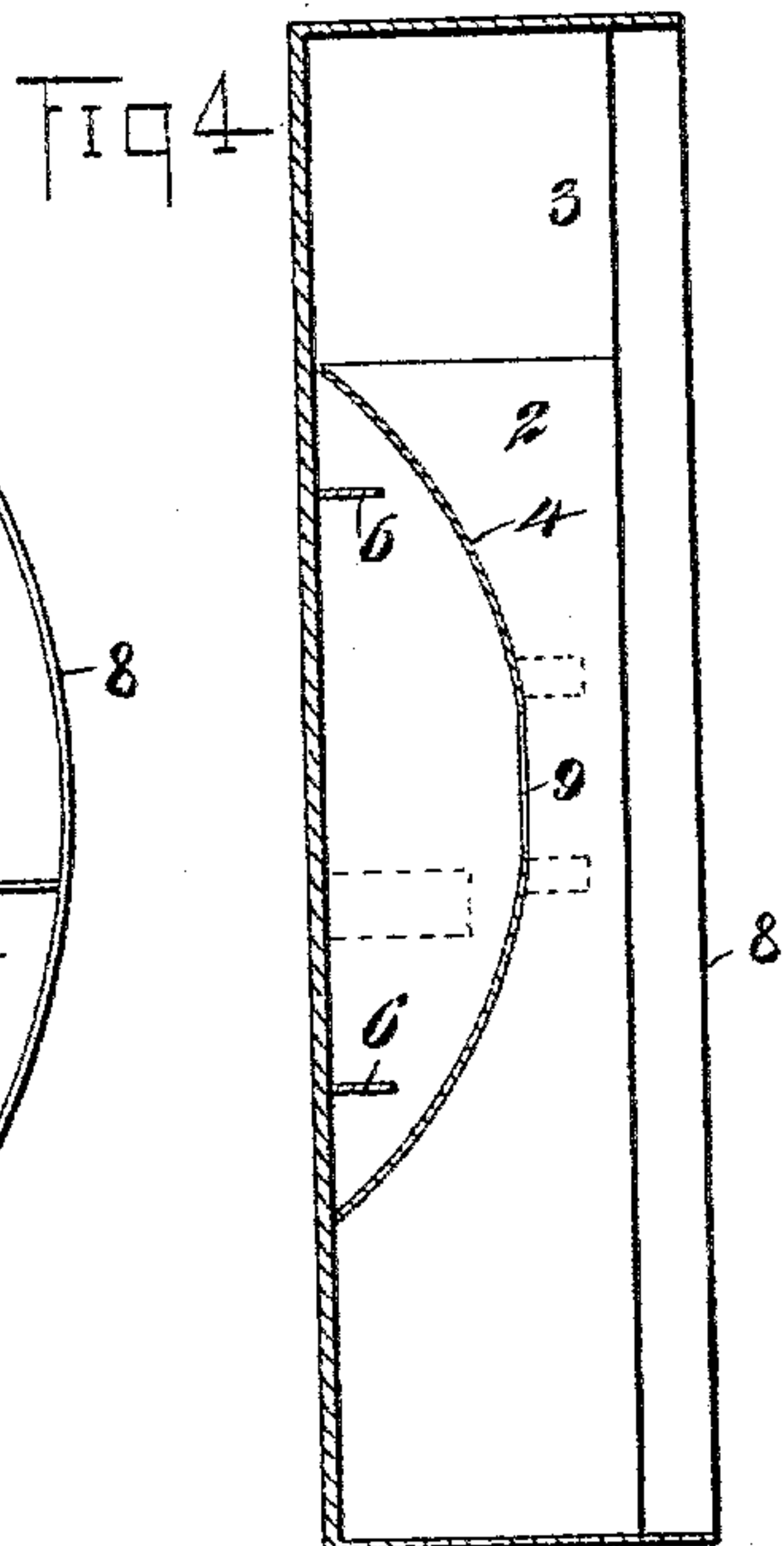
