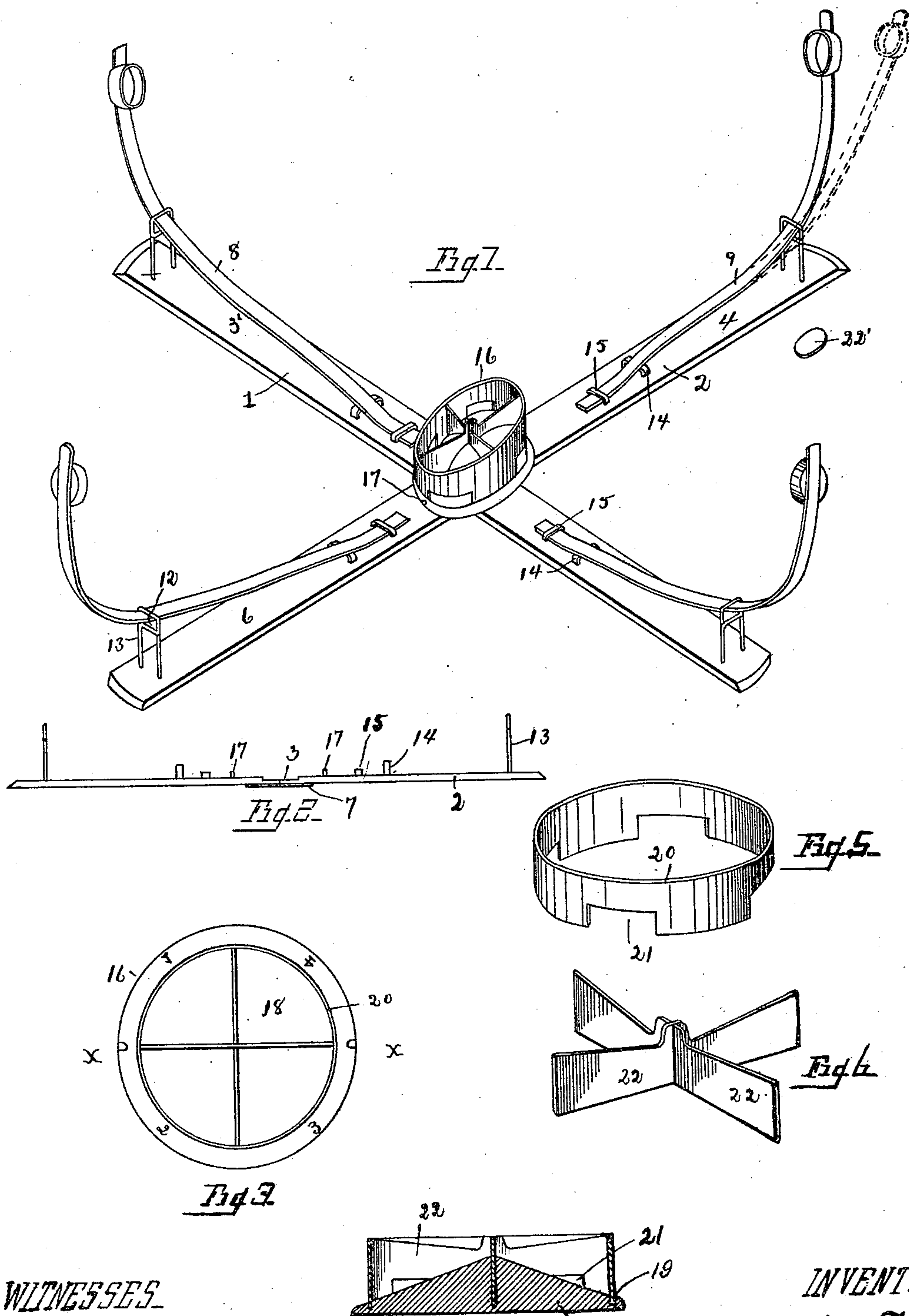


(No Model.)

C. M. FISK.
GAME APPARATUS.

No. 460,717.

Patented Oct. 6, 1891.



WITNESSES

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 460,717, dated October 6, 1891.

Application filed March 20, 1891. Serial No. 385,721. (No model.)

