

No. 711,383.

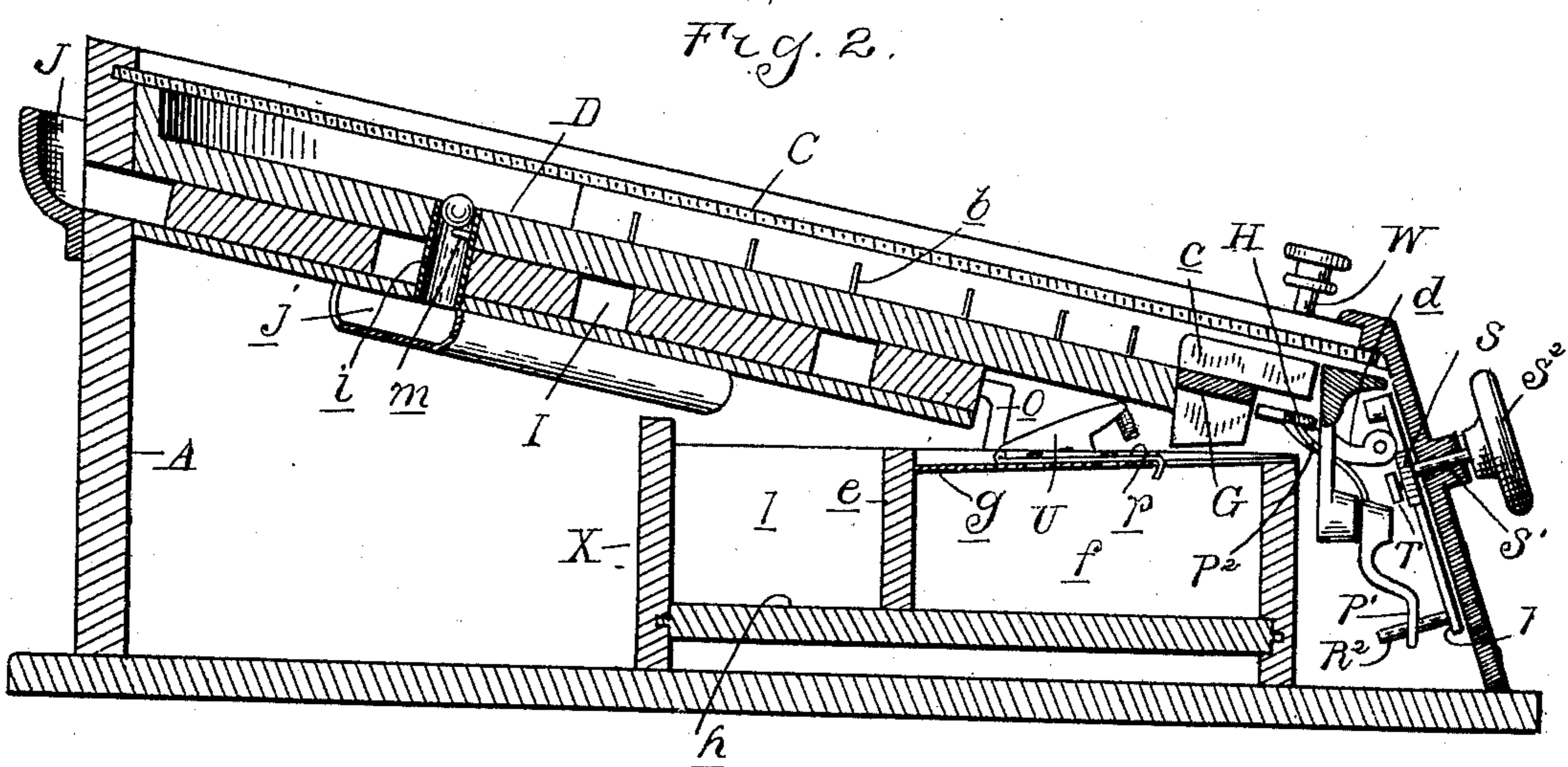
