

**No. 681,570.**

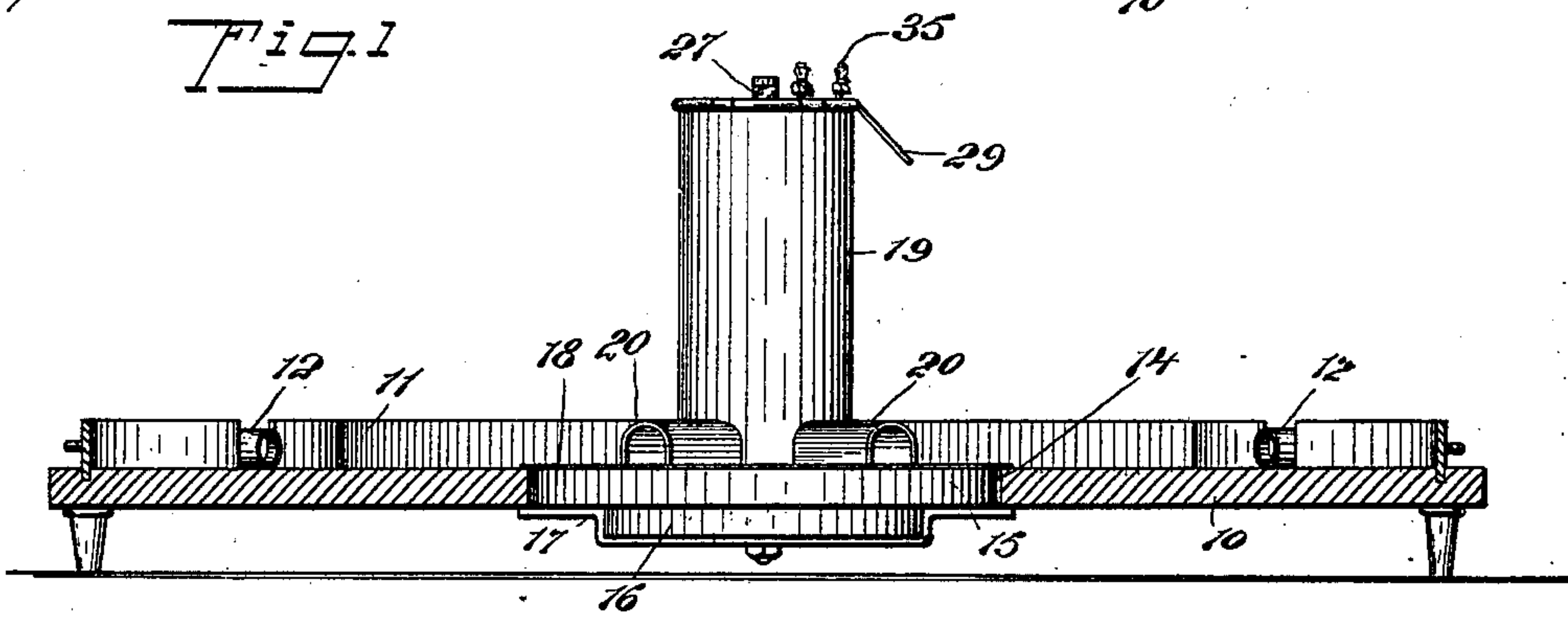
