

(No Model.)

R. McCURDY.
GAME APPARATUS.

No. 545,246.

Patented Aug. 27, 1895.

Fig. 1.

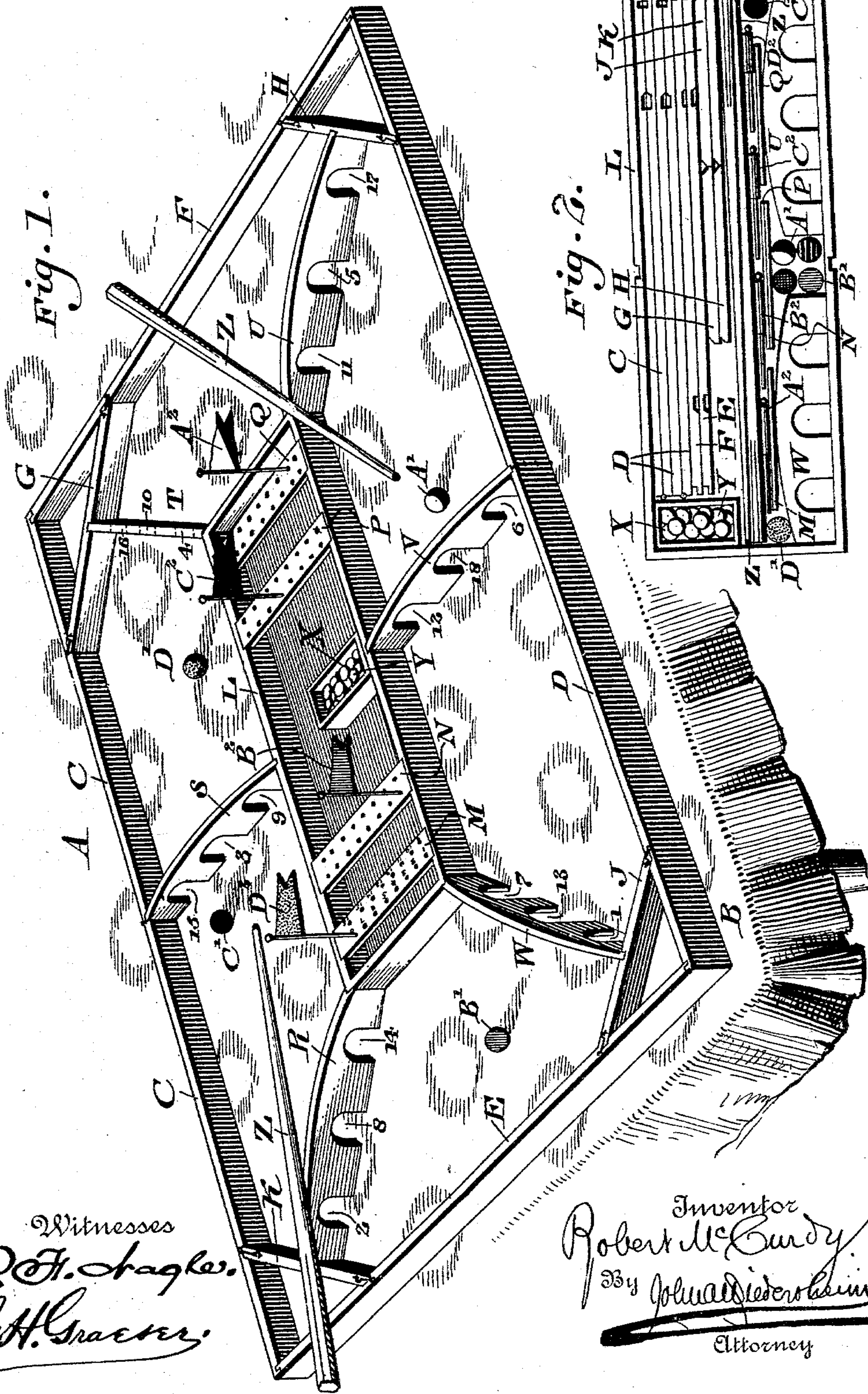
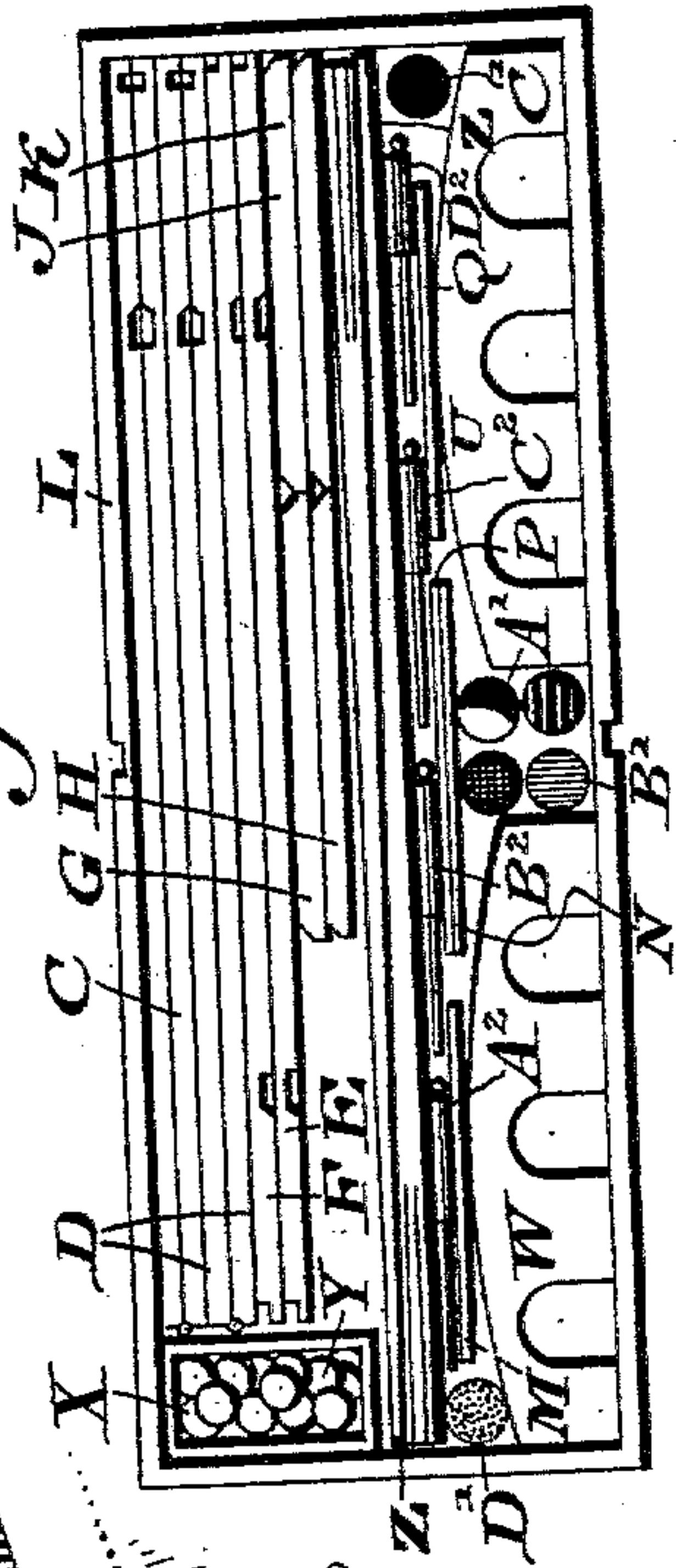