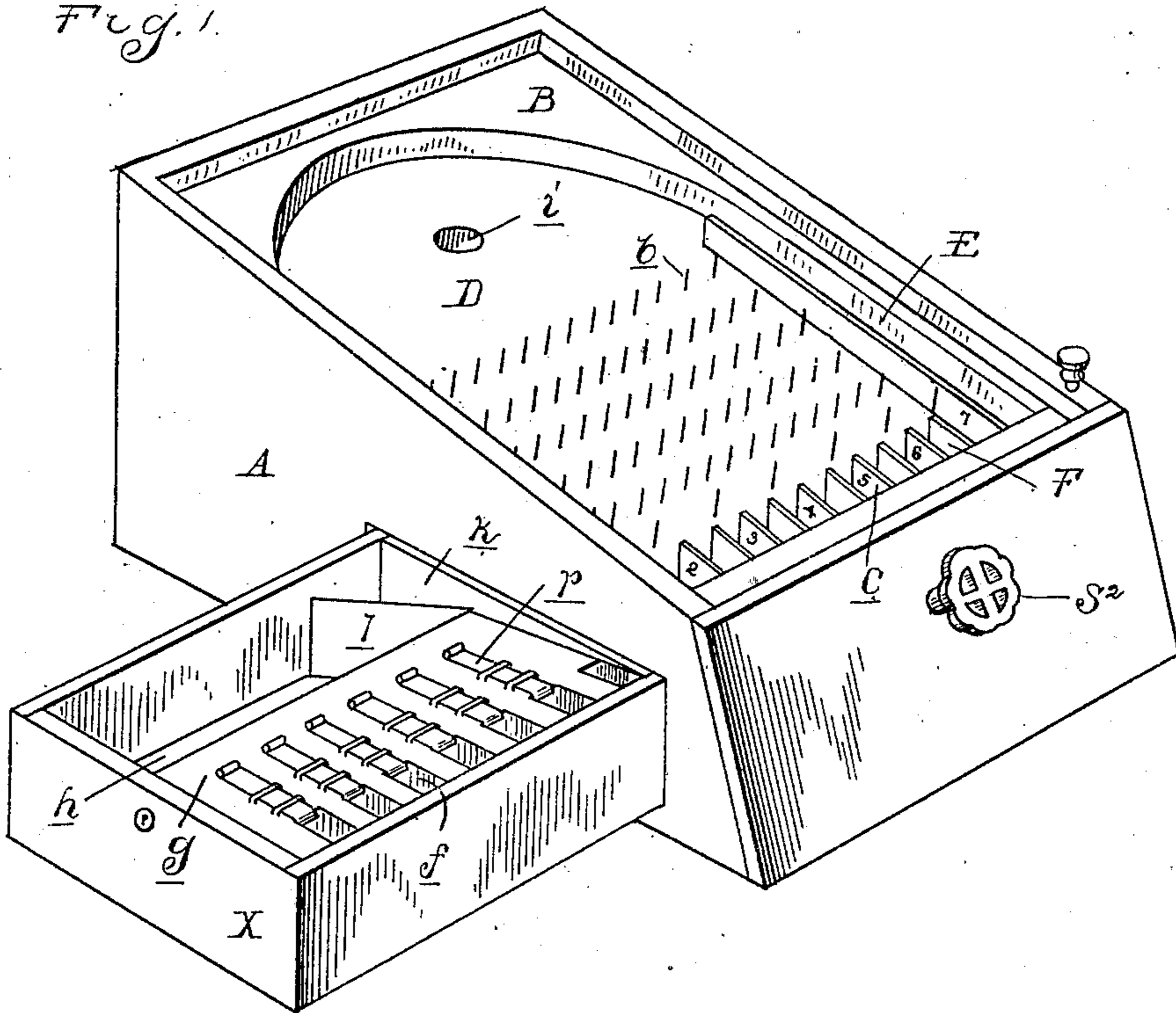
Patented Oct. 14, 1902.

