

(No Model.)

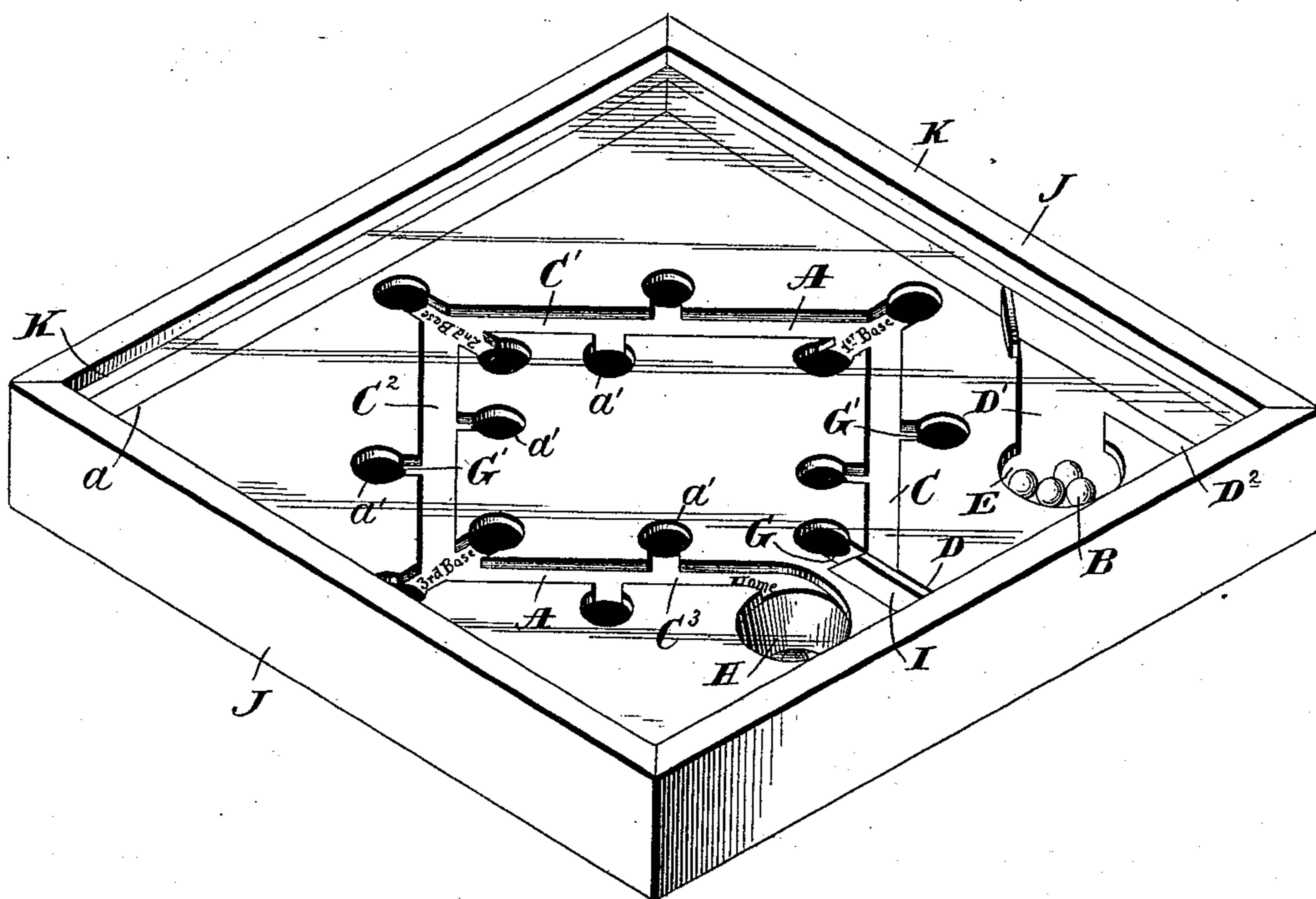
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A. E. STOKES.
GAME APPARATUS.

No. 494,496.

Patented Mar. 28, 1893.

Fig. 1.



Witnesses:
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Henry C. Hazard.

Inventor.
Arthur E. Stokes
by P. M. Russell
his attorney

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2 Sheets—Sheet 2.

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Fig. 2.