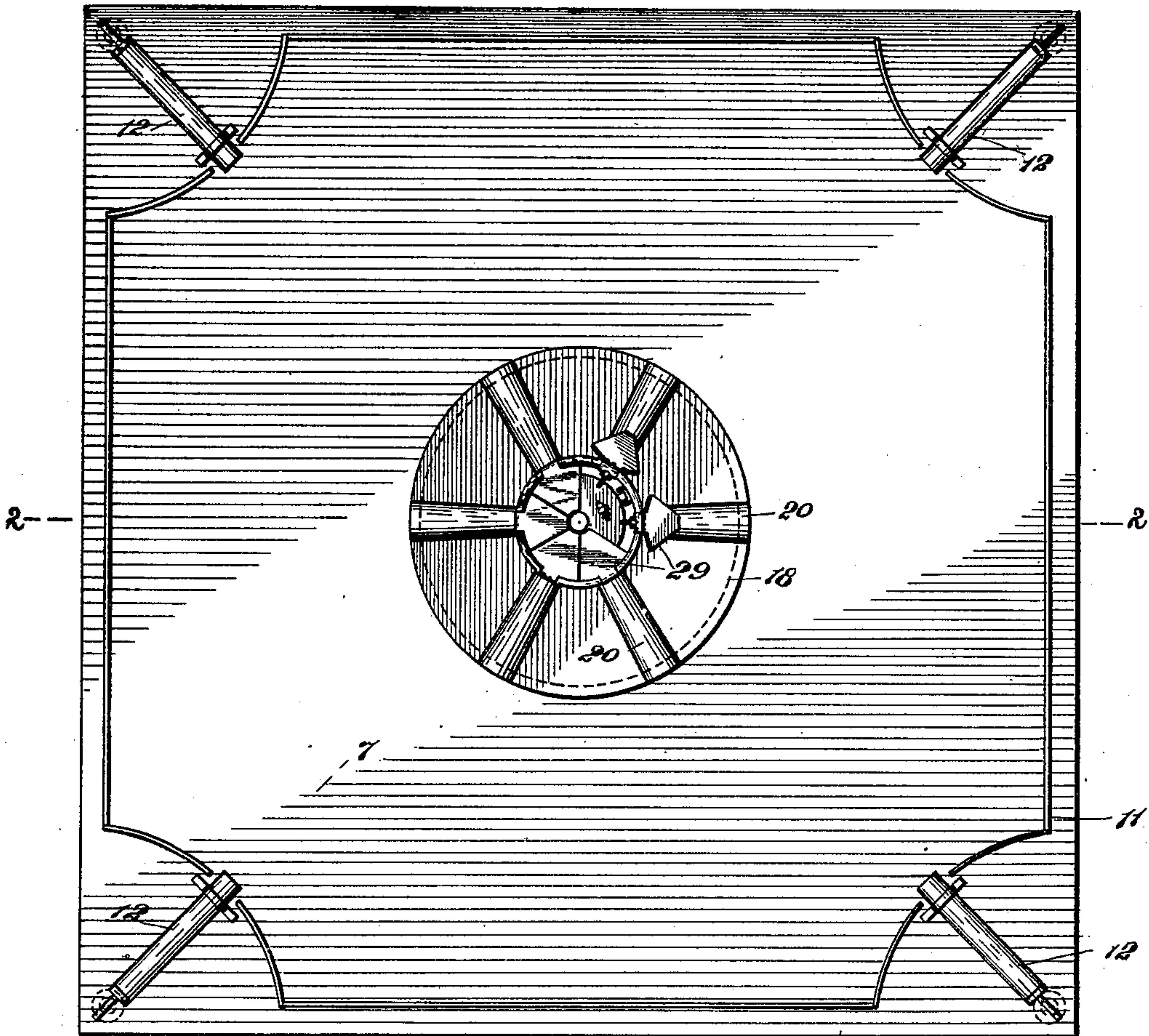
**Patented Aug. 27, 1901.**

