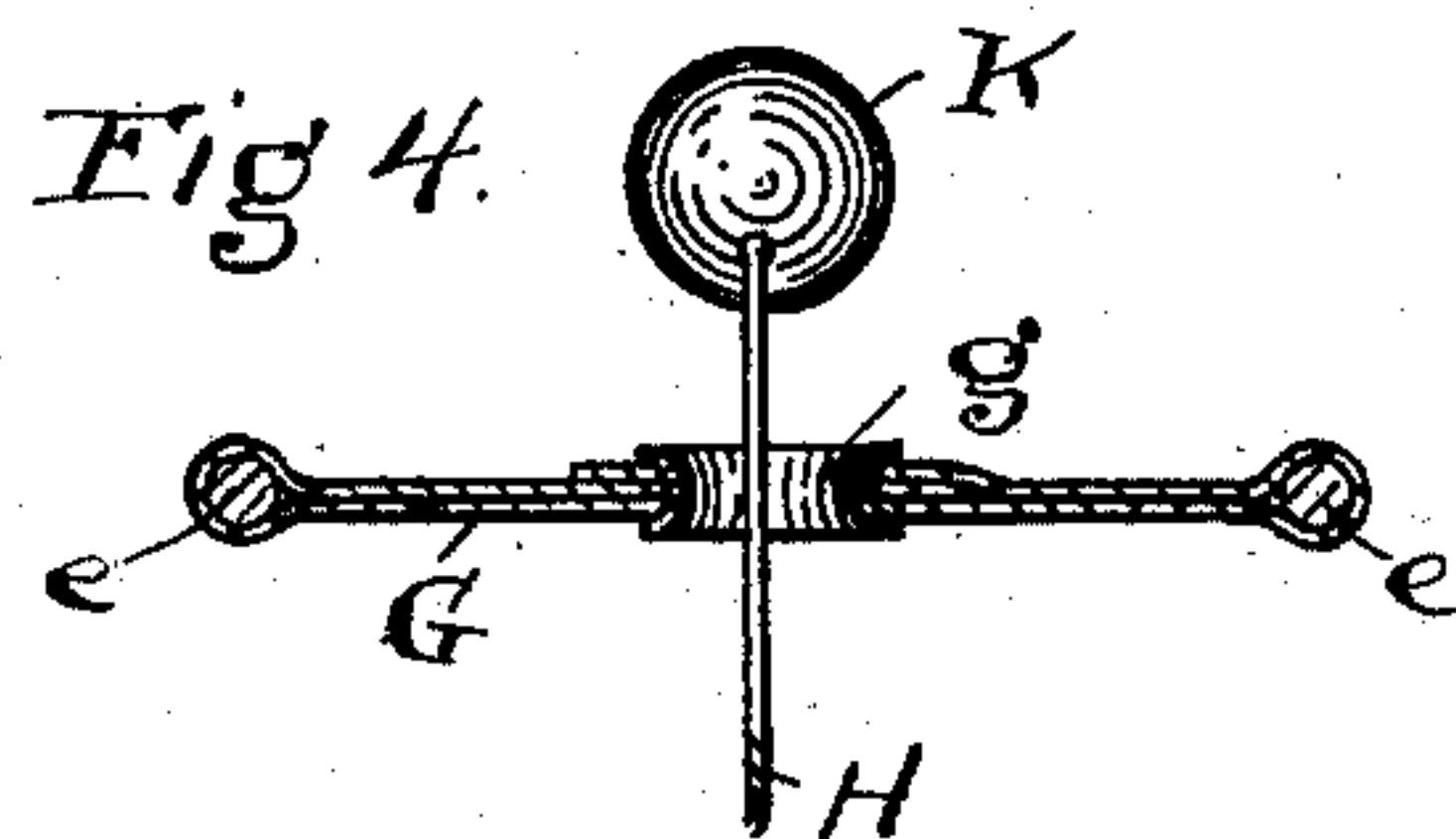