Fig. 2.



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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 545,246, dated August 27, 1895.

Application filed April 3, 1895. Serial No. 544,229. (No model.)

To all whom it may concern:

Be it known that I, ROBERT McCURDY, a citizen of the United States, residing in the city and county of Philadelphia, State of Pennsylvania, have invented a new and useful Improvement in a Game Apparatus, which improvement is fully set forth in the following specification and accompanying drawings.

My invention consists of a novel construction of game which can be readily packed in small compass for transportation and which is adapted to be played by means of a cue and balls, which latter are to be propelled through suitable arches, a record being kept of the progress of said balls.

It further consists of novel details of construction, all as will be hereinafter set forth.

Figure 1 represents a perspective view of a game embodying my invention. Fig. 2 represents a plan view of a box in which the different parts of said game are adapted to be packed for transportation.

Similar letters and figures of reference indicate corresponding parts in both views.

Referring to the drawings, A designates a game, the different parts composing the same being shown in assembled position and mounted on a suitable support or table B.

The apparatus is inclosed by the side portions C C and D D, which are in the present instance hinged together, and the end pieces E and F, said sides C and D being tied together by means of the brace G, while similar braces H, J, and K are employed to strengthen the other corners of the apparatus.

L designates a centrally-located box, which has an open top and is provided with the transverse strips M, N, P, and Q, which are attached to said top, each strip being provided with holes, which are adapted to receive suitable markers or flags to be hereinafter referred to, each of said holes being numbered from one up to sixteen or higher, as may be desired.

R designates an arch which extends from a corner of said box L to the brace K, each of the other corners of said box having extending therefrom similar arches T, U, and W, which have their other ends in contact, respectively, with the braces G, H, and J. The long sides of said box L have the arches S and

V extending therefrom to the sides C and D, respectively.

X designates a box or bank contained in the box L and containing the chips Y, which are to be used as counters, as will be explained.

Z designates a cue employed, which may be of convenient or ordinary construction.

A', B', C', and D' designate the balls, which are to be of different colors, as in the present instance, red, blue, yellow, and green, respectively, each player having a flag or marker corresponding in color to the ball with which he plays, the flags A², B², C², and D² being red, blue, yellow, and green, respectively, and thus marking the progress of the ball of the same color, as will be evident. Each of the arches R, S, T, U, V, and W is provided with slots or openings therethrough, which in the present instance are three in number and are numbered as follows: The arch W has the slots 1, 13, and 7; the arch V the slots 6, 18, and 12; the arch U the slots 17, 5, and 11; the arch T the slots 4, 10, and 16; the arch S the slots 9, 3, and 15, and the arch R the slots 14, 8, and 2.