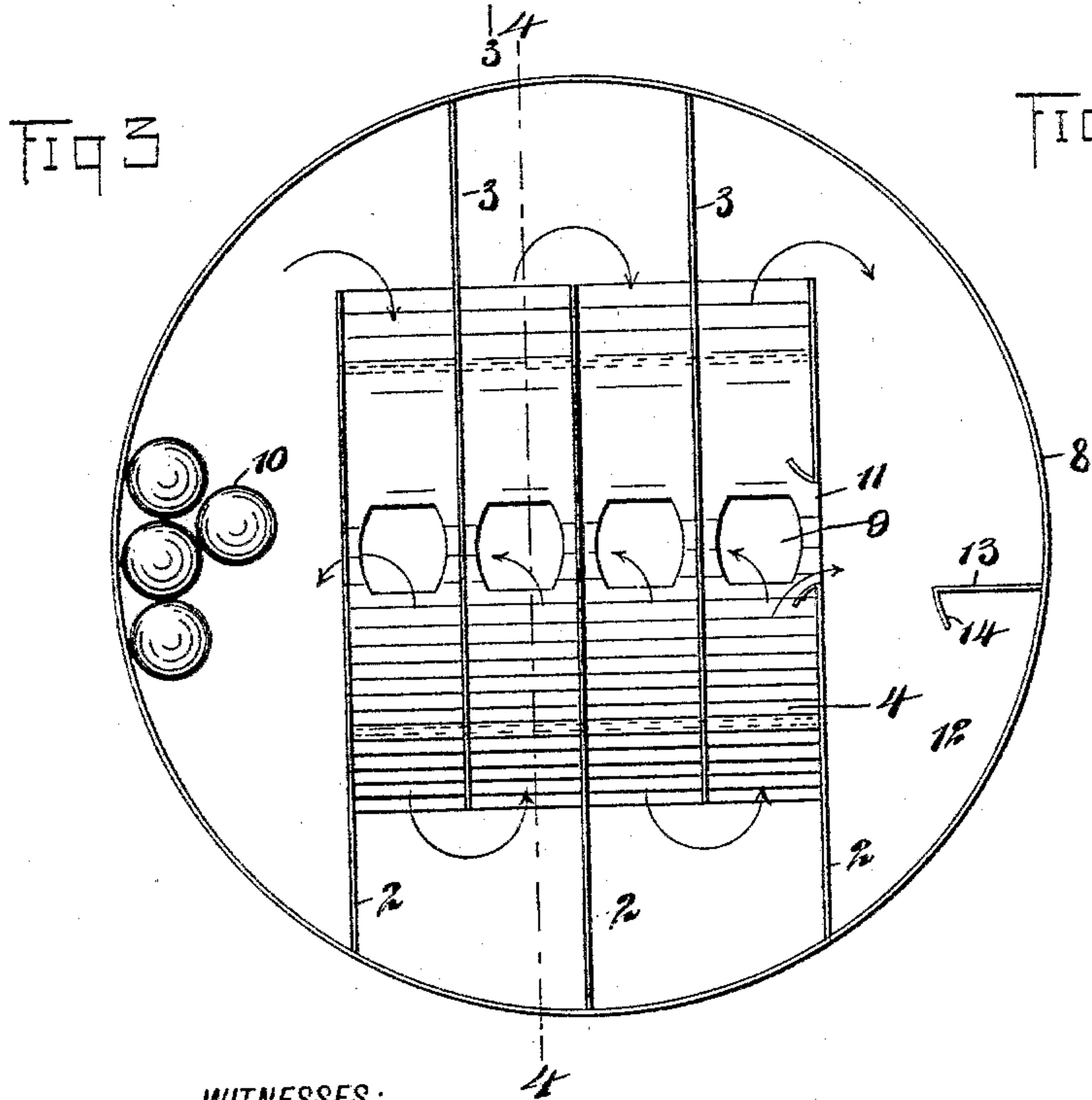