A. A. CAILLE.  
GAME.

(Application filed Jan. 21, 1901.)

(No Model.)

3 Sheets—Sheet 1.



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Fig. 3.

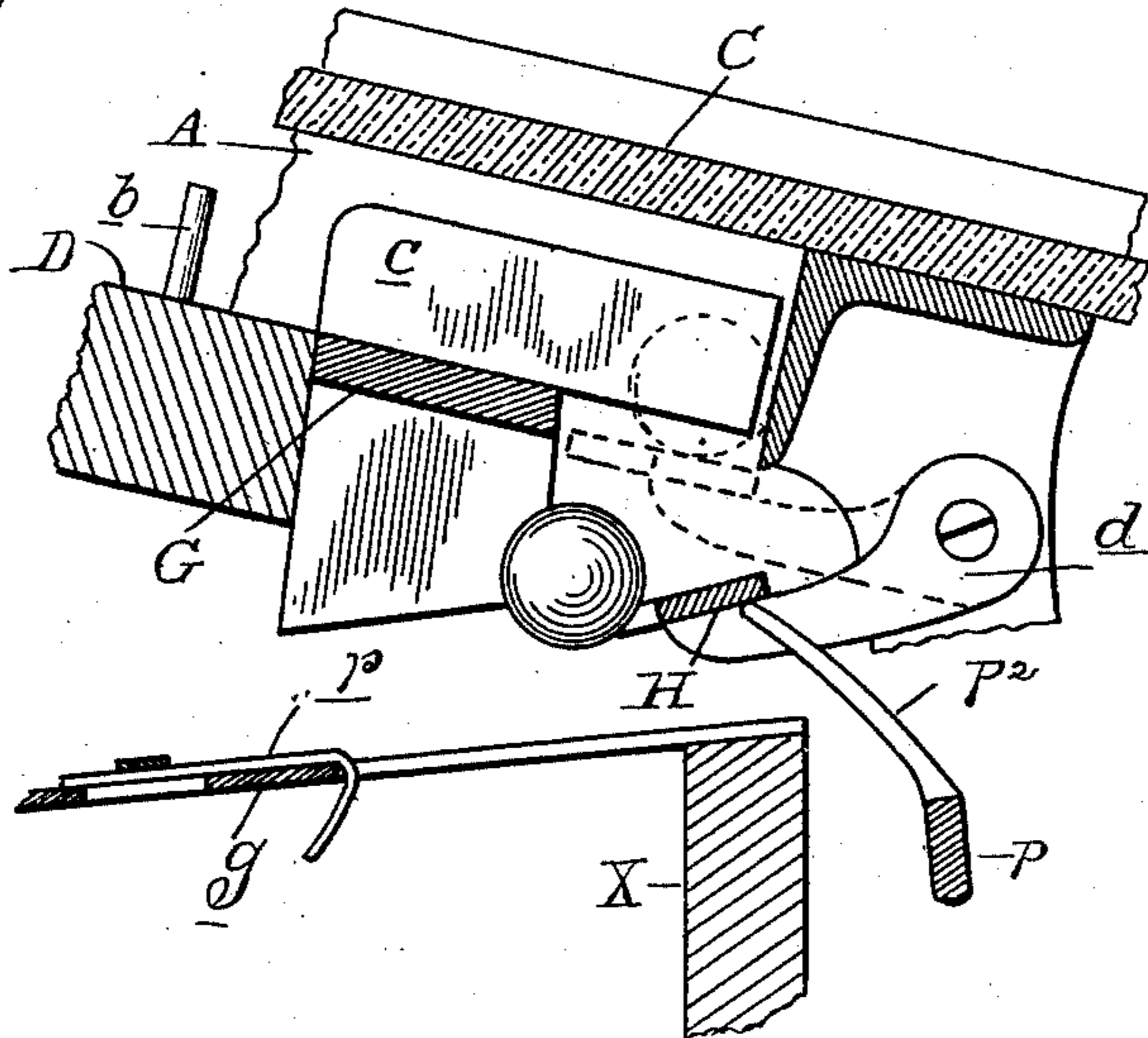
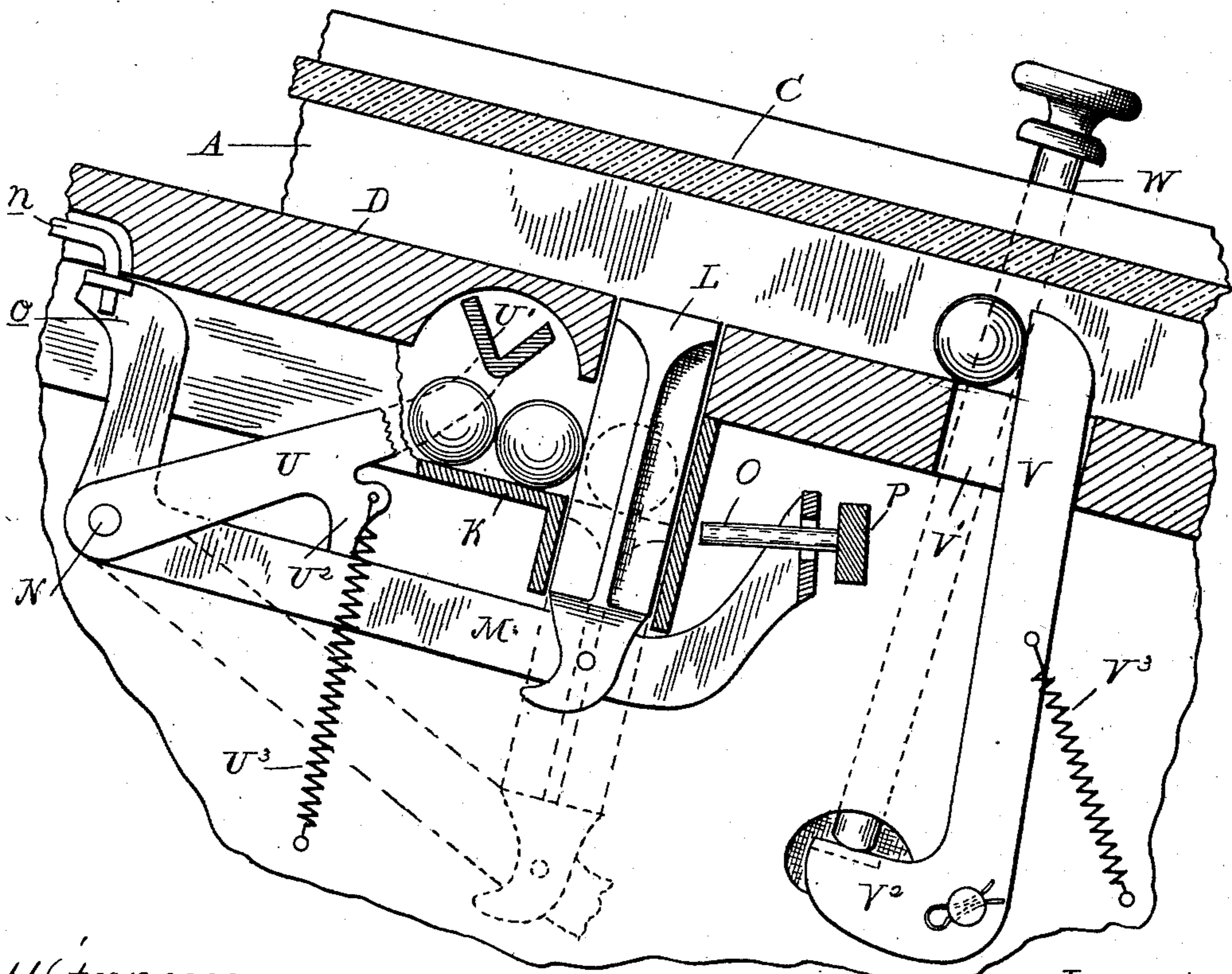