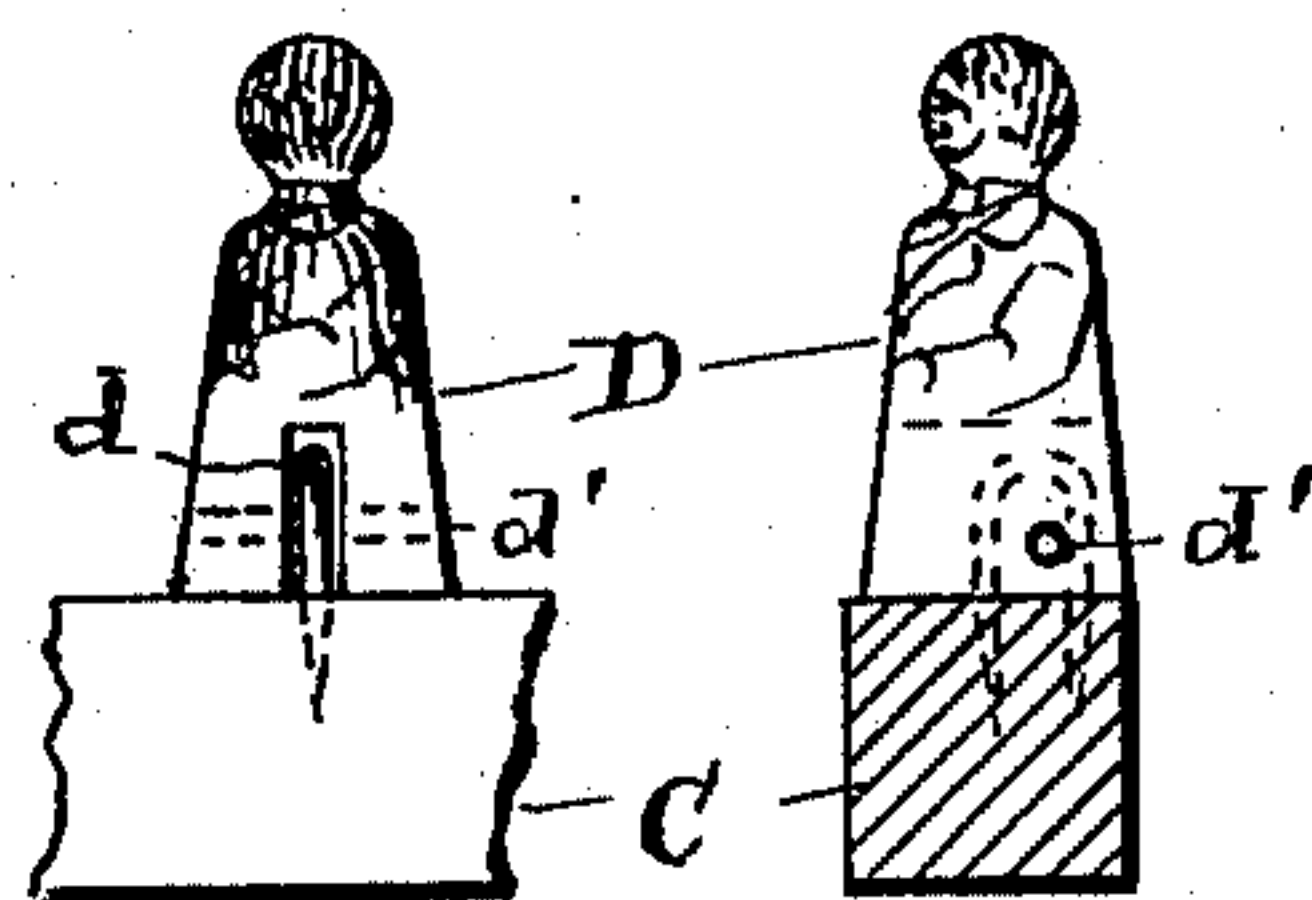
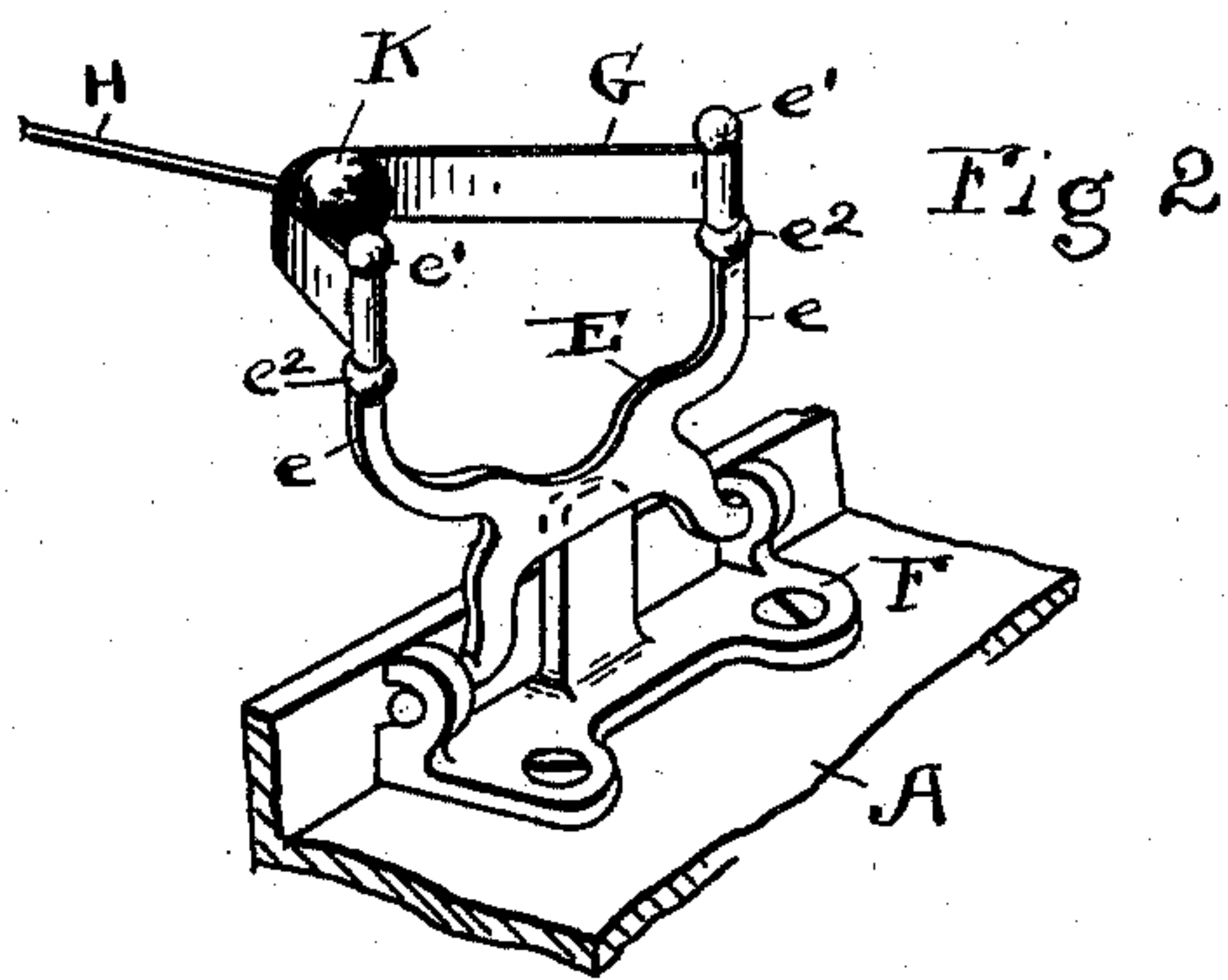