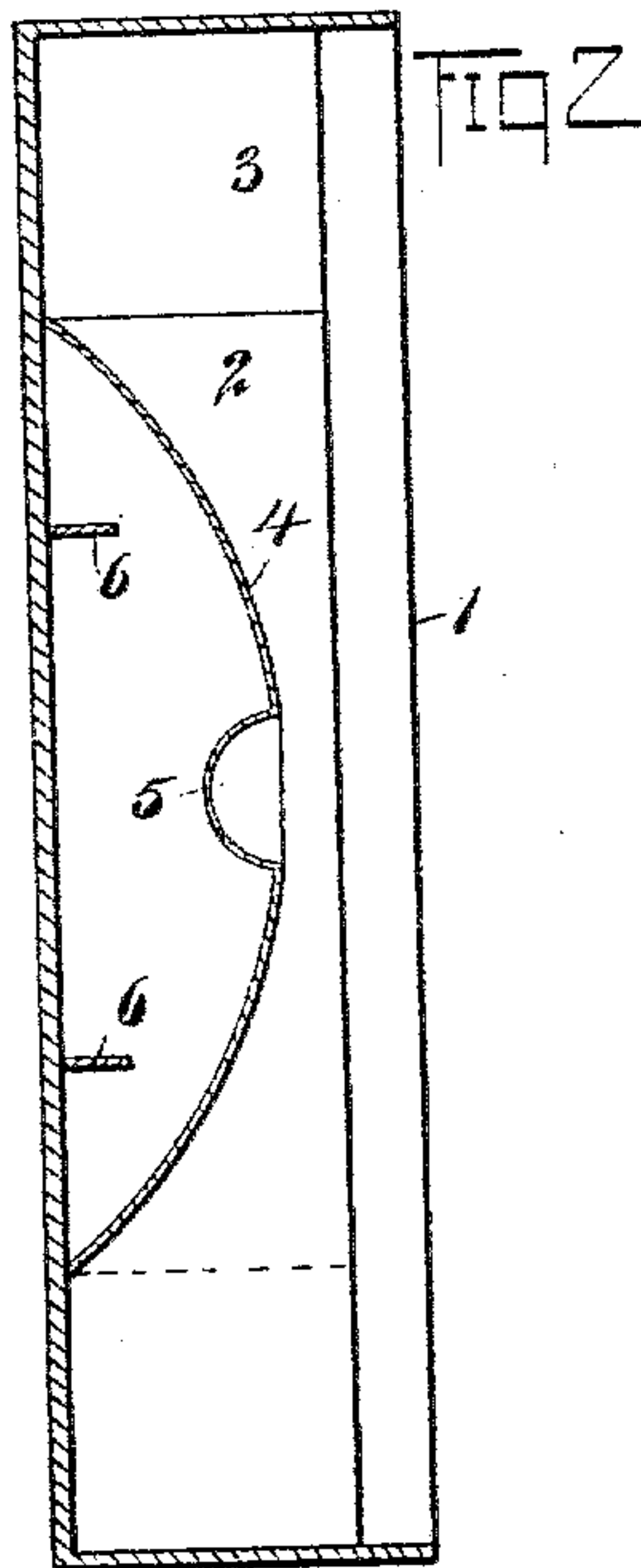