Fig. 5.



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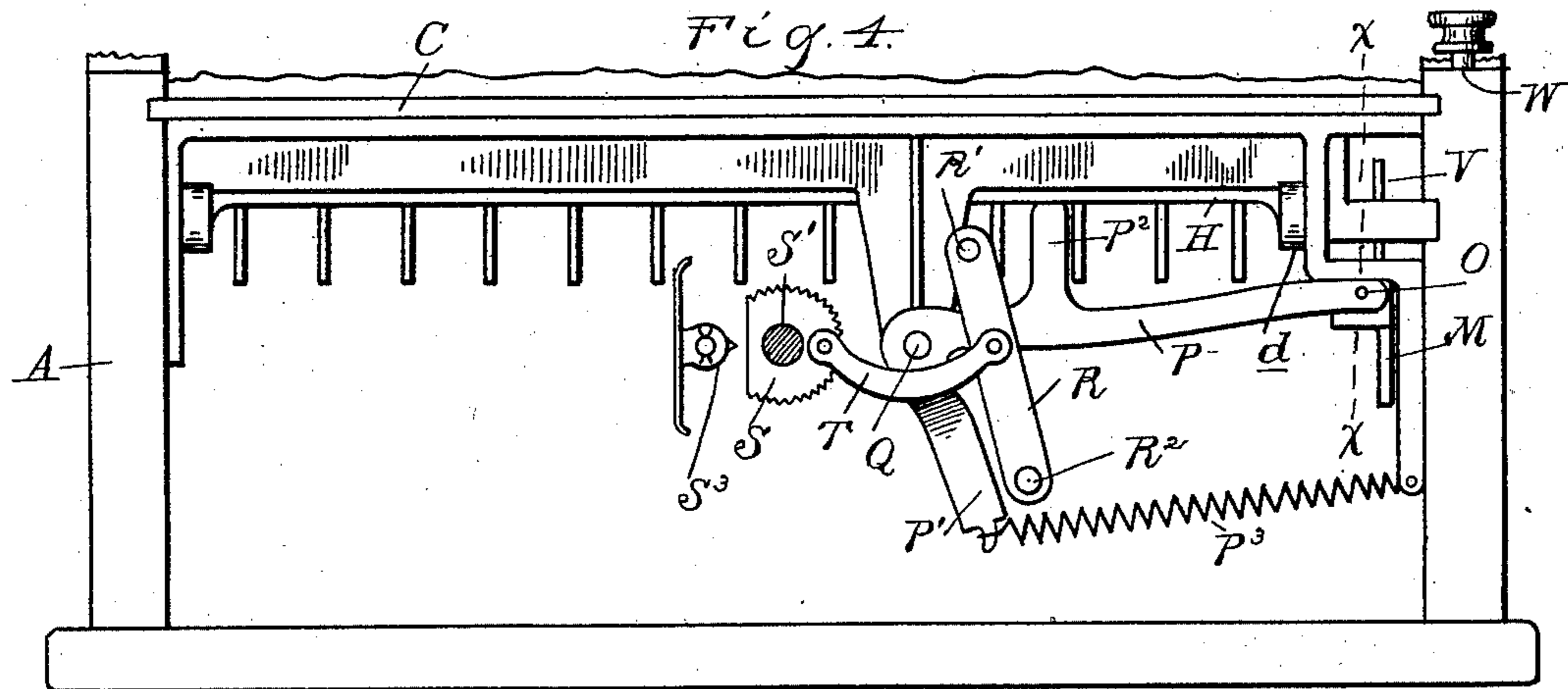
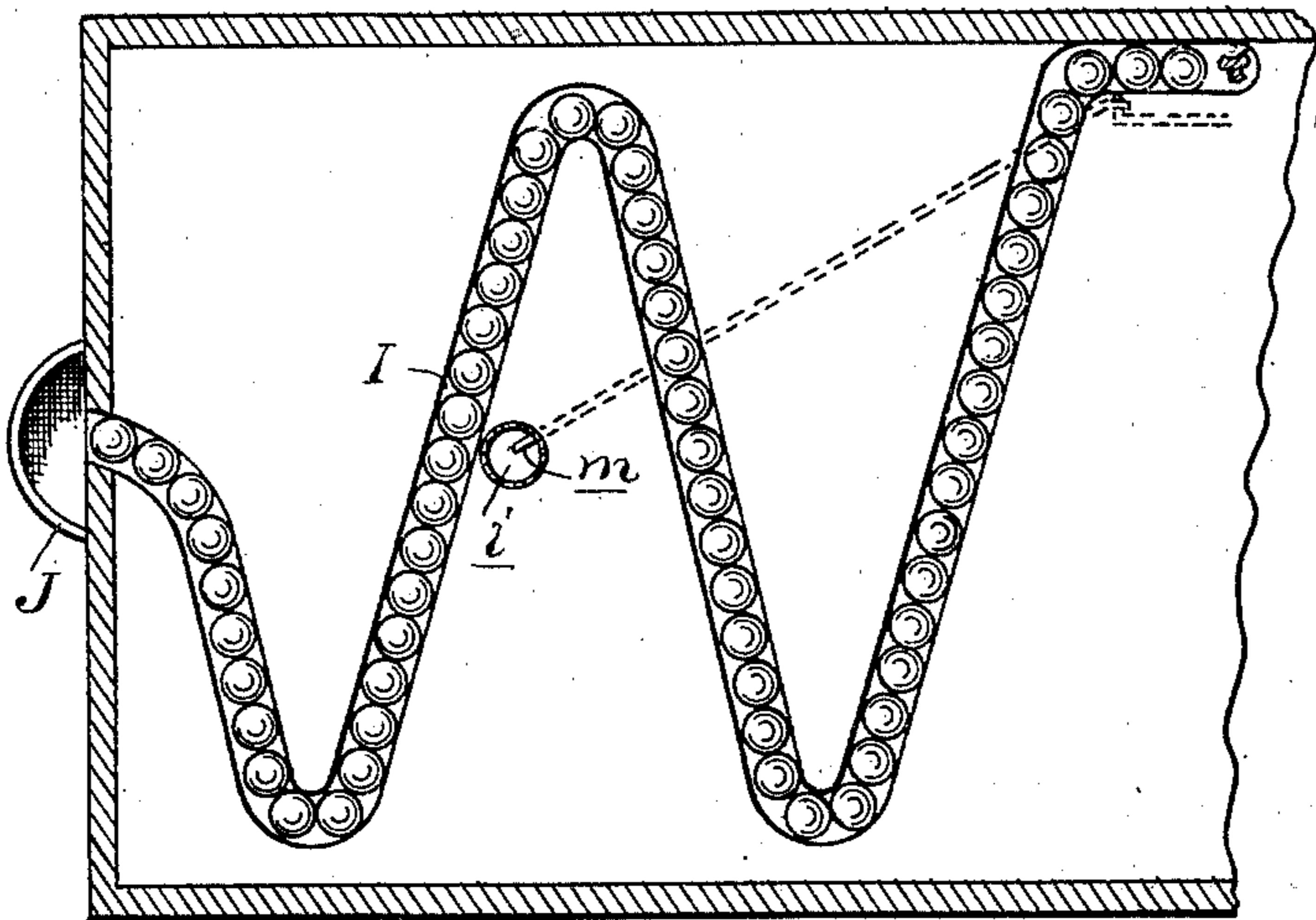