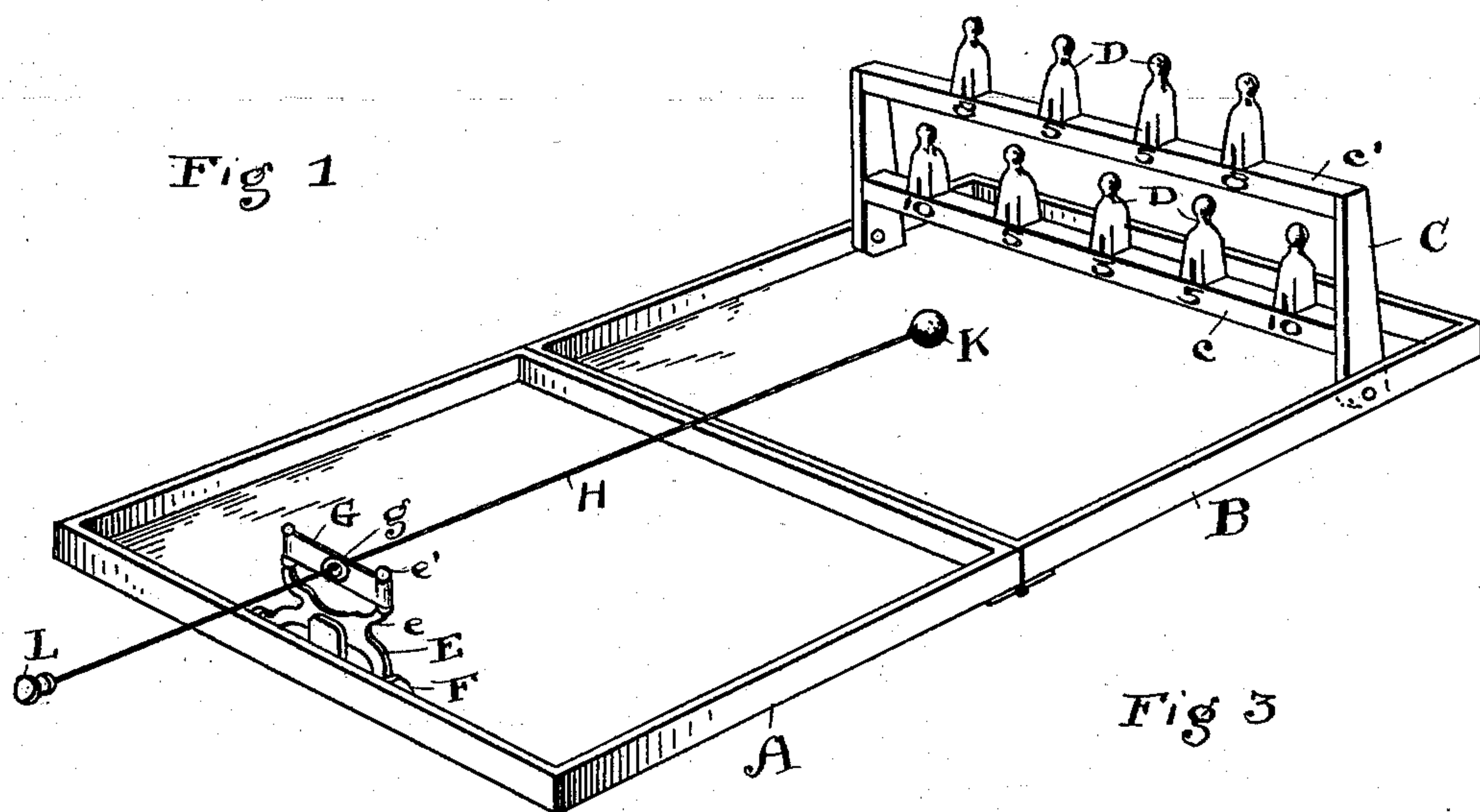