The operation is as follows, the parts being seen in Fig. 1 in their assembled or operative position: Each player takes a ball and with it a flag of the corresponding color, and the object is to propel the ball through the pockets from 1 to 18 in regular order, the player receiving a chip from the bank X after he successfully passes through the slots 3, 7, 10, 15, and 18, which slots are to represent, respectively, Pittsburg, Chicago, Kansas City, Denver, and San Francisco, the player who succeeds in getting the greatest number of chips winning the game, and provided both sides finish with an equal number, then the party who first finished wins. The four strips M, N, P, and Q, secured in the top of the box L containing the flags or markers, are intended to locate the position of each player as he progresses.

The idea of the game is that the above-described apparatus is a trolley-route across the continent and that each opening in the arches represents a station or city, each player being a tourist, the cue the motive power, and the ball the car or other conveyance. The bank or agency X is established for the benefit of the tourist and allows rebates to each

tourist who succeeds in passing through the
 five stations above mentioned to the amount
 of one chip, to which any desired value may
 be given. Each tourist plays alternately from
 5 starting-point for station 1. If he succeeds
 in passing the same he proceeds on his reg-
 ular journey until a station is missed, receiv-
 ing rebates of one chip each at the five cities
 above mentioned. At the termination of each
 10 play the signal-flag or marker must be ad-
 vanced to show the progress made on each
 turn of the play, and any failure to so mark
 such progress before the player's next turn
 comes around is met with the penalty of losing
 15 the progress so made and playing back on
 regular line to the station, as indicated by
 his flag, and such player must also forfeit any
 rebates he may have received in said turn
 not marked. The tourist may also have the
 20 option or privilege of playing on any other
 ball for position, either to help his partner or
 to obstruct opponent, with this proviso, that
 he cannot play on the same ball twice without
 passing through a station, any ball succes-
 25 sively played on giving the player an addi-
 tional shot. In case an opponent is purposely
 or a partner is accidentally driven back through
 the last station he came, as indicated on the
 flag, he must mark his flag back. If said sta-
 30 tion is one of the five cities above mentioned,
 he must return the rebate collected from the
 same and cannot re-collect said rebate in pass-
 ing through the second time. Any tourist
 making all the stations on regular line, from
 35 1 to 17, inclusive, becomes a "rambler," and
 has the option of passing station 18 and ter-
 minating his journey or of passing back on
 regular line to help his partner or damage his
 40 opponent; but if the latter should put him
 through station 18 said rambler loses and op-
 ponent gets the benefit of rebate. The tour-
 ist who completes his journey with the great-
 est amount of rebates to his credit is the win-
 45 ner of the game.
 It will of course be evident that the parts
 hereinbefore referred to may be assembled
 and joined in their desired positions in any
 suitable manner other than that shown which
 will come within the scope of my invention,
 50 and I do not therefore desire to be limited to
 the exact manner of assembling the above
 parts in every instance.

When it is desired to transport the appa-
 ratus the sides C and D are folded up and placed
 in the box L, the end pieces E and F are also 55
 placed therein, the box X and the braces G,
 H, K, and J occupy the position shown, and
 the cues, flags, arches, chips, and balls can
 also be placed within said box, the above
 parts thus being packed in a very small com- 60
 pass and capable of ready transportation.

Having thus described my invention, what
 I claim as new, and desire to secure by Letters
 Patent, is—

1. A game apparatus consisting of a rect- 65
 angular or other shaped frame, composed of
 sides and end pieces, braces connecting said
 sides and ends at each end of the corners
 thereof, a rectangular or other shaped inclos-
 ure within said frame, arches extending from 70
 each of the corners of said inclosure to said
 braces and arches extending from the long
 sides of the inclosure to those of the frame,
 and balls adapted to pass through slots in
 said arches, said parts being combined sub- 75
 stantially as described.

2. A game apparatus consisting of a fold-
 ing frame, consisting of hinged sectional sides
 and end pieces connected with said sides,
 braces, a box adapted to be located within 80
 said frame, arches extending from the cor-
 ners of said box to said braces, and arches
 extending from the sides of the box to the
 sides of said frame, balls adapted to pass
 through opening in each of said arches, and 85
 markers in said box, substantially as de-
 scribed.

3. In a game of the character described, the
 jointed sides C and D, the end pieces E and
 F, the bridges R, S, T, U, V, and W, each pro- 90
 vided with a plurality of numbered openings
 therein, the central box L adapted to receive
 a box containing chips or similar counting
 devices, said box being adapted to support
 the apertured strips M, N, P, and Q, in which 95
 markers or flags are adapted to be placed, in
 combination with cues and balls adapted to
 be propelled through said bridges, substan-
 tially as described.

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Witnesses:

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 WM. C. CLAGHORN.