

No. 711,734.

Patented Oct. 21, 1902.

O. PRYIBIL.
GAME AND GAME TABLE.
(Application filed Dec. 18, 1901.)

(No Model.)

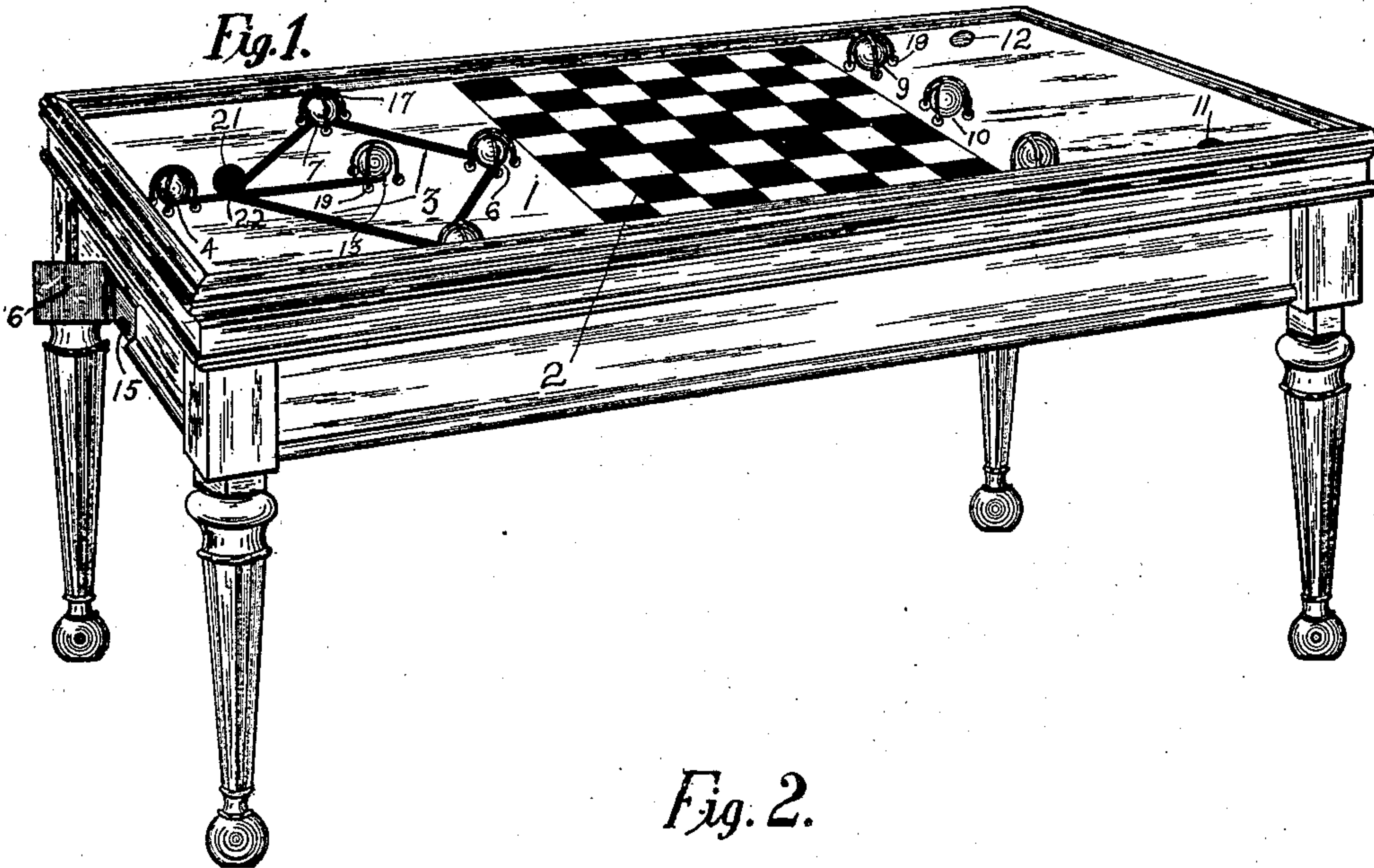


Fig. 2.

