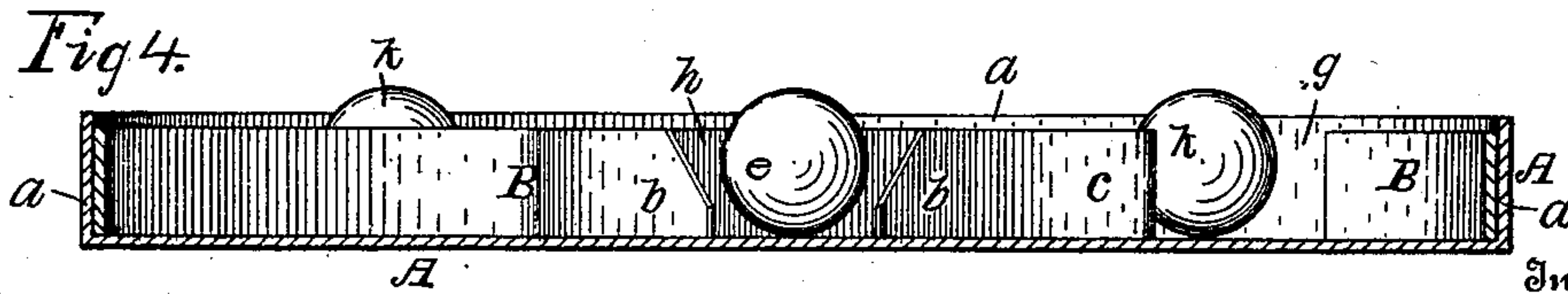
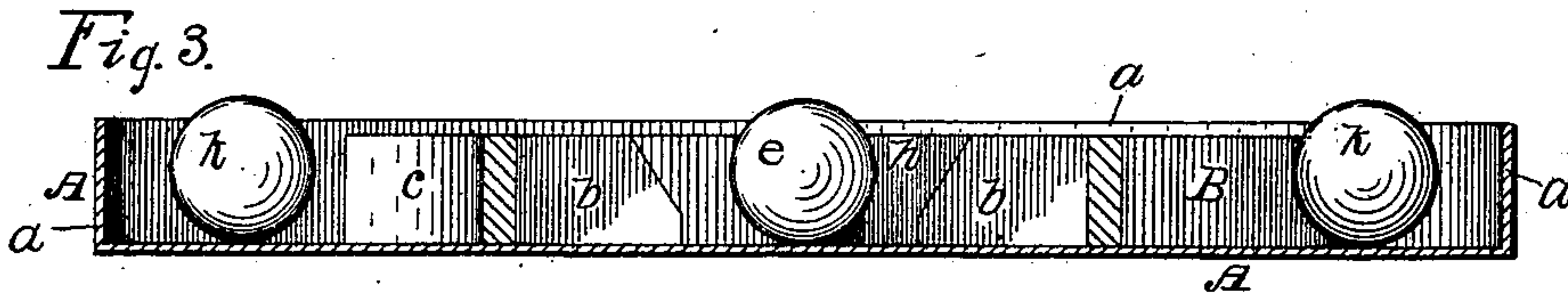
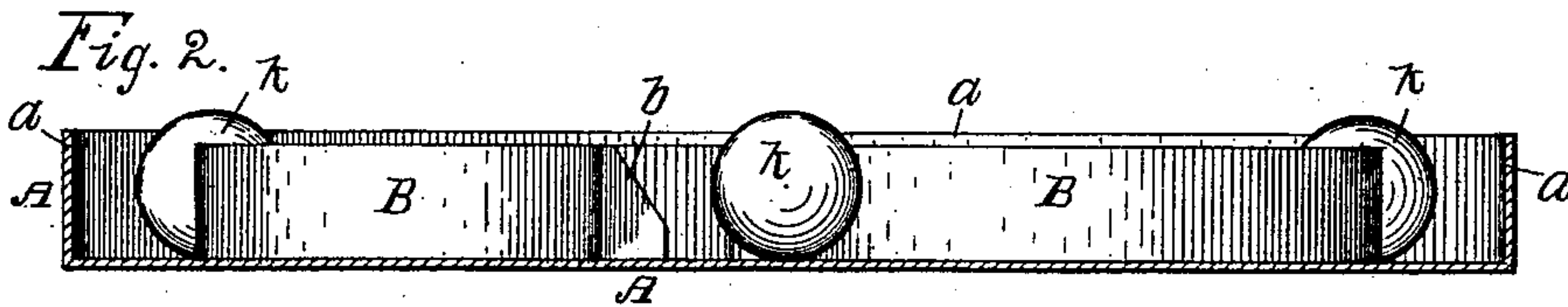
