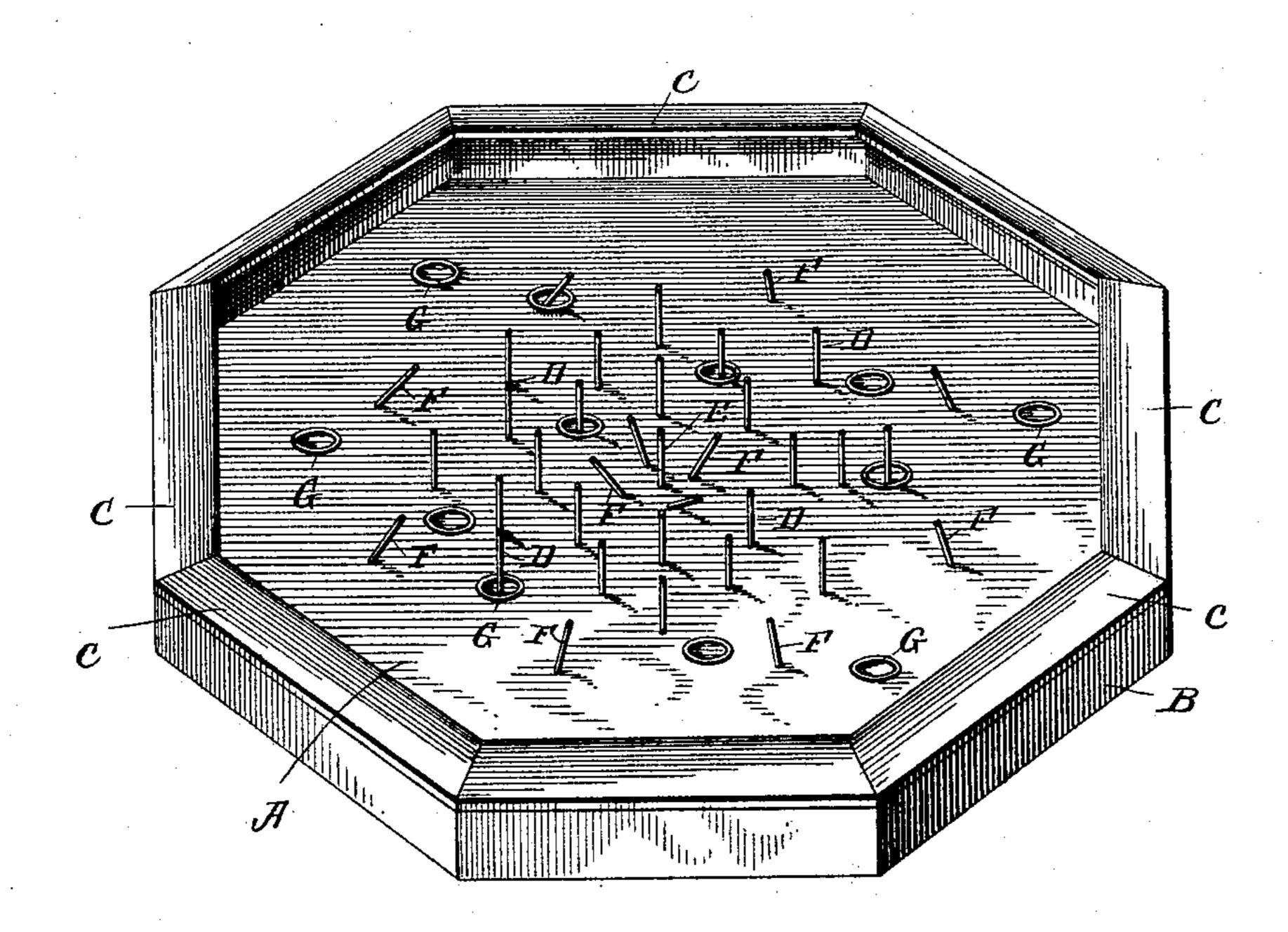
(No Model.)

C. L. KLAUDER. GAME APPARATUS.

No. 605,723.

Patented June 14, 1898.



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Thventor Clara I. Klauder by GENHAlgation Attorney

United States Patent Office.

CLARA L. KLAUDER, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 605,723, dated June 14, 1898.

Application filed September 1, 1897. Serial No. 650,278. (No model.)

To all whom it may concern:

Be it known that I, CLARA L. KLAUDER, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented a certain new and amusing Game Apparatus, of which the following is a specification.

My invention relates to a new and amusing game apparatus; and it consists, primarily, of a tray of polygonal shape having a ledge for the projection of a ring and a series of pins set within said tray, whereby when the rings are projected from the ledge they may be thrust upon one of the pins, the object of the game being to determine which of the players can project the greatest number of rings upon the pins and upon those pins having been previously determined either by figures or mutual understanding.

In order that those skilled in the art to which this invention appertains may understand how to make and use the same, its construction and operation will now be described in detail, referring to the accompanying drawing, forming a part of this specification, in which my improved game is shown in perspective, illustrating its construction

and method of using the same. Referring to the drawing, A represents a 30 base-board, which may be octagonal or of any other suitable shape and serving as the bottom of the tray, and upon this board are secured the sides B, so as to form a tray of polygonal shape, here shown as having eight 35 sides, and upon the top of these sides are secured the ledges C, set at such an angle that a ring placed thereon and projected therefrom will take a slightly upward course in connection with its inward movement, so as 40 to facilitate its passing over one of the pins D, and these pins are set in concentric circles around a center pin E, and I also prefer to have the extreme inner and outer series of pins set at an angle, as indicated at F. A 45 series of rings G are provided for the playing

of the game, and the game is played by placing one of these rings upon one of the flanges C and projecting the same by a quick movement of the finger, by which means it will move inward upon an upward curve and then downward within the tray, and when proper calculation has been made the ring will be caught upon one of the pins.

Any number of persons may play the game at one time and preferably not more than 55 there are sides of the tray, so that each person will have a side, thereby avoiding the constant changing of either the position of the players or the tray, and this is quite a feature when the game is played upon a tafeature when the game is played upon a tafeature when the players may sit around said table and not be disturbed when it is their turn to play.

If desired, the rings may be numbered or otherwise designated, and the rules of the 65 game may give to the player ringing the pins of highest denomination the preference over a player ringing pins of a lower denomination; also, those pins which are set at an angle may be designated as "forfeit-pins," so 70 that a portion of the score which has been gained by a player may be forfeited when the ring is caught upon one of these pins.

A game of this description affords both amusement and the exercise of skill, since 75 the latter is required to properly project the rings, so that they may be caught by the pins and especially when some particular pin is aimed at, which would be the case were the rings designated by numbers, so as to make 80 it more desirable to ring those of higher denomination than otherwise.

The cost of manufacture of my improved game is very small, since it may be made entirely of wood with the exception of the rings, 85 which are preferably of rubber.

Having thus fully described my invention, what I claim is—

A game apparatus consisting of a board, sides secured around the edges of the board, 90 ledges of greater width than the sides secured to the tops thereof, said ledges having their upper faces beveled whereby they slant upward toward the center, pins set in the central part of the board, and rings adapted to 95 be projected from the ledges, as and for the purpose described.

In testimony whereof I have hereunto affixed my signature in the presence of two subscribing witnesses.

CLARA L. KLAUDER.

Witnesses:

S. S. WILLIAMSON, R. M. PIERCE.