(No Model.)

W. E. KELLY.
GAME APPARATUS.

No. 509,601.

Patented Nov. 28, 1893.



Witnesses

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UNITED STATES PATENT OFFICE.

WILLIAM E. KELLY, OF CLEVELAND, OHIO.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 509,601, dated November 28, 1893.

Application filed November 28, 1892. Serial No. 453,437. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM E. KELLY, a citizen of the United States, residing at Cleveland, in the county of Cuyahoga and State of Ohio, 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 of the invention, which will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to game apparatus, and the invention consists in a game apparatus of the variety or kind more especially known as shooting games, in which a projectile with objects to be aimed at are used, all substantially as herein shown and described and particularly pointed out in the claims.

In the accompanying drawings Figure 1 is a perspective view of my improved game, with the parts arranged as in use. Fig. 2 is a detail view in perspective of the projector alone, and Fig. 3 is a view of one of the figures in detail and sectioned so as to show the manner of supporting the same. Fig. 4 is a cross section of the elastic band and the arm supporting the same, taken through the eyelet and showing the construction of the parts.

The invention comprises, primarily, a suitable case or box consisting, in this instance, of two equal sections, A and B, hinged together and adapted to be closed one upon the other and locked together so as to be conveniently packed for handling or shipping or storing, as the case may be.