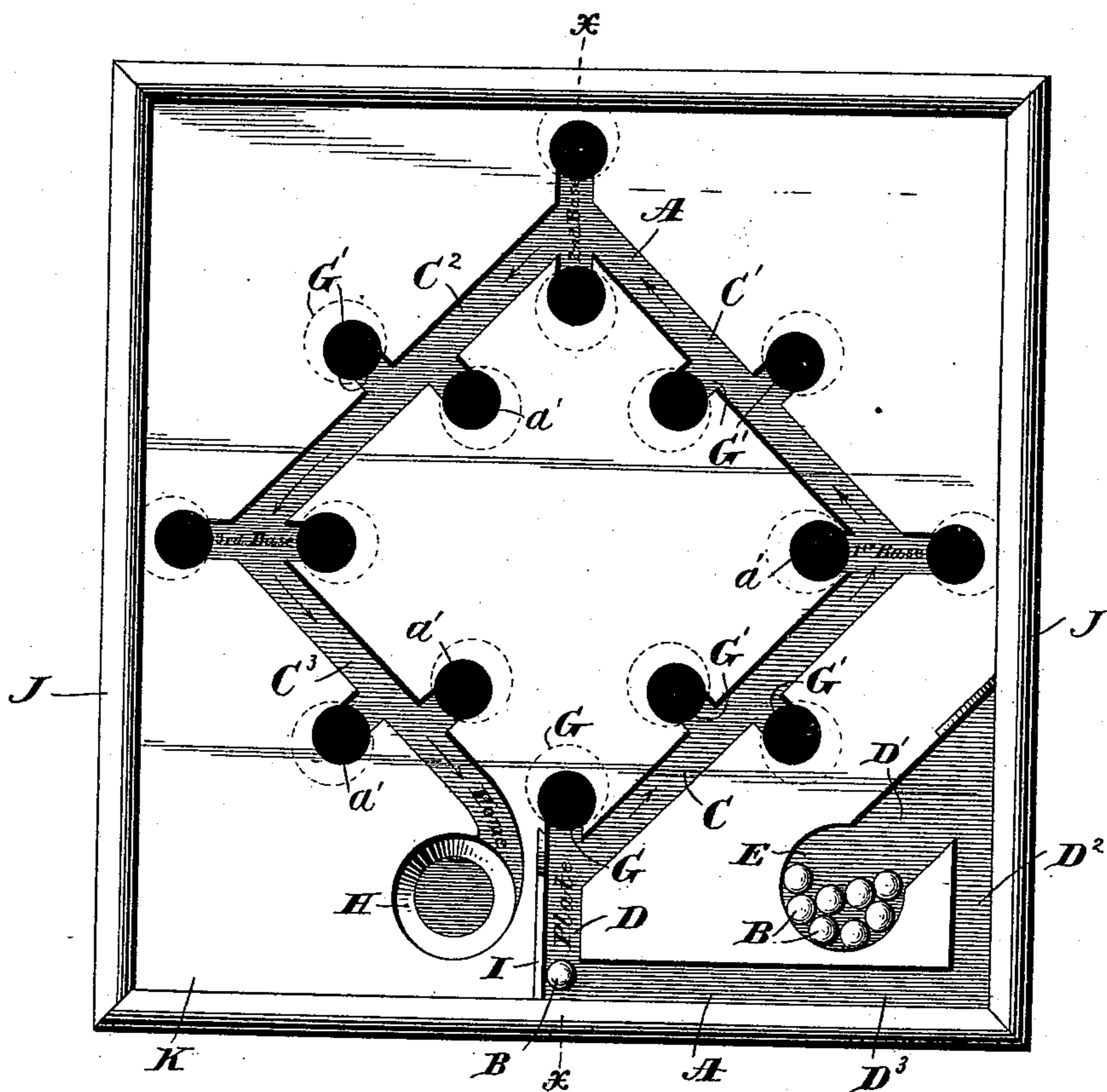
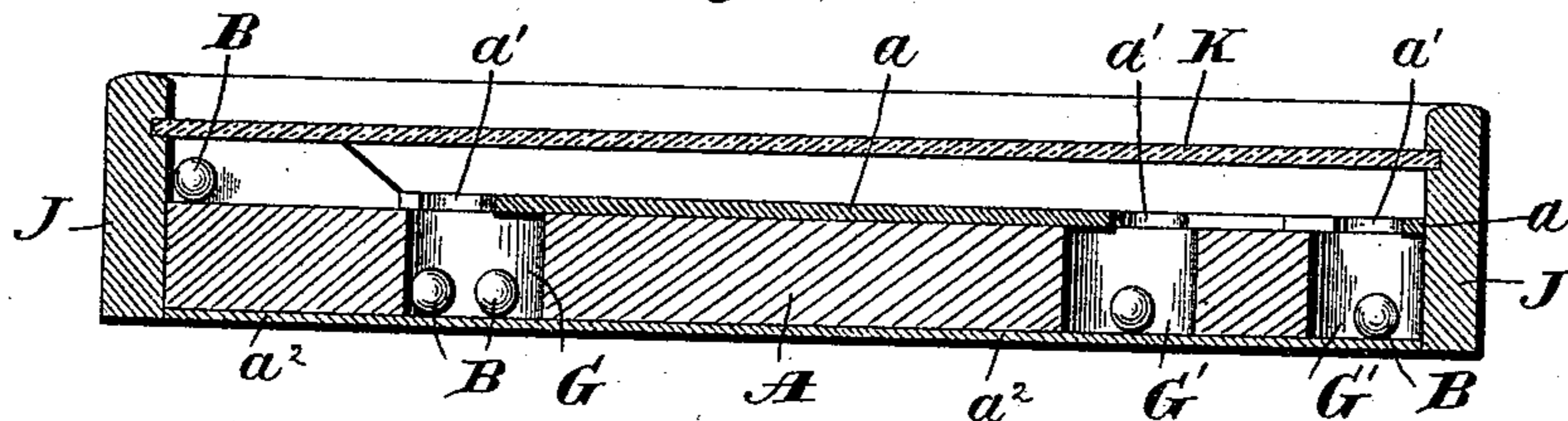