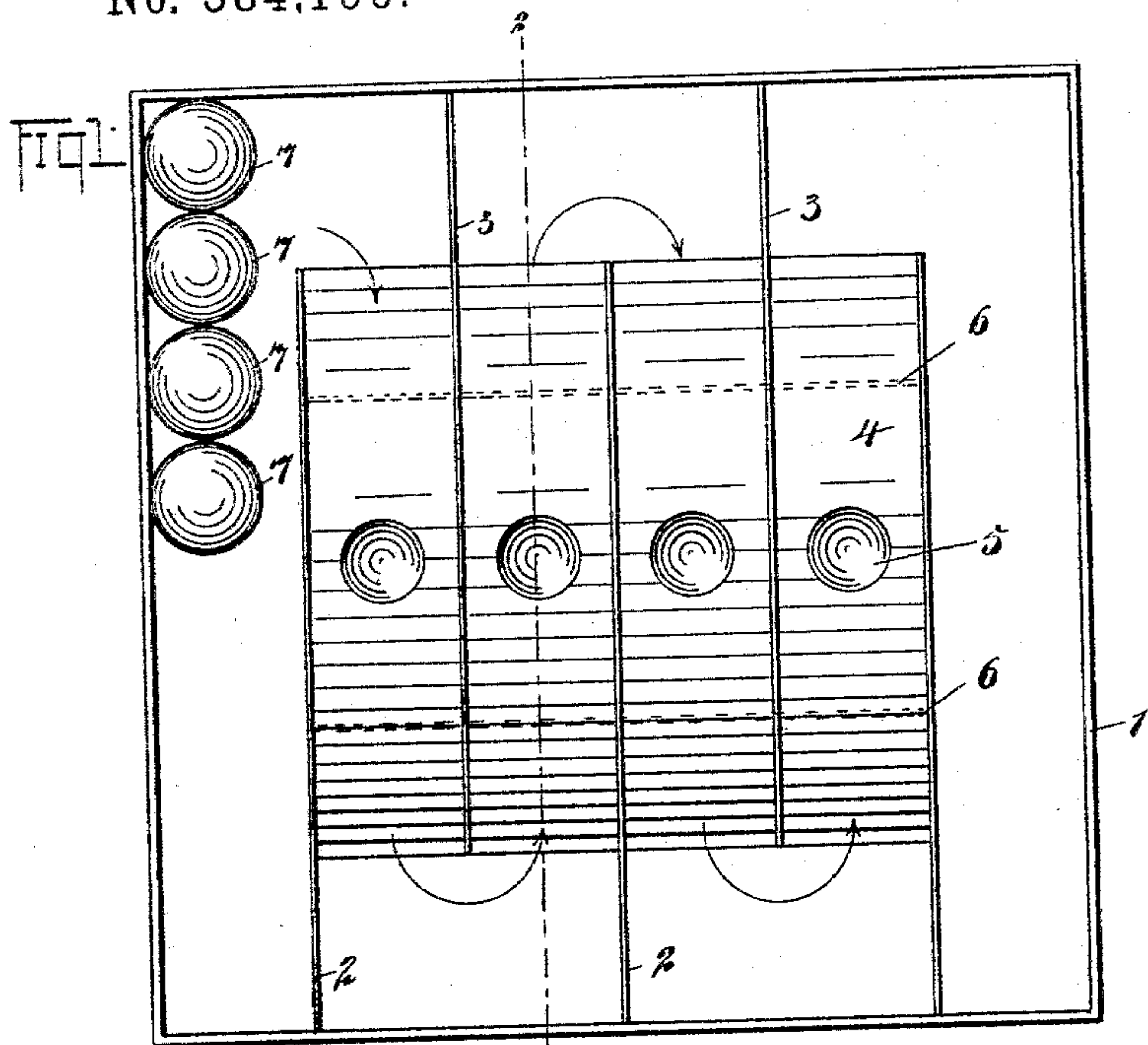