**D. McRUER.**  
**GAME APPARATUS.**

(Application filed Jan. 7, 1901.)

(No Model.)

**3 Sheets—Sheet 1.**



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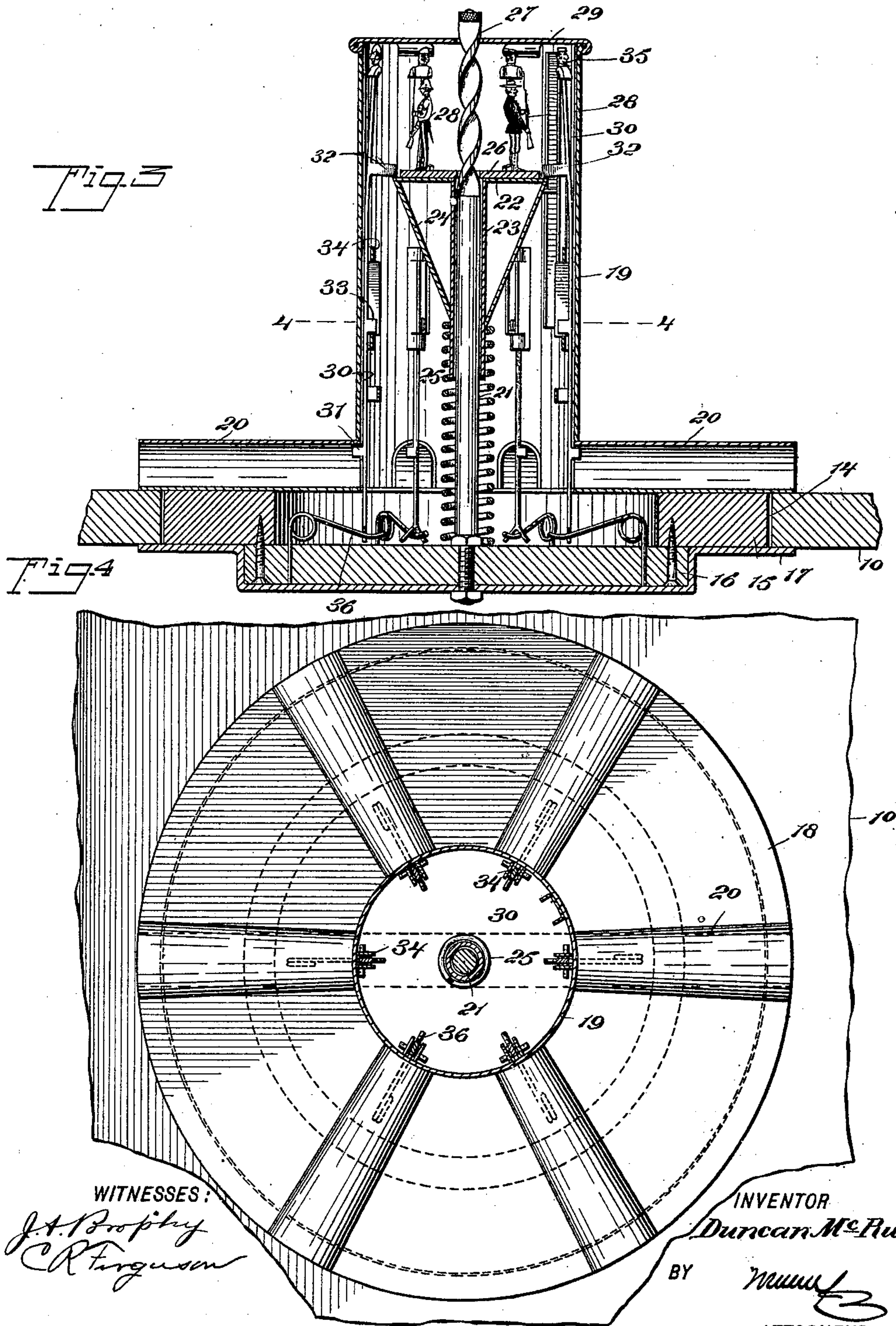
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(No Model.)