Fig. 3.



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UNITED STATES PATENT OFFICE.

ARTHUR EDWARD STOKES, OF ISLAND HEIGHTS, NEW JERSEY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 494,496, dated March 28, 1893.

Application filed April 28, 1892. Serial No. 431,035. (No model.)

To all whom it may concern:

Be it known that I, ARTHUR EDWARD STOKES, a citizen of the United States, residing at Island Heights, in the county of Ocean, and in the State of New Jersey, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, in which—

Figure 1 is a perspective view of my game apparatus; Fig. 2 a plan view thereof; and Fig. 3, a section on the line $x-x$ of Fig. 2.

Letters of like name and kind refer to like parts throughout the several figures.

The object of my invention has been to provide an attractive and interesting game and more especially one simulating the well known game of base ball, which, while involving the use of apparatus quite simple in structure and cheap of manufacture, and itself not difficult of being understood, will enable the representation or reproduction of a number of the features, and particularly the leading features, of the game.

To these ends, the invention consists in a game apparatus comprising a board or plate having a quadrilateral form path or way along which, at certain points, pockets are provided, a starting point a goal or home distinct from the latter in communication with said way, and one or more movable objects preferably in the form of a ball or balls, adapted to be moved along said path or way toward the goal or home, and while being so moved be exposed to the possibility of entering any one of the pockets.

Referring to the drawings by letter, A designates the board or plate and B, the balls. The former, which may be of wood, metal, or other material, is preferably square in shape and of such dimensions as will allow of its easy and convenient holding in the hand or hands. On its upper surface is formed by four well-defined grooves C, C', C² and C³, a rectangle which represents, or constitutes the "diamond" that is, the figure formed by the paths which run in straight lines from the home plate to the first base, from the latter to the second base, from the second base to the third base and from the third base to the

home plate. In the space usually occupied by the catcher is provided a straight groove D that at one end communicates with the groove C running from the home plate to the first base, and at its other end communicates with a circular shaped pocket or cavity E of a size to contain, preferably, nine balls B. This pocket E is situated, relative to the diamond, at the place usually occupied by the players, while waiting their turn at the bat. A groove D' somewhat wider than the grooves described, extends from the pocket E, in an oblique direction, parallel with the groove C, into communication with a rearwardly extending groove D² that in turn communicates with the rear end of the groove D running to the home plate, by means of a transversely extending groove D³. Just at, or a trifle beyond the point of intersection of the grooves D and C, and within the diamond is a pocket G, in the form of a circular cavity or opening, and at the intersection of the grooves at each of the three bases two such pockets are provided, one within and the other outside the diamond. At points along the grooves, between the bases, there are similar pockets G'. As shown there are two pockets having this location, one on each side of the groove, but said pockets are not arranged directly opposite each other, in order that the difficulty of a ball passing them in may be increased. The pockets at each of the three bases are preferably placed opposite each other.

As it is desirable, because of convenience and certainty in counting or recording the number of balls which may pass safely around the bases, without falling into any of the pockets, to keep such balls separate from those which may fall into the first or home plate pocket G, said pocket is not used as a goal, but another and separate pocket H is provided into which the groove C³, from third base to home, discharges. Said pocket H is placed near to, but, of course, out of communication with the pocket G, and said pocket G has no communication with the groove C³. Preferably, the goal pocket H is placed adjacent to the groove D.

Of course, the various grooves and pockets may be formed in the surface of the board or

plate A, but a cheap construction, and the one shown in the drawings is to make the part A of wood and bore holes in the same of appropriate size to form the pockets, and attach thereto, a piece of pasteboard *a* of the same size and shape, having openings *a'* corresponding in number and relative location to the holes in said part A, and portions removed to form the described grooves. Preferably the diameter of the openings *a'* of the pockets adjacent to the grooves forming the diamond is but little greater than the diameter of one of the balls B, while each of the holes in the part A is made large enough to contain all of the balls. By this arrangement, although a ball can easily fall into a pocket, there is but little possibility of its getting out again accidentally, while the device is being manipulated to move another ball. The holes in the part A may pass either partly, or wholly through the same, and, if the latter be the case, a piece of pasteboard *a*² having the shape and area of the board will be attached to its underside, to close said holes and form bottoms therefor.

