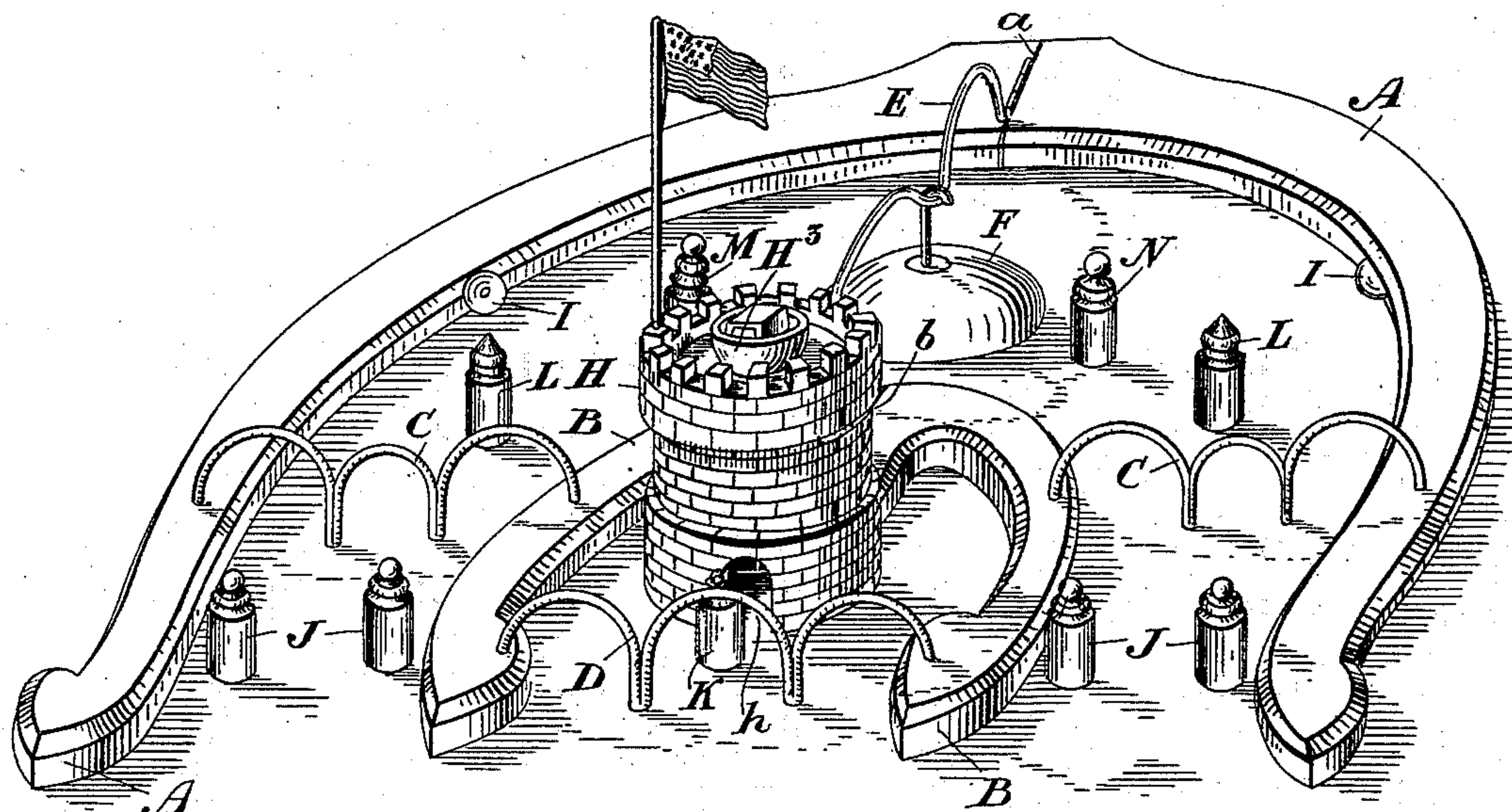


(No Model.)