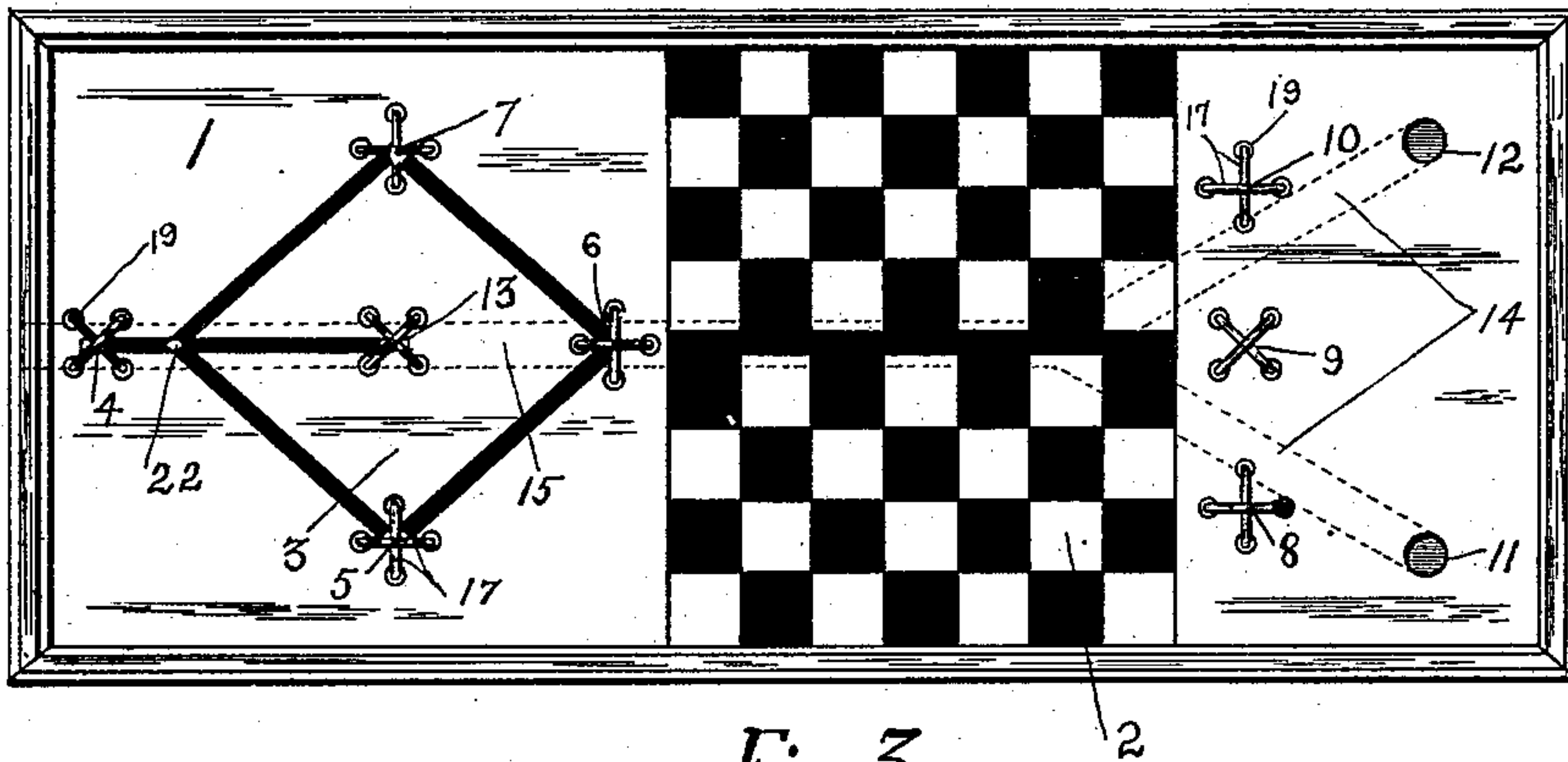


Fig. 3.