3 Sheets—Sheet 2.



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Fig. 5

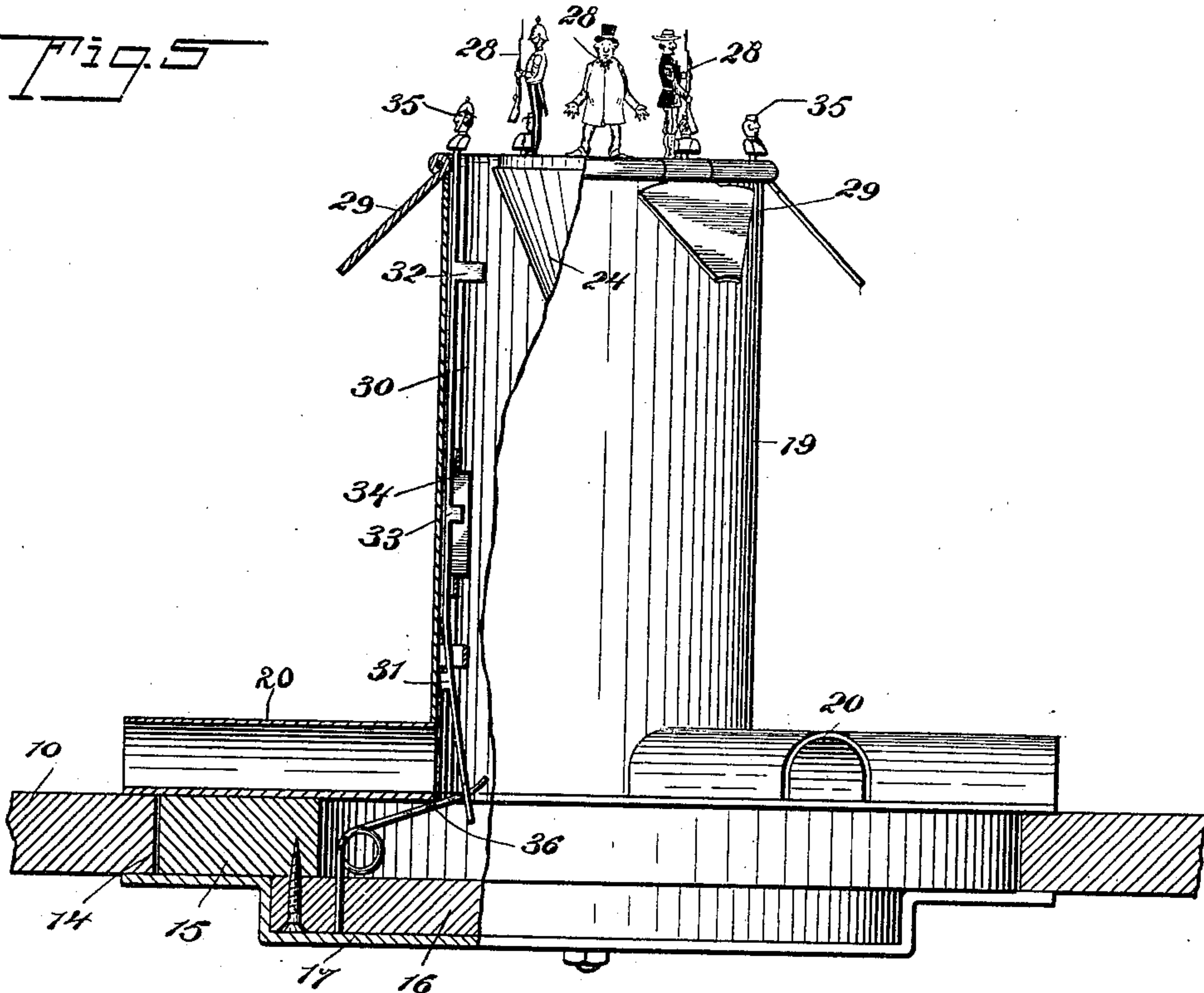


Fig. 6