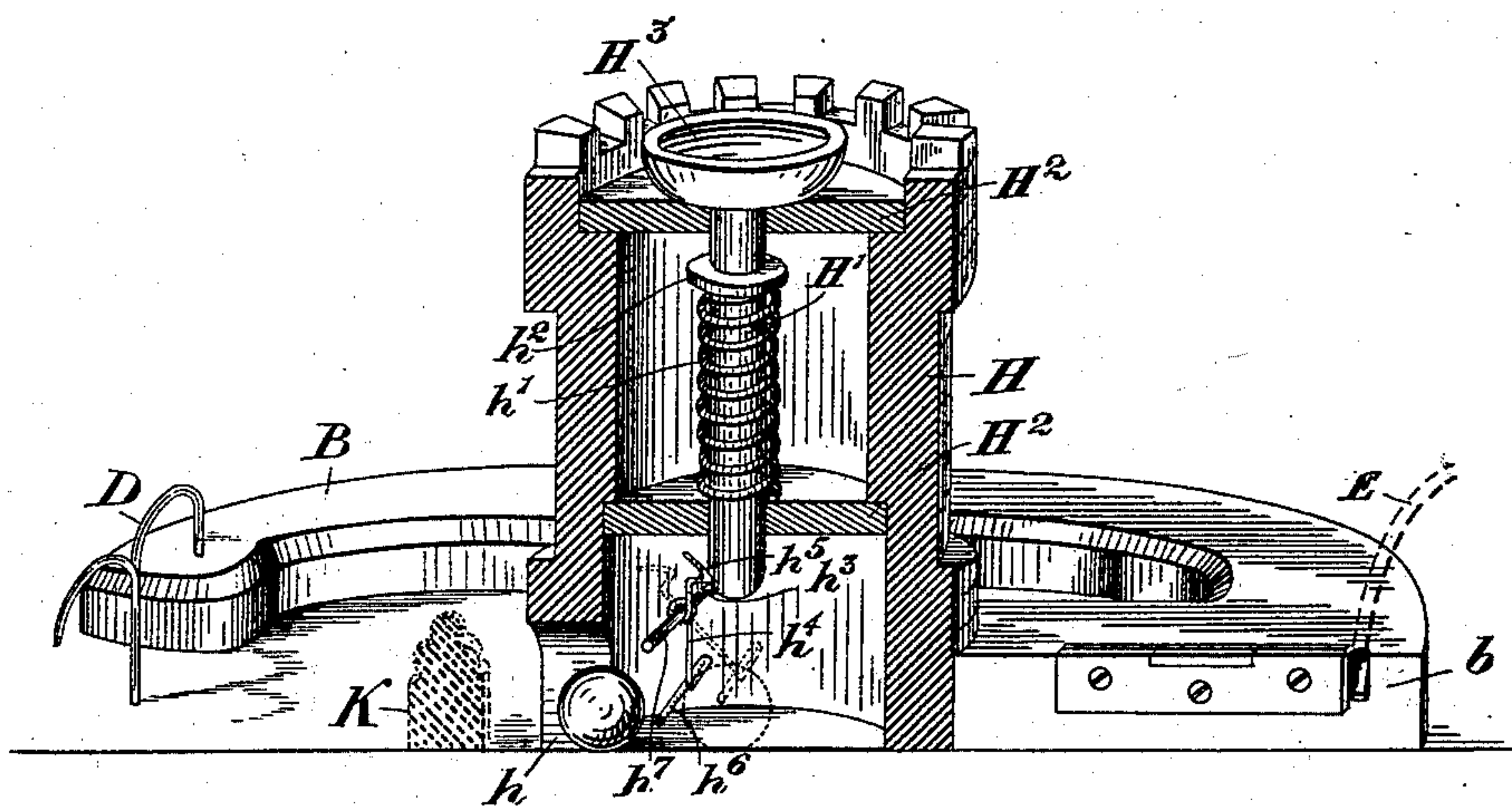
C. F. BURTIS.  
GAME APPARATUS.

No. 524,931

Patented Aug. 21, 1894.



*Fig. 1.*



*Fig. 2.*

*Witnesses.*

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# UNITED STATES PATENT OFFICE.

CHARLES FREDERICK BURTIS, OF TORONTO, CANADA.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 524,931, dated August 21, 1894.

Application filed April 12, 1894. Serial No. 507,204. (No model.)

*To all whom it may concern:*

Be it known that I, CHARLES FREDERICK BURTIS, agent, of the city of Toronto, in the county of York, in the Province of Ontario, Canada, have invented a certain new and Improved Game Apparatus, of which the following is the specification.