Fig. 6.



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# UNITED STATES PATENT OFFICE.

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## GAME.

SPECIFICATION forming part of Letters Patent No. 711,383, dated October 14, 1902.

Application filed January 21, 1901. Serial No. 44,187. (No model.)

*To all whom it may concern:*

Be it known that I, ADOLPH A. CAILLE, a citizen of the United States, residing at Detroit, in the county of Wayne and State of Michigan, have invented certain new and useful Improvements in Games, of which the following is a specification, reference being had therein to the accompanying drawings.

The invention relates to games of that class in which marbles or balls are shot upon an inclined board having a series of obstructions arranged thereon and a series of pockets at its lower edge, the object being to lodge said balls in certain of the pockets.

It is the object of the invention to obtain a device in which the entire number of balls used may be stored in a magazine and transferred therefrom to the playing position as needed.

It is a further object to provide means for registering the count of the successive plays, so that at the end of the game the complete tally thereof is obtained.

The invention consists in the peculiar construction of the game-board, together with the mechanism employed for operating the balls, and, further, in the peculiar construction of the tally-box, as more fully hereinafter described and claimed.

In the drawings, Figure 1 is a perspective view of my game, having the tally-box partially drawn out therefrom. Fig. 2 is a vertical longitudinal section. Fig. 3 is an enlarged section of a portion of Fig. 2, showing the parts in the position for operation. Fig. 4 is an elevation with the front panel removed, showing the mechanism within the case. Fig. 5 is an enlarged section substantially on line *xx*, Fig. 4. Fig. 6 is a horizontal section showing the magazine for the balls.

A is a casing preferably having a substantially rectangular base. This casing is provided with an inclined top B, which is preferably covered by a transparent panel C. The top B has a depressed panel D, which forms the game-board proper, and is preferably of semicircular form at its upper end. At one side of said panel is arranged a shooting-alley E, formed by a strip extending upward from the panel. Upon the body of the

board and preferably below the upper end of the alley E is arranged a series of obstructions, preferably formed by wires or pins *b*, projecting upward from the board. At the lower end of the panel is formed a series of pockets F, adapted to receive the balls shot upward from the alley E and rolling down the inclined board. These pockets are formed by parallel strips *c*, preferably secured to the common cross-bar G, extending across the casing.

At the lower end of the pockets F the board is cut away to form discharge-passages for the balls, which passages are normally obstructed by the plate H. The latter is pivotally secured to the casing preferably by being connected to rock-arms *d* at opposite ends. It is normally held in the position shown in Fig. 2, but at certain times is tilted into the position shown in Fig. 3 to permit of discharging the balls from the pockets.