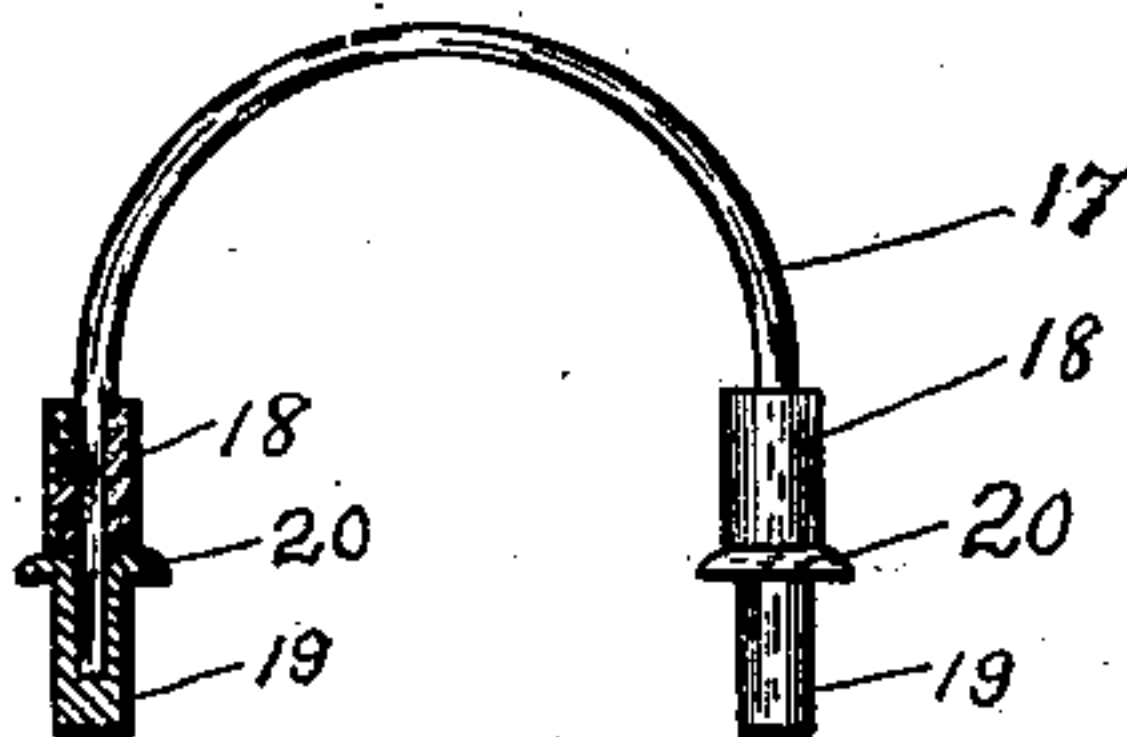


Fig. 4.

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OSCAR PRYIBIL, OF ST. LOUIS, MISSOURI.

GAME AND GAME-TABLE.

SPECIFICATION forming part of Letters Patent No. 711,734, dated October 21, 1902.

Application filed December 18, 1901. Serial No. 86,464. (No model.)

To all whom it may concern:

Be it known that I, OSCAR PRYIBIL, a citizen of the United States, residing at the city of St. Louis, State of Missouri, have invented
5 certain new and useful Improvements in Games and Game-Tables, of which the following is a full, clear, and exact specification, such as will enable others skilled in the art to which it appertains to make and use the
10 same.

This invention relates to a new game called "base-ball chess" and the table on which same is to be played.

