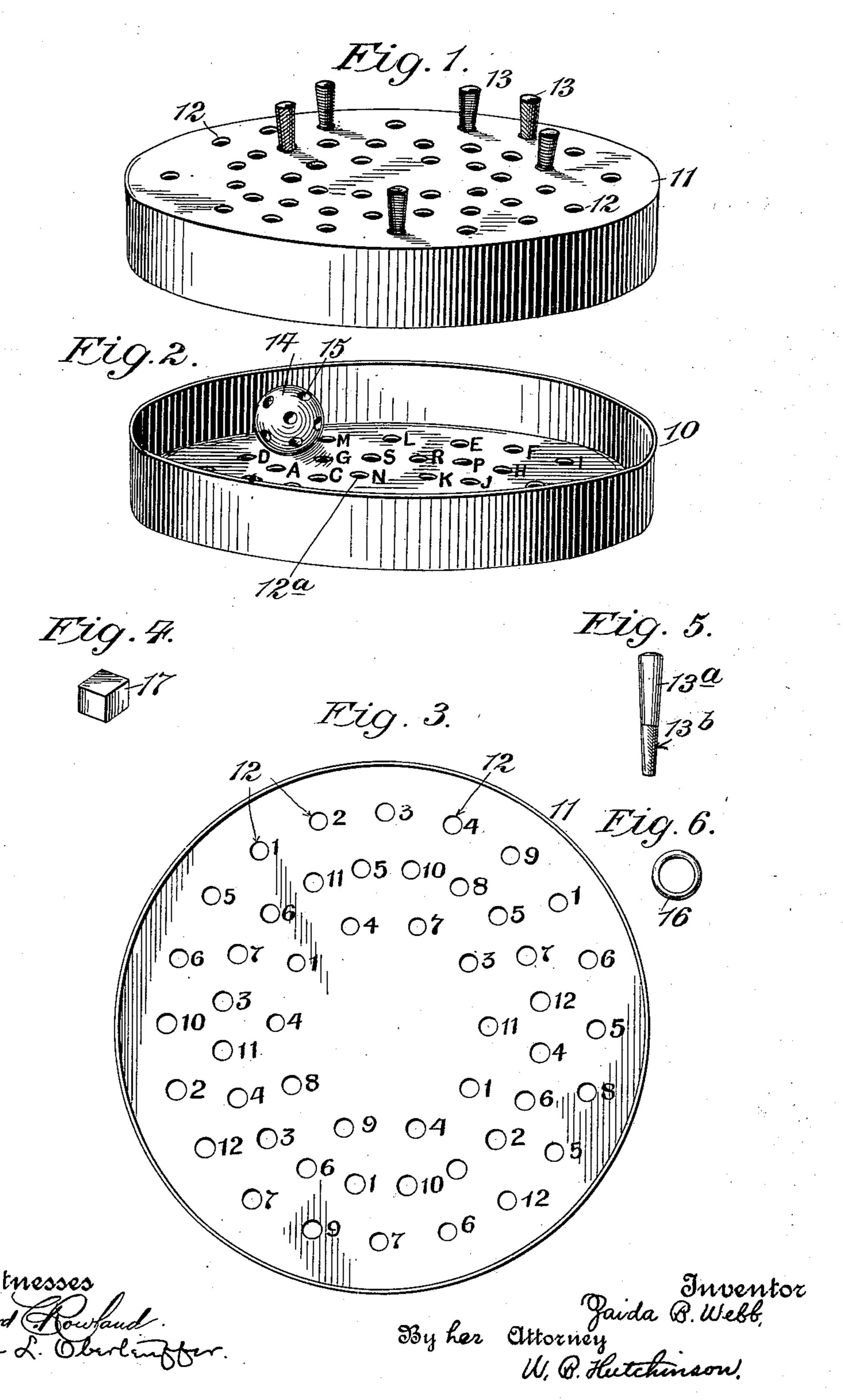
Z. B. WEBB. GAME.

(Application filed Apr. 5, 1901.)

(No Model.)



United States Patent Office.

ZAIDA B. WEBB, OF WHIPPANY, NEW JERSEY.

GAME.

SPECIFICATION forming part of Letters Patent No. 700,589, dated May 20, 1902.

Application filed April 5, 1901. Serial No. 54,547. (No model.)

To all whom it may concern:

Be it known that I, ZAIDA B. WEBB, of Whippany, Morris county, New Jersey, have invented certain new and useful Improvements in Games, of which the following is a full clear and exact description

full, clear, and exact description.