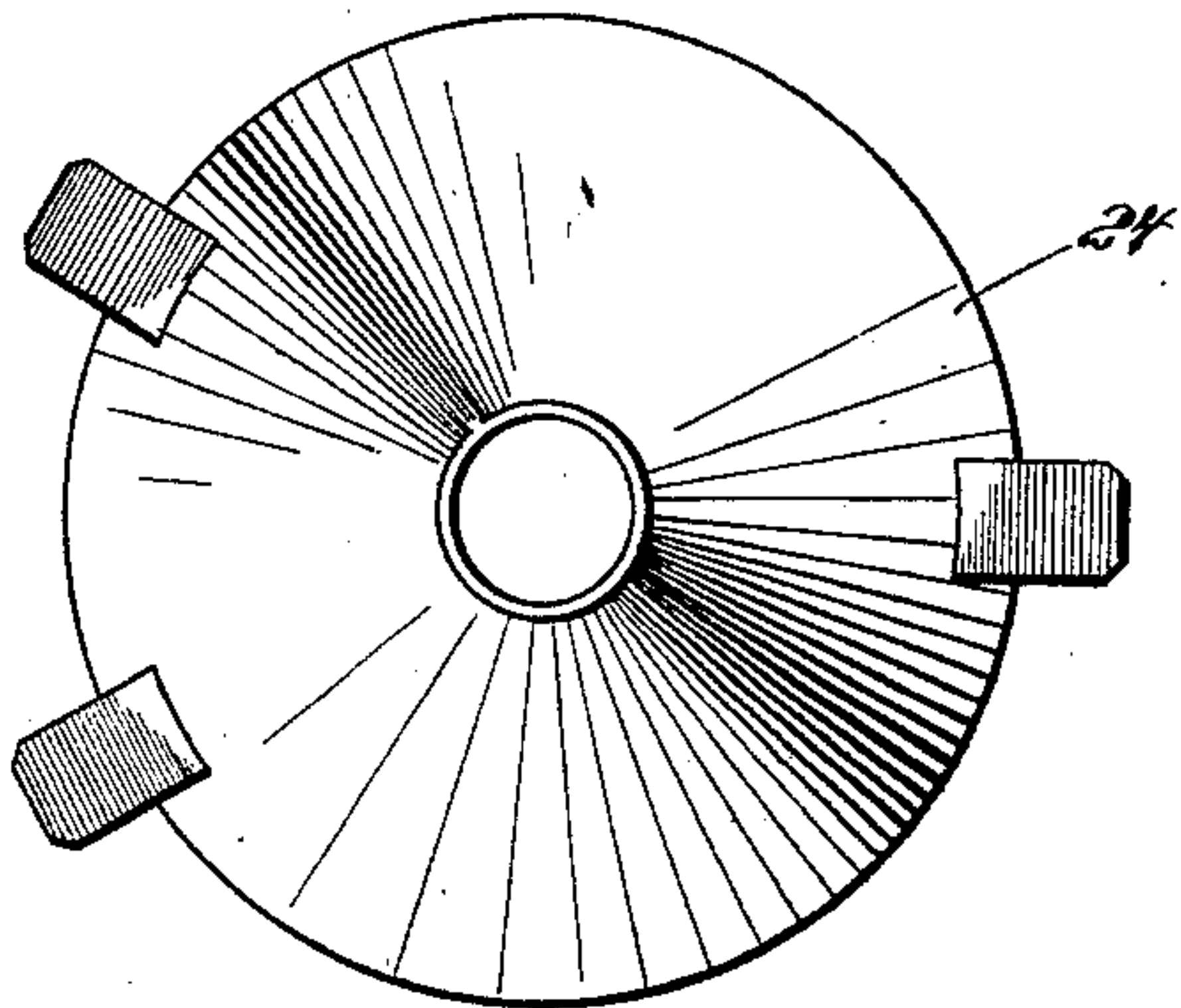
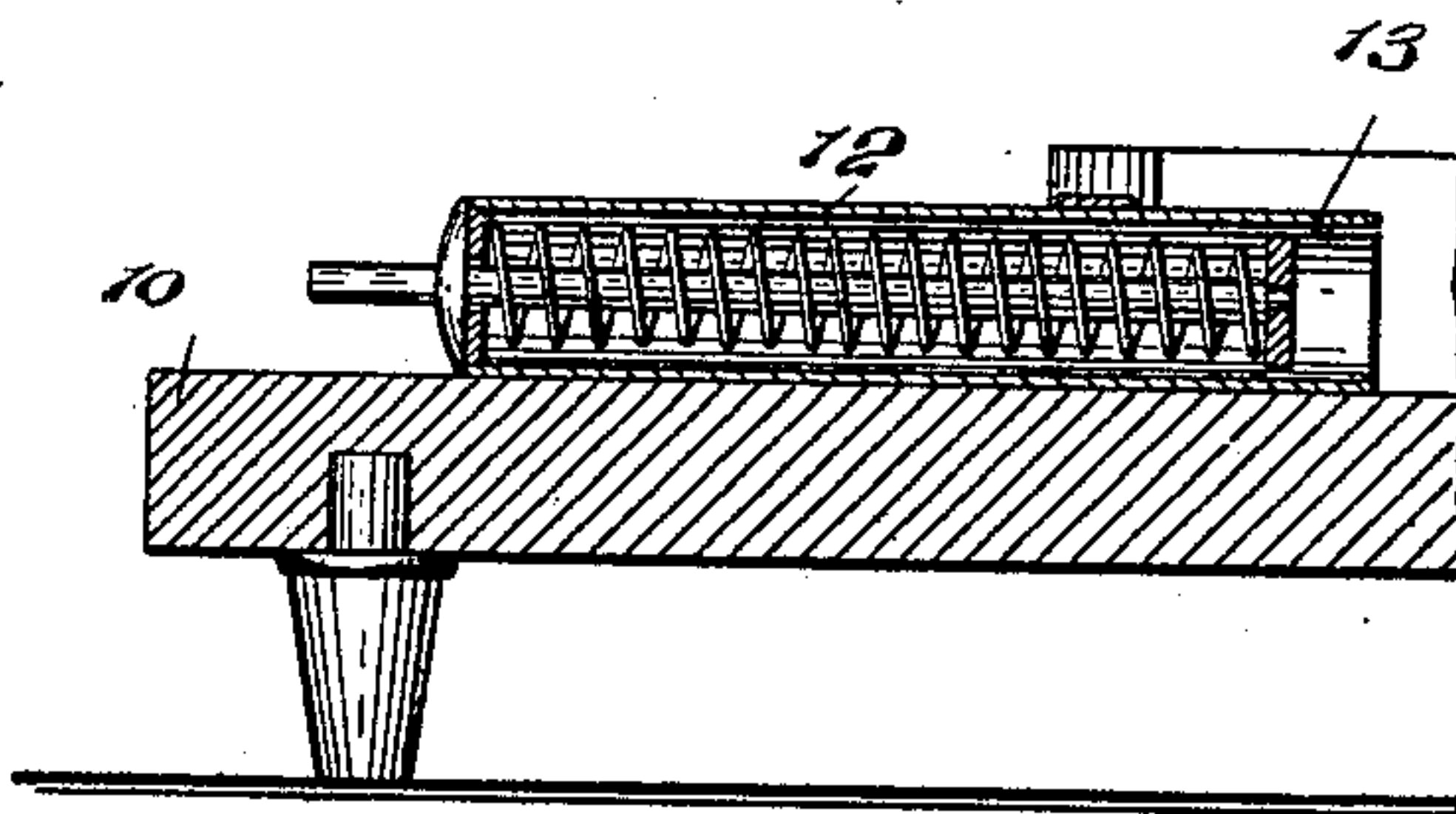