Below the panel D is formed a magazine I, as shown in Fig. 6, which connects with the filling-spout J at the upper end of the casing. This magazine is preferably arranged in a zigzag course, so as to contain a greater number of balls, and at its lower end communicates with a casing K, arranged beneath the alley E and containing the cut-off and elevating mechanism.

The elevator is preferably in the form of a plunger L, slidingly secured in a substantially vertical cylinder formed at the lower end of the casing K. This plunger is connected to a rock-arm M, pivoted on a post N, secured to one side of the casing. The other end of this arm is connected by a pin O to a bell-crank lever P, arranged in a plane at right angles to the plane of the arm M and pivoted upon a post Q.

R is a rock-arm pivoted upon the post R' and having a pin R<sup>2</sup> extending into the path of the operating-arm P' of the bell-crank P.

S is a crank secured to a shaft S', passing outward through the front wall of the casing and provided at its outer end with an operating-handle S<sup>2</sup>. The crank S is connected by a link T to the arm R. It is also preferably provided with a series of circumferential notches adapted to engage with a spring-dog

S<sup>3</sup>, so as to prevent rotation of the crank backward after it has been partially revolved in one direction. The bell-crank lever P is provided with an upwardly-extending arm P<sup>2</sup>, which bears against the plate H and holds the latter in its normal position.

P<sup>3</sup> is a spring connected to the arm P' and holding the bell-crank lever in the position shown in Fig. 4.

U is a cut-off arm pivotally secured upon the pin N and extending upward adjacent to the casing K. At its upper end it is provided with a laterally-projecting wedge-shaped gate U', which in the position shown in Fig. 5 is raised above the balls within the casing K. The arm U is provided with a finger U<sup>2</sup>, which rests upon the upper edge of the arm M.

U<sup>3</sup> is a spring drawing downward upon the arm U.

With the mechanism thus far described whenever the handle S<sup>2</sup> is turned through one revolution it will rotate the crank S and through the connecting-link T will rock the lever R. The latter will impart a rocking movement to the bell-crank lever P against the tension of the spring P<sup>3</sup> and will thereby lower the arm P<sup>2</sup>, so as to permit the plate H to drop downward and discharge whatever balls are lodged in the pockets F. At the same time the movement of the bell-crank P will impart a rocking movement to the arm M through the medium of the pin O, and this arm in turn will lower the plunger L until its upper end is on a level with the bottom of the casing K. As the arm M is lowered and withdraws its support from the finger U<sup>2</sup> the spring U<sup>3</sup> will draw downward the arm U, causing the wedge-shaped projection U' to bear upon the balls within the casing K. The arrangement is such that the nose of the wedge will be inserted between the first and second ball within the casing K, and as soon as the plunger L is drawn out of the way the inclined face of the wedge will force the first ball into the cylinder for the plunger, while the adjacent ball is prevented from following by the wedge. In the second half-revolution of the handle the arm R will be rocked in the reverse direction, which will permit the spring P<sup>3</sup> to return the bell-crank lever P, thereby causing the arm P<sup>2</sup> to lift the plate H and also returning the arms M and U to the position shown in Fig. 5. This will cause the plunger L to be forced upward, lifting the ball in the cylinder until it is on a level with the alley E.

The mechanism for shooting the ball preferably comprises a pivotal arm V, extending upward through the slot V' in the bottom of the alley and the rod W for operating said pivotal arm. As shown, the rod W extends downward through the port in the wall of the casing and at its lower end engages with a laterally-extending arm V<sup>2</sup> of the arm V. V<sup>3</sup> is a spring for returning the arm V. In operation by tapping the upper end of the rod W with the finger it will impart a quick move-

ment to the arm V, which will shoot the ball upward in the alley E.