My invention relates to improvements in games; and the object of my invention is to produce a simple, interesting, and inexpensive game adapted to amuse the young and old of both sexes and intended also to give in an entertaining way elemental instruction to the young.

To these ends my invention consists of a game the construction and arrangement of which, together with the method of playing, will be hereinafter fully described and the novel elements pointed out in the claims.

Reference is to be had to the accompanying drawings, forming part of this specification, in which similar figures of reference refer to similar parts throughout the several views.

Figure 1 is a top perspective view of the game apparatus embodying my invention.

Fig. 2 is a top perspective view of the lower part of the apparatus. Figs. 1 and 2 together show the cover portion lifted from the body portion. Fig. 3 is an inverted plan of the top or cover portion of the apparatus; and Figs. 4 to 6 represent certain details and accessories of the game, which will be hereinafter referred to more in detail.

In carrying out my invention I use a hollow receptacle comprising the parts 10 and 11, which is separable and which, as illustrated, is in the shape of a short cylinder, though obviously the shape as well as the material can be changed or altered at will without affecting the principle of the invention. As illustrated, the part 11 forms a cover portion adapted to fit upon the part 10, so as

to effect the necessary closure.

In the top 11 are numerous holes 12, which are produced promiscously and not regularly arranged, these being adapted to receive the pegs 13, which are tapering and adapted to extend well down into the interior of the receptacle. These pegs are preferably made in sets of different colors. As illustrated, one set represents blue pegs and the other red, and there is a set of pegs for each player, so that it is obvious that any reasonable

number of sets may be provided; but a plurality of sets is necessary to make the game effective. When these pegs are thrust through 55 the holes 12, they are adapted to engage holes 15 in a ball 14, which rolls freely around within the box or receptacle 10 and 11. Obviously most of the pegs will not strike a hole in the ball, and when a player succeeds in 60 engaging the ball it counts a certain amount for him, and of course the player getting the greatest aggregate amount in a number of plays wins. In playing the game this way the ball is placed in the box or receptacle and 65 the latter closed, and then the players alternately step through the holes 12 with the pegs in an endeavor to engage the ball, and as the latter rolls freely and there is no means of knowing where it is located it is purely a 70 question of chance as to who first engages with the ball.

In connection with the ball, or separately from it, if desired, a series of rings 16 (see Fig. 6) may be used, which are allowed to lie 75 freely in the box and may be shaken about to make their location uncertain. Then the box may be inverted before separating the parts, and if the rings are found on any of the pegs this will constitute a count for the 8c player whose peg is engaged by a ring; but a great many modifications of the peg and ball or ring arrangement will at once suggest themselves. If desired, one or more pegs 13a of each set may be provided with a magnetic 85 pole-piece 13b at the point, and the engaging article may be a block or button 17, of magnetic metal. Then when the magnetized peg and the magnetic button or block come together they will of course adhere, and thus 90 effect a count in a way analogous to that already explained. Likewise ordinary dice may be perforated, so as to engage a peg or a button, or, in fact, any free-moving article may be substituted for the articles shown.

In the drawings I have shown the bottom of the box also provided with holes 12^a, so that, if desired, the box may be inverted and the pegs thrust through these holes, and near each hole 12^a is a letter of the alphabet, so that when the pegs are all in place the box may be opened and the children using the game may see whose pegs spell out the most words—that is, who can make the most words

from the letters indicated by the pegs. On the inside of the top, too, I arrange numerals around the various holes 12, and so by placing the pegs in the holes and then inverting the cover it can be ascertained who gets the greatest count from the added numerals indicated by a set of pegs.

It is of course evident that the arrangement of numerals and letters may or may not be used, and so far as playing the game is concerned very many modifications of the schemes indicated can be employed; but enough has been described to show the interesting nature

of the game.

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

1. A game apparatus comprising a separable box or receptacle having holes through a

wall thereof, pegsadapted to be thrust through 20 the holes, and a freely-moving object within the box, said object having holes therein adapted to engage one of the pegs.

2. A game apparatus comprising a two-part separable box having perforations through 25 the outer wall thereof, indicating characters made adjacent to the perforations and wholly on the inside of the box so as not to be seen from without, and a series of removable pegs

adapted to be thrust through the holes.
In testimony whereof I have signed my name to this specification in the presence of

two subscribing witnesses.

ZAIDA B. WEBB.

Witnesses:

WARREN B. HUTCHINSON, JACOB E. BROWN.