Fig. 7



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# UNITED STATES PATENT OFFICE.

DUNCAN MCRUER, OF PAULS VALLEY, INDIAN TERRITORY.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 681,570, dated August 27, 1901.

Application filed January 7, 1901. Serial No. 42,318. (No model.)

*To all whom it may concern:*

Be it known that I, DUNCAN MCRUER, a citizen of the United States, and a resident of Pauls Valley, Chickasaw Nation, Indian Territory, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

This invention relates to improvements in game apparatus of the type in which marbles or other rolling objects are propelled by players with the object of hitting targets, which in this instance represent nations or countries; and the object is to provide a game apparatus of this character that will not only afford amusement, but will require considerable skill in the playing.

I will describe a game apparatus 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 figures.

Figure 1 is a 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 vertical section. Fig. 4 is a section on the line 4 4 of Fig. 3. Fig. 5 is a partial section and partial elevation. Fig. 6 is a bottom view of a vertically-movable table employed, and Fig. 7 is a section on the line 7 7 of Fig. 1.

Referring to the drawings, 10 designates a fixed table, here shown as rectangular in form and having extended around it near its edge an upwardly-extended flange 11, representing a fort or parapet. At each corner and pointing toward the center is a marble-propelling device consisting of a cylinder 12, within which is a spring-actuated plunger 13. The table 10 has a central opening 14, in which a table is designed to rotate. This table consists of a ring-like portion 15, on the lower side of which and closing the opening is a block 16. Metal straps 17 are secured to this block and have their ends projecting out to engage against the under side of the table 10, thus preventing an upward movement of the revolving table. Secured to the upper side of the ring portion 15 of the revolving table is a ring-like plate 18, having an opening at its center, and extending upward from this opening is a cylinder 19, representing a

turret. Communicating with the lower portion of the turret 19 and extended radially therefrom is a series of runways 20, here shown in the form of tubes. I have shown six of these runways; but a greater or less number may be employed without departing from the spirit of my invention. Extended upward from the block 16 and through the turret 19 is a rod 21, on which a table 22 is movable vertically. This table has a tubular portion 23, engaging around the rod, and a conical wall 24 extends from the periphery of the table 22 to near the lower portion of the tube 23. A spring 25 engages at its upper end with the lower end of the wall 24 and at its lower end with the block 16. Mounted loosely on the top of the table 24 is a revolving table 26, and this revolving table 26 has a central opening engaging with a spiral on the upper end of the rod 21, so that when the table 22 is moved upward by the spring the said table 26 will be rapidly rotated. Mounted on the table 26 are four men 28, which are designed to indicate the four men for the guns or propelling devices 12, and these four men represent different nations. On the top of the turret are triangular-shaped closures 29, which when closed form a complete circle, the outer ends of the closures being pivoted to the upper edge of the turret. Within the turret and in line with each runway 20 is a latch or locking-rod 30. At the lower end the locking-rod has a projection 31, designed to engage against the upper wall of the runway to hold the locking-rod in its downward position, and near its upper end the rod has an inwardly-projecting finger 32, which engages with the upper edge of the table 22 to hold it in its downward position. The rods 30 are prevented from rotating by means of lugs 33, which project into slots formed in guides 34, secured to the inner side of the turret. Attached to the upper end of each rod 30 is a miniature representation of a man. These several miniature representations of men are designed to indicate different countries. As here shown, they represent six countries. For propelling the locking-rods 30 upward when released I employ springs 36, which are secured to the block 16 at one end, and their free ends engage the lower ends of the locking-rods.



The idea of the game is this: The four guns or propelling devices 12 represent four great powers of the world—for instance, the United States, Japan, Jews, and England. The guns  
 5 are so arranged as to send a marble into the runways of the revolving table carrying the turret 19. When the marble enters a runway, it strikes forcibly against the locking-rod 30, moving the lug 31 out of its locking  
 10 engagement, so that the spring 36 may force said rod upward. The rod in moving upward will open the closure or door 29 directly above it, bringing the miniature representation of a man 35 into view above the turret.  
 15 This of course will release the table 22 as far as its particular locking-rod is concerned. When the six locking-rods have been released and the several men or representations carried thereby are moved upward, opening the  
 20 closures 29, the table 22 will be released, so that the spring 25 will force it upward, causing the table 26 to rotate, and consequently carrying the men supported thereon rapidly around, thus bringing into view the representations of the four great nations, indicating  
 25 the overthrow of the lesser nations represented by the six men.