My invention relates to games for parlor amusement and it consists in providing outer and inner walls, the open ends of both pointing in the same direction and the inner walls being situated intermediately between the ends of the outer walls and further in providing hoops at the entrance of the openings and at the center of the back from which latter hoop a bell is hung, also in providing cannon cushions on the inside of the outer walls in proximity to the bell, and within the inner walls a turret of peculiar construction with an opening facing the open end of the inner walls, all being arranged as hereinafter described.

The game is intended to be played by balls and cue for shooting the balls.

Figure 1, is a perspective view of my improved game apparatus with pieces set ready for playing. Fig. 2, is a perspective elevation of one half of the inner wall where it is connected together by a hinge, also showing the turret in section.

In the drawings like letters of reference indicate corresponding parts in each figure.

A, is the outer wall which is preferably hinged at, *a*, at the rear and, B, is the inner wall which is preferably hinged at, *b*, in the rear. This is merely for the convenience of folding when the game is intended to be placed upon the table. If it is secured rigidly upon the board, of course, no hinges would be provided.

C, are three looped hoops which extend across the openings between the inner and outer walls, and, D, is a three looped hoop which extends across the entrance between the ends of the inner wall.

E, is a loop extending from the rear of the inner wall to the rear of the outer wall centrally, and having hung upon it the gong or bell, F.

H, is the turret which is situated to the rear of the three looped hoop, D.

I, are cannon cushions located about opposite the bell on each side within the outer wall, A.

The following are the pieces used in the playing of the game.

J, are the knights which are situated on each side of each opening between the inner wall and the outer wall, and, K, is the knight that guards the entrance, *h*, of the turret.

L, are the bishops which are situated immediately behind the three looped hoops, C, and, M, is the king, and, N, is the queen, which are placed in proximity to the bell.

The turret, H, is provided with a central spindle, H', which is journaled in the top and bottom plates, H<sup>2</sup>, and has a cup, H<sup>3</sup>, secured to or forming part of the top of the spindle. The cup, H<sup>3</sup>, is designed for the reception of bon-bons or any other suitable prizes for the winners of the game.

*h'*, is the spiral spring encircling the spindle, H', and extending between the collar, *h*<sup>2</sup>, and the bottom plate, H<sup>2</sup>. The normal tendency of the spiral spring, *h'*, is to force the cup, H<sup>3</sup>, upwardly.

*h*<sup>3</sup>, is a projection extending outwardly from the bottom end of the spindle, H', and, *h*<sup>4</sup>, is a lever provided with a hooked end, *h*<sup>5</sup>, at the top, and preferably a cross bar, *h*<sup>6</sup>, at the bottom. The lever, *h*<sup>4</sup>, is pivoted on a spindle, *h*<sup>7</sup>.

Having now described the principal parts of my game apparatus, I shall briefly describe the method in which it is played, and certain rules to regulate the playing of the game.

The game is played by two or more persons or sides who first play through the open entrances between the inner wall and outer wall, so as to knock down the knights, the bishops, king and queen, and strike the bell by a cannon off from the cushion, I. The value of each piece is as follows:—King and queen count twenty points each, the bishops fifteen each, the knights ten each, and the alarm twenty-five. Each player has ten shots alternately at the pieces, and alarm bell or until the score of three or five hundred points is made by either one side or the other. The player who gets out first is entitled to the first three shots at the turret having first to remove the knight, K. If not successful in forcing

an entrance in three shots, then the player having the next highest score has a chance of doing so and if successful, of getting the prize.

What I claim as my invention is—

- 5 A game apparatus comprising the outer wall, A, having a continuous inner curved edge, the inner wall, B, having a continuous outer curved edge, arches, C, C, E, spanning the space between the inner and outer walls,  
10 the bell removably suspended from the rear arch, the cushions, I, the turret H, within the inner wall containing a spring pressed plun-

ger the top of which has a cup, to receive the prize, normally held down by a catch at the bottom of the plunger, which is engaged by 15 a pivoted catch, which is released so as to allow the plunger to ascend when the same is struck by the ball passing through the opening in the bottom of the turret as and for the purpose specified.

CHARLES FREDERICK BURTIS.

Witnesses:

L. SICLE,  
E. R. CASE.