The pocket E is formed simply by the removal of a portion of the pasteboard *a*, without a hole being formed in the wooden part A. The bottom of said pocket is thus in a plane with the bottom of the grooves leading therefrom, so that the balls will readily pass out of said pocket.

Preferably a rim or flange I is placed along the edge of the groove D adjacent to the goal pocket H to prevent the passage of balls from the pocket to the groove, or vice versa.

To prevent the balls from falling off of the board, should they escape or get out of the grooves, or pockets, a rim or flange J is placed around the edges of said board, and to prevent all possibility of removal of the balls from the board it is desirable to place over the same a piece of glass K, which can be secured to and supported by the rim or flange J. Said glass should be sufficiently above the surface of the board to permit easy passage over the whole surface thereof, as well as along the grooves—in order that the balls may be easily returned to the starting pocket E.

The apparatus is to be used as follows:—The balls B, preferably nine in number, representing a side having its innings, are assembled in the pocket E. Should any be in any of the other pockets they can be gotten out simply by turning the board upside down. From said pocket E, they are to be moved one at a time and passed around the grooves simply by manipulating the board A and without touching them with the fingers. The objective point is the goal pocket H, and to reach this a ball has to pursue the course taken by a player in running bases, with the possibility of being thrown out of the game at the points where it is most likely that a player in the actual game will be put out. Thus, if a ball pass from the groove D into the pocket G at the home plate, said ball is typical of a

player put out, while at the bat. If it pass such pocket and enter the groove C, but enter or fall into either of the pockets on the way to first base, then it is put out while running to first. If it safely pass these pockets, but enters either of the pockets at first base, then it is out at first, and so on around. To make a run or score, a ball must pass around to goal, without entering any put-out pocket.

In playing the game in its simplest manner, only the balls that thus get into the goal pocket H are to be taken into account, and if several persons are playing, the one who succeeds in getting the greatest number of balls into said goal beats in the game.

Although especially well adapted to be used competitively by a number of persons, my game is capable of affording amusement to one person playing alone. Suitable rules may be prescribed, and these may readily be based upon points or features of the actual game, but it is not necessary here to indicate any such rules.

Of course, the number and location of the put-out pockets, and the shape of the grooves may be varied, as well as other changes made without departure from my invention, and such changes I deem myself at liberty to make.

My invention is simple both in regard to the apparatus required, and in understanding the use thereof; and yet sufficient skill is called for to safely move a ball from the starting pocket E to the goal pocket H, to make the operation quite attractive and interesting.

Having thus described my invention, what I claim is—

1. A game apparatus comprising several balls, and a board having a way along which a ball can be caused to pass, arranged in the form of a quadrilateral, pockets at points adjacent to the way, and a starting point and a goal to which the way leads, separate from each other as and for the purpose shown.

2. A game apparatus comprising several balls, and a board having a way along which a ball may move, arranged in the form of a quadrilateral, a pocket adjacent to each corner of the latter, and a starting point and a goal to which the way leads, separate from each other substantially as and for the purpose set forth.

3. A game apparatus comprising several balls, and a board having a way along which a ball may move, arranged in the form of a quadrilateral and terminating in a pocket to form a goal, a starting pocket separate from the latter leading to the way a pocket adjacent to each corner of the quadrilateral, two pockets adjacent to each of the sides of the latter, between the corners and on opposite sides of the way, but not opposite each other, substantially as and for the purpose shown.

4. A game apparatus comprising several balls and a board having a way along which a ball may move, arranged in the form of a quadrilateral and terminating in a pocket constituting a goal, a second way communicating

with the quadrilateral at one of its corners, the pocket adjacent to such corner, the two pockets adjacent to each of the other corners, the pockets between the corners, and the
5 starting pocket apart from the goal and communicating with said second way, substantially as and for the purpose set forth.

10 5. A game apparatus comprising several balls, and a board having a way along which a ball may move, arranged in the form of a quadrilateral and terminating in a pocket forming a goal, a second way leading from a starting pocket communicating with the quad-

rilateral at one of its corners, and adjacent to the goal pocket, and a flange or other obstruction between said second way and said goal pocket, substantially as and for the purpose described. 15

In testimony that I claim the foregoing I have hereunto set my hand this 16th day of 20 April, 1892.

ARTHUR EDWARD STOKES.

Witnesses:

JOHN H. LEMING,

EDWIN B. WHITCRAFT.