The rules of the game are as follows: First, the game shall consist of four players representing four nations; second, the nation  
 30 first counting one hundred points, or any number fixed upon by the players, shall win the game; third, the nation before whom the United States stops, or the representation of  
 35 the United States, shall receive the first shot; fourth, the nation shooting the first successful shot shall receive ten points extra, while the nation shooting the final successful shot—that is, the shot that permits the table to  
 40 rise—shall receive twenty points extra; fifth, a successful shot toward the center entitles the player to another shot; sixth, after once entering the field all men must remain on the board excepting the one shooting; seventh,  
 45 when a man of any nation is in sight the nation having the next shot must shoot at that man—hitting him he receives two extra shots, missing him he loses his shot, and, eighth, before beginning the game a secret alliance may  
 50 be formed between any two nations, made known by some sign, also either one of the nations can form a secret alliance with any of the other nations, but must not break the first alliance.

55 It is to be understood that during the playing of the game the turret will be rotated at the option of the players.

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

1. In a game apparatus, a fixed table, propelling devices on the fixed table, a table mounted to rotate relatively to the fixed table, a turret extended upward from the rotating table, runways communicating with  
 65 the lower portion of said turret and projecting outward, a table movable vertically in

the turret, a rotating table on said vertically-moving table, objects carried by said last-named rotating table, a guide-rod for the table, means for causing a rotary movement of the table on which the objects are mounted, locking-rods for the vertically-movable table and adapted to be released by rolling objects discharged from the propelling devices, and  
 70 miniature representations of men carried by said rods, substantially as specified. 75

2. A game, comprising a fixed table, a table mounted to rotate relatively to the fixed table, propelling devices at the corner of the fixed  
 80 table, a turret extended upward from the rotating table, runways communicating with the lower portion of said turret and projecting outward, a vertically-movable table in the turret, a spring for moving said table upward, a rotating table on the vertically-moving  
 85 table, means for rotating said rotary table during its upward movement, men carried by said rotating table, vertically-movable locking-rods for the vertically-movable table, locking-lugs at the lower portion of  
 90 said rods, springs for moving said rods upward, and miniature men carried on the upper ends of said rods, substantially as specified. 95

3. A game apparatus, comprising a stationary table, a table mounted to rotate in the stationary table, a turret extended upward from the rotary table, tubular runways communicating with the lower portion of the turret and extended radially therefrom, marble-propelling devices at the corners of the stationary table, a rod extended upward from the rotary table and through the turret, a table movable along said rod, a spring for moving  
 100 said last-named table upward, a rotating table on the vertically-movable table and operated by a spiral on said rod, men on said rotating table representing various nations, locking-rods for the vertically-movable table, the said locking-rods having lugs for engaging with the upper walls of the tubular runways, springs arranged in the lower portion of the rotary table and engaging with the  
 105 lower ends of said rods, guides for said rods in the turret, and devices representing men carried on the upper ends of said rods, substantially as specified. 110

4. A game apparatus, comprising a stationary table, a raised flange or wall extending  
 120 around said table near its edge, a marble-propelling device at each corner of said stationary table, a table mounted to rotate in the stationary table, a turret extended upward from said rotating table, a series of independently-opening closures at the upper  
 125 end of said turret, a rod extended upward in the turret and having a spiral upper end, a table engaging with said rod and adapted to be rotated by said spiral, figures representing men carried by said table, locking devices for holding said table downward, the said locking devices being released by contact with marbles driven from the propelling  
 130



devices, and objects carried by said locking devices which upon an upward movement force the doors or closures open, substantially as specified.

- 5 5. A game apparatus, comprising a rotary turret having inlets at its lower end for rolling objects, means for forcing the rolling objects into said openings, objects representing men normally held within said turret, locking devices for holding said objects in their lowermost position, said locking devices being released by the rolling objects, and objects representing men carried by said locking devices, substantially as specified.
- 15 6. A game apparatus, comprising a turret

mounted to rotate, two series of objects representing men held normally in said turret, locking devices for holding said two series of objects within the turret, and means for releasing said locking devices to permit one series of objects to rise and then permit the other series of objects to rise, substantially as specified.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

DUNCAN McRUER.

Witnesses:

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JACOB H. LEEDY.