Within the case B, as here shown, is supported a rack or frame C, pivoted below in such way as to lie down within the frame B when not in use, and constructed to stand up erect, as shown, when in use. Preferably, this rack or frame C has two cross bars upon which are supported the figures D. These figures, in this instance, are nine in number, five being arranged at intervals upon the lower cross bar *c*, and four arranged at intervals upon the upper cross bar *c'*. Obviously, this arrangement might be changed or reversed, or any other suitable number of figures might be employed and fixed upon these bars, or other equivalent in a supporting structure. These figures are alike pivoted upon their

respective bars and upon a blind staple or stud, *d*, fixed in the cross bar and having a cross pin *d'* in the figure traversing the staple or stud in the said figure. Obviously, any other equivalent means of hinging said figures D upon their supports might be adopted, or the said figures might be arranged to drop directly down instead of falling over backward upon their hinges as herein shown.

E is a yoke shaped rigid part, pivotally supported upon the bracket F, which is fixed within the edge of the casing. This part E has an elastic strap G, stretched between its ends and held therein or thereon in any suitable way. Centrally of this strap is an eyelet *g*, and a cord or string H of suitable size and strength is threaded loosely through this eyelet and has a projectile or ball K upon its inner end, and a suitable button or stop L on its outer end. The length of this cord H is such that when the ball K has passed any one of the objects aimed at a slight distance, the button L will reach the strap G and be stopped thereby. It thus occurs that the projectile or ball which is fired from the projector E, G, is not lost in firing and is easily drawn back, by taking hold of the button L, into position to shoot again.

In Fig. 1 the projectile or ball K is in a position of movement, it having been projected from the position shown, for example, in Fig. 2, where the rubber or elastic strap G is shown as stretched when the ball is fired. The firing or shooting occurs by simply taking hold of the button L and drawing the cord back so as to get the requisite tension in the spring G, when the button is released and the ball or projectile K goes straight to the point at which it was aimed.

The figures D may have any arbitrary number assigned to them and placed upon the cross bar beneath the figure or upon the figure itself, if preferred, and serving to indicate its quality of character in the game. Any suitable figures D may be used and they may be largely varied in style and in the position they represent and still be within the invention.

If preferred, a different style of case from that here shown may be employed with this

game, and the said case and game may be made larger or smaller, according to the use to be made of it. For a child's toy the size would naturally be quite small, so that when
 5 the case is closed it would occupy a space less than twelve (12) inches square, though it might be even considerably larger than this and yet not be too large for convenience in handling.

10 The fingers or arms *e* of the frame *E* are spread apart sufficiently to stretch the elastic band between them, and the said fingers are shown as having two bulbs *e'* and *e''*, respectively, between which the band is held. The
 15 ends of the band or strap are arranged to overlap at the center, and the eyelet *g* passes through the three thicknesses of material. This makes the eyelet useful in helping to hold the ends of the straps together and gives
 20 it the united three ply strength in service. The strain in use comes on the material about the eyelet, and the strap soon gives out here if it be not reinforced. Again, this method of securing the strap or band *G* on the fingers
 25 enables me to remove a worn or defective one and slip on a new one, and the bands are kept in stock as an article of manufacture and sale. By doubling the band back upon itself in this way loops are formed which enable
 30 the band to be easily and quickly put upon and removed from the supporting fingers.

Having thus described my invention, what I claim is—

35 1. A game apparatus consisting of a suitable case, one or more movable characters, and an elastic band having a hole through its cen-

ter and a projectile fixed to a cord threaded through said hole, substantially as described.

2. The game apparatus herein described, the same comprising a movable support hav- 40 ing arms, an elastic band fixed at its ends to said arms and a string passing freely through said band having a projectile on its inner end and a stop on its outer end, substantially as described. 45

3. A projector for games consisting of an elastic band and a support upon which said band is held at its ends, said band having a hole through its center to pass a string for the projectile, and a string threaded through 50 said hole and having a projectile on its inner end, substantially as described.

4. In a shooting game, the case, and the rack and figures pivotally supported therein, in combination with the pivoted projector 55 having fingers with an elastic band stretched between said fingers and a projectile having a controlling string threaded through said band, substantially as described.

5. A new article of manufacture in toy 60 shooting games, consisting of an elastic band or strap, having its ends overlapping at about its center, and an eyelet in said center and constructed to be slipped over fingers on which it is held in use, substantially as de- 65 scribed.

Witness my hand to the foregoing specification this 31st day of October, 1892.

WILLIAM E. KELLY.

Witnesses:

H. T. FISHER,

GEORGIA SCHAEFFER.