To all whom it may concern:

Be it known that I, CASSIUS M. FISK, of Napoleon, county of Henry, and State of Ohio, have invented certain new and useful Improvements in a Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description of the invention, which will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters of reference marked thereon, which form part of this specification.

My invention relates to a game, and has for its object to provide an apparatus whereby several amusing games may be played by two or more players or by an entire company by making the game what is called "progressive," the game played herewith being capable of the same diversion and management as progressive euchre, &c.

A further object is to provide a neat and inexpensive game device that can be readily folded for transportation and easily adjusted for use.

With these objects in view the invention consists in a game apparatus comprising a plurality of resilient arms, each carrying a cup-shaped receptacle, and a tally-box adapted to receive a game-counter when projected from the cup-shaped receptacle into the same.

In the drawings, Figure 1 is a top plan view of a complete game-board. Fig. 2 is an edge view of one of the arms, showing the central flexible connection to allow of folding the same. Fig. 3 is a plan view of the tally-box. Fig. 4 is a longitudinal vertical section of the same on lines *x x*, Fig. 3. Fig. 5 is an elevation of the rim of the tally-box, and Fig. 6 is a like view of the division-plates.

1 and 2 respectively designate base-pieces, one-half of the thickness of each being cut away, as at 3, so that they may be crossed at right angles, as shown at Fig. 1, with the upper surface of each on the same horizontal plane, thereby forming arms 3', 4, 5, and 6. Each base-piece is preferably formed of two like sections and joined by a flexible connection 7, whereby the arms may be folded one upon the other to allow of packing the same into a small space. Upon the outer end of each arm 3', 4, 5, and 6 is secured a spring 8,

9, 10, and 11, respectively, by being passed through an opening 12 in a standard 13, secured in the outer end of each arm, the inner end of each spring being passed over a projection 14 and through a staple 15, each of which are arranged upon the arm intermediate its length. This mode of securing the springs allows of adjustment of the same to any desired length or tension.

16 designates a tally-box arranged upon the base-pieces at the point of crossing, and held in position by pins 17 upon the arms.

Tally-box 16 is composed of a conical base 18, having an annular groove 19, into which is inserted the lower edge of a rim 20, having rectangular openings 21 for a purpose hereinafter stated. The tally-box is divided into four quadrant-shaped compartments by means of plates 22, crossing each other at right angles, the quadrant-shaped compartments being coincident with the openings 21 of the rim and preferably numbered from 1 to 4, respectively.

In operation each player is supplied with a number of disks 22, (see Fig. 1,) the disks of each player being designated by either a numeral, as 1 2, &c., as shown, or the disks may be of different colors to render them distinctive. One of these disks is placed in one of the cups upon one of the springs. The spring is then forced back, as shown in dotted lines, Fig. 1, and allowed to impel forward with a velocity due to its resiliency, thereby projecting the disk into one of the compartments of the tally-box, and passes out through one of the openings 21.

The game may be played by numbering each opening, as shown, from 1 to 4 and counting the game by the denomination of the opening through which the most disks have passed, or the disks may be numbered, as shown, and the player successful in landing the disks aggregating the greatest number declared the successful player, or, if colored, the player successful in landing the greatest number of disks into the center may be declared the winner.

In view of the fact that great skill is required to successfully project the disks into the compartments of the tally-box the game elicits more than ordinary interest.

I wish it understood that I do not limit my-

self to the precise construction shown, but may vary the same widely without departing from the spirit of my invention.

What I claim is—

5 1. In a game apparatus, a series of arms, springs adjustably secured thereon at an angle to each other, each carrying a receptacle for a disk, a disk, and a divided receptacle for the same when thrown therein by the ac-
10 tion of the spring.

2. In a game apparatus, foldable arms arranged at an angle to each other, each provided with a spring having a cup-shaped receptacle, a disk, and a divided receptacle
15 adapted to receive the disk when projected by the spring.

3. In a game apparatus, a series of arms arranged at right angles to each other, a spring adjustably secured upon each arm, each spring provided with means for holding 20 a disk, and a receptacle for the same, arranged centrally of the arms and divided into quadrant-shaped compartments, each compartment having a number.

In testimony that I claim the foregoing as 25 my own I hereby affix my signature in presence of two witnesses.

CASSIUS M. FISK.

Witnesses:

D. MEEKISON,

W. H. BROWNELL.