(No Model.)

W. P. WETZLER.  
GAME APPARATUS.

No. 584,199.

Patented June 8, 1897.



WITNESSES:

H. Kellyer.  
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BY

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# UNITED STATES PATENT OFFICE.

WILLIAM P. WETZLER, OF ALLEGHENY, PENNSYLVANIA.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 584,199, dated June 8, 1897.

Application filed July 20, 1896. Serial No. 599,827. (No model.)

*To all whom it may concern:*

Be it known that I, WILLIAM P. WETZLER, of Allegheny, in the county of Allegheny and State of Pennsylvania, have invented new and useful Improvements in Game Apparatus, of which the following is a full, clear, and exact description.

This invention relates to games or toys; and the object is to provide such a game in which a considerable amount of skill must be displayed to operate the same.

I will describe a game embodying my invention and then point out the novel features in the appended claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the views.

Figure 1 is a top plan view of a game apparatus embodying my invention. Fig. 2 is a section on the line 2 2 of Fig. 1. Fig. 3 is a top plan view showing a modification, and Fig. 4 is a section through the line 4 4 of Fig. 3.

Referring first to the example of my invention shown in Figs. 1 and 2, 1 designates a box of rectangular form, transversely of which are arranged a series of partitions 2 3, one set of partitions extending from one side of the box nearly to its opposite side and the other set of partitions extending from said opposite side nearly to the other side. Between each pair of partitions 2 3 is arranged an arched strip 4, the ends of said strip being connected to the bottom portion of the box 1 and the central raised portion is provided with a depression 5. These strips extend from the end of a partition 2 to the end of a partition 3, as plainly indicated in the drawings, and there is a clear tunnel-like space below the strips 4, and in this tunnel-like space are placed guide-strips 6, which extend upward from the bottom of the box. It will be seen in Fig. 2 that the partitions 2 and 3 at their ends extend to the bottom of the box and thus form chambers at each end of the arched strip. The several strips 4 are preferably of different colors—that is, the first may be red, the next white, the next blue, and the next of a neutral tint. Placed in the box 1 are a number of marbles 7, each having a color corresponding to the color of one of the strips 4, or the strips and marbles may be made dis-

tinguishable from each other by any other suitable means. The object in or result of the game is to place the marbles in the depressions 5, the several marbles being placed on the strip corresponding to any color. This may be accomplished by imparting a rotary, tilting, rocking, or other motion to the box and running the marbles up the inclined planes of the arched strips. Should the marbles roll along the arched strips, they will be guided from one end to the other by the guide-strips 6, these guide-strips preventing the marbles from wedging between the lower ends of the arched strips and the bottom of the box.

In the example shown in Figs. 3 and 4 I employ a circular box 8, provided with transverse partitions 2 and 3 similar to the partitions described. In this example the arched strips 4 are provided at their central portions with openings 9, the said openings being somewhat larger than the diameter of the marbles 10, arranged in the box. The partition 2 at one side of the series of arched strips has an outlet-opening 11, through which the marbles are designed to run to a pit 12, arranged at this side of the box, this pit being formed by an upwardly-extending strip 13 in the box and having a bent guide end 14.

In playing this game the several marbles are to be run one behind the other back and forth over the several arched strips, and finally out through the opening 11 and into the pit 12. Of course as the openings 9 are larger than the marbles the great difficulty arises in causing the several marbles to cross these openings. This, however, may be done by the operator imparting a quick movement in a rocking direction to the box.

I do not confine my invention to the openings between one end of the partitions and the side of the box, as it is obvious that there may be an opening at each end.

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

1. A game apparatus, comprising a box, a series of parallel partitions extending from each side of the box to nearly the opposite side thereof, arched strips between pairs of partitions and having holes in their central portions and in alinement with each other,



and balls or marbles in said box, the balls or marbles and strips being distinguishable from each other, substantially as specified.

2. A game apparatus, comprising a box, a series of partitions extending from each side of the box to nearly the opposite side thereof, arched strips between pairs of partitions and having central holes in alinement with each other, the said strips being of colors one differing from another, and marbles in the box colored to correspond with the strips, substantially as specified.

3. A game apparatus, comprising a box, differently-colored arched strips arranged

parallel in said box, partitions extending longitudinally of said arched strips, each arched strip having a hole in its central portion, said holes being in alinement, guide-strips extended from the bottom of the box in the space below the arched strips, and balls or marbles arranged in the box and corresponding in number and color to said arched strips, substantially as specified.

WILLIAM P. WETZLER.

Witnesses:

CHR. ZIES,

ED. T. BILLINGS.