In the drawings, Figure 1 is a perspective
15 view of the table, showing the balls in their several positions thereon at the beginning of the game. Fig. 2 is a top plan view of the table, the balls being omitted. Fig. 3 is a side elevation of one of the wickets, the eyelet
20 in which said wicket is mounted being shown in side elevation at one end of said wicket and in section at the other end. The rubber cushion on said wicket is shown in side elevation on one end of said wicket and in section
25 on the other end also. Fig. 4 is a top plan view of one of said eyelets.

Referring to the drawings, in which like numbers of reference refer to like parts wherever they occur, 1 is the playing-surface of a
30 game-table constructed in its general features like an ordinary pool or billiard table. This playing-surface has two main divisions, 2 indicating the checker-board division, and 3 the base-ball diamond.

35 4 is the catcher's position of an ordinary base-ball field.

5 indicates first base; 6, second base; 7, third base; 8, the position of the man in left field; 9, the center-fielder's position, and 10
40 the station of the right-fielder.

11 indicates a hole or pocket behind the left-fielder's position, and 12 a similar hole or pocket in right field.

13 is the pitcher's box.

45 Beneath the playing-surface and constructed through the body of the table is a Y-shaped alley, the right and left legs of the Y being numbered 14 and leading, respectively, to the holes or pockets 11 and 12 and uniting in the
50 main portion 15 of said alley, which runs to

the opening at the end of the table normally closed by the spring trap-door 16. The trap-door 16 is provided with a spring of such strength as to keep it closed against the impact and pressure of the balls that return to
55 the player's end of the table through said alley 15.

Located at the different stations of a base-ball field are baskets formed of crossed wickets 17. These wickets are preferably of such
60 size as to allow but small space for the balls to pass therethrough, and the balls I prefer to make of a size slightly smaller than the ordinary billiard-ball in order to enhance the difficulty of the game. At the lower part of
65 both sides of the wickets 17 I place a short piece of rubber tubing 18 for the double purpose of protecting the balls from injury and acting as a cushion. The wickets might be
70 set directly into the wood; but I prefer to mount them in eyelets 19, having flanges 20 at the top thereof. These eyelets are sunk in the wooden portion of the table until their flanges 20 are flush with its surface.

21 is the principal playing-ball, for which
75 the color of black has been arbitrarily selected. The same is located at the beginning of the game at the home-plate 22, and the playing-line extends across the table equidistant with the home-plate from the ends of the table. This playing-line is an imaginary line,
80 which may be located at any desired distance from the end of the table; but I prefer to have the players place their balls for the first shot at some point not farther toward the center
85 of the table than the home-plate, and to the line extending through the home-plate and touching both sides of the table I have given the arbitrarily-selected name of the "playing-line."
90

Each of the nine balls used in playing this game is of a different color from the others. Similarly the checker-board squares are varicolored.

The game is played as follows: Each ball
95 being in its station and the black ball 21 being at the home-plate 22 the player with a cue propels the black ball 21 in the direction of first base 5 with the object of knocking the blue ball out of its station. If he hits the
100

ball, it is obvious that it may hit the side retaining-wall of the table and that the ball will be given an impulse in the other direction toward the checker-board. Of course the value of the different shots and their results may be arbitrarily chosen. If the blue ball when it is knocked out of the first-base basket 5 and rolls upon the checker-board 2 rests upon a blue square in said checker-board, the result of that shot is of higher value than if the same ball rests upon a square of a color other than its own. In the first case we will arbitrarily fix the value of such shot at fifty, and when the ball rests upon the square of a different color from its own we will say that the value of such a shot is only half as much—that is to say, twenty-five. When the ball rests upon no square of the checker-board—as, for instance, when it straddles a dividing-line between two squares—the value of the shot is very little—say five—which compensates the player for getting the ball upon the checker-board instead of misplaying, so as to land the ball in foul territory—that is to say, either to one side or the other of the checker-board 2. Having, we will assume, knocked the first-base blue ball out of its position, the player is then entitled to two more shots, and he proceeds to place the black ball 21 in the first-base basket, from which point he takes aim at the red ball in the second-base position. If he succeeds in knocking the red ball out of the second-base basket upon the checker-board, so that it rests upon the red square in the checker-board, the result counts him fifty. If said red ball rests upon a square of any other color in the checker-board, the shot counts him twenty-five, while if this ball straddles a dividing-line he only scores five. Having successfully disposed of the second-base ball, he places the black ball in the second-base basket and aims at the ball stationed in the basket at the third base. It will be observed that it will require a three-cushion shot from the second-base position to bring the third-base ball, which we will say is a yellow ball, upon the checker-board, and obviously this is a shot of considerable difficulty. Having disposed of the three base-balls, as just described, the player places the black ball 21 upon the playing-line at any point that he may select and aims at the balls located in the baskets in the right, center, and left field positions. It will be observed that the wickets 17 of the various baskets at 4, 5, 6, 7, and 13 are so turned as to allow a straight shot through the center of the basket, whereas in the case of the baskets at 8, 9, and 10 the wickets are so turned as to cause the black playing-ball 21 to be “wired” on the ball located in each of said baskets. The result is that in order to get such balls out of their respective baskets it is necessary for the ball 21 to be so handled by the cue of the player as to “kiss” such balls.

The object of the right and left field shots is to cause the respective balls to enter the openings 11 and 12, whence they fall into the legs 14 of the alley 15, which slants toward the player's end of the table, and thus returns same to a point accessible to the player, controlled by the door 16. The object of the center-field shot is to bring the ball located in the basket 9 back upon the checker-board 2. This is a shot of more than its apparent difficulty because the ball 21 cannot be propelled from the home-plate 22 for a straight impact because of the intervention of the baskets 13 and 6. The player is therefore obliged to place the ball 21 at some point on the playing-line either to the right or the left of the home-plate 22, and so doing finds himself wired on the ball located in the basket 9. As this is one of the most difficult shots in the game, the value is commensurately high, and a value may be attached first to knocking the ball out of the basket and, second, to success in landing the ball on the checker-board. The player then brings the black ball 21 back to the home-plate 22 and proceeds to knock out the ball in the pitcher's box 13 and in the catcher's station 4. A straight shot from the home-plate 22 to the pitcher's box 13 will not accomplish the desired result, because the ball is nearly as large as the opening formed by the wickets, through which it must pass. It is therefore necessary, in the language of billiard-players, “to put the English on it.”

It is obvious that in the playing of the game and in the arrangement of the apparatus various minor changes may be made without departing from the spirit of my invention and that an arbitrarily-selected series of values may be attached to the several shots as the respective difficulty of the same may in practice dictate.

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

1. In a game-table the combination of a playing-surface, comprising a base-ball diamond and a checker-board, baskets located on said playing-surface, said baskets being formed of crossed wickets.

2. In a game-table the combination of a playing-surface, comprising a base-ball diamond and a checker-board, baskets located on said playing-surface, the wickets forming said baskets being inserted in eyelets countersunk in the playing-surface.

3. In a game-table the combination of the playing-surface, comprising a base-ball diamond and a checker-board, baskets located on said playing-surface, composed of wickets, the ends of which are inserted in eyelets located in said playing-surface and said ends being encircled by short rubber tubes.

4. In a game-table the combination of a playing-surface, comprising a base-ball dia-

mond and a checker-board, and baskets located on said playing-surface.

5 In a game-table the combination of a playing-surface, comprising a base-ball diamond and a checker-board, baskets located on said playing-surface nearer the end of said playing-surface than the checker-board, and pockets behind said baskets.

In testimony whereof I have hereunto attached my signature, in the presence of two witnesses, this 11th day of December, 1901.

OSCAR PRYIBIL.

Witnesses:

HUGH K. WAGNER,
FAY CHAMBERLAIN.