The tally-box comprises a receptacle, preferably in the form of a drawer X, slidingly secured in the casing and having its forward portion arranged beneath the pockets F. This drawer is divided into a number of compartments by the longitudinal partition *e* and a series of transverse partitions *f*. The latter are arranged to form pockets, respectively, below the pockets F. The pins *b* upon the board are arranged to form a greater obstruction for certain of the pockets F than for others, and the former are intended for use as the counting-points. These counting-points I have designated by the numerals "1," "2," "3," "4," "5," "6," and "7." Above the partition *f* in the drawer is an inclined board or partition *g*, provided with a series of apertures therein respectively registering with the counting-pockets 1, 2, 3, 4, 5, 6, and 7. Between the counting-pockets are intermediate pockets F, through which the balls are discharged upon the inclined board *g* and allowed to roll down into the receptacle *h* on the opposite side of the partition *e*. Near the upper end of the board is preferably arranged an aperture *i*, which communicates with the channel *j* beneath the magazine and extends to a point above the inner corner of the drawer X. In this corner of the drawer is formed a receptacle *k* by means of the diagonal partition *l*. The purpose of the aperture *i* is to form a high-counting play whenever the ball is lodged therein, and the ball in the said aperture will be discharged through the channel *j* into the receptacle *k*.

*m* is a finger which normally projects into the aperture *i* and forms a temporary support for the ball lodged therein. This finger is connected by a rod *n* to the arm *o*, preferably formed integral with the arm M, the arrangement being such that whenever said arm M is operated the finger *m* will be withdrawn to permit the ball to fall into the channel *j*. The plate *g* is preferably provided with a series of slides *p*, adapted to close the apertures therein communicating with the pockets between the partitions *f*.

The parts being constructed as described, the operation of the device is as follows: The balls to be used by the different players are preferably distinguished from each other by differences in color or some other mark, which will be readily observed in making the final count. These balls are placed in the spout J, so as to fill the magazine I. In placing the balls in the spout a certain number of each color are placed therein in succession, so that when the magazine is filled they will be arranged in series composed of groups of the various colors. The drawer X being then placed within the casing, the device is in condition for the game. Each player first turns the handle S<sup>2</sup> through a complete revolution, which discharges any balls played by the previous player, and also through the mechan-

ism described lifts one ball from the magazine and deposits it in the alley adjacent to the arm V. The player then taps the rod W to shoot the ball, which either enters the aperture *i* or rolls downward on the panel D. In the latter case it comes in contact with the obstructions *b* and is deflected thereby until it finally is deposited in one of the pockets F. The player then turns the handle  $S^2$  through another revolution, which allows the ball previously played to drop out of the pocket. If it has been deposited in one of the counting-pockets, in dropping out therefrom it will fall through one of the apertures in the inclined board *g* and into the corresponding receptacle below said board. If, on the other hand, it is in one of the intermediate pockets, it will fall upon the incline *g* and roll down into the receptacle *h*. Should the ball happen to enter the aperture *i*, it will be temporarily held therein until the succeeding operation of the handle  $S^2$ , when the movement of the arm M will cause the finger *m* to be withdrawn and allow the ball to pass through the channel *j* to the receptacle *k*, as before described. Thus the player may continue until all the balls in the first group of his color have been played. The second player then takes his turn, and so on until all have played. When all of the balls in the magazine have been exhausted, the drawer may be withdrawn from the case and the count ascertained in the following manner: The balls lodged in the receptacle *h*, corresponding to the non-counting pockets, are first removed. Then the balls in the pockets *k* are counted and credited to the proper players, being distinguished by their color. In order to remove the balls from the

other pockets without danger of mixing, the slides *p* are moved to close all of said pockets, excepting one. The balls in this pocket are then removed and counted, then one of the slides is withdrawn and the balls in the next pocket are counted and credited, and so on until all are removed. The sum of the various counts will give the score of the players and determine the winner of the game.

What I claim as my invention is—

1. In a game, the combination with an inclined playing-board having a series of ball-receiving pockets at its lower end and means for discharging the balls from said pockets beneath the board of a combined ball-receptacle and tally-box removably secured beneath said board said box having a series of compartments corresponding to said pockets and adapted to receive the balls discharged therefrom, and independent closures for said compartments, for the purpose described.

2. In a game, the combination with an inclined playing-board having a series of ball-receiving pockets at its lower end and means for discharging the balls therein beneath the board, of the combined tally-box and ball-receptacle X removably secured beneath said board, having the longitudinal partition *e*, the cross-partitions *f* and the inclined plate *g* apertured to receive the balls from some of said pockets, and the slides *p* for closing said apertures for the purpose described.

In testimony whereof I affix my signature in presence of two witnesses.

ADOLPH A. CAILLE.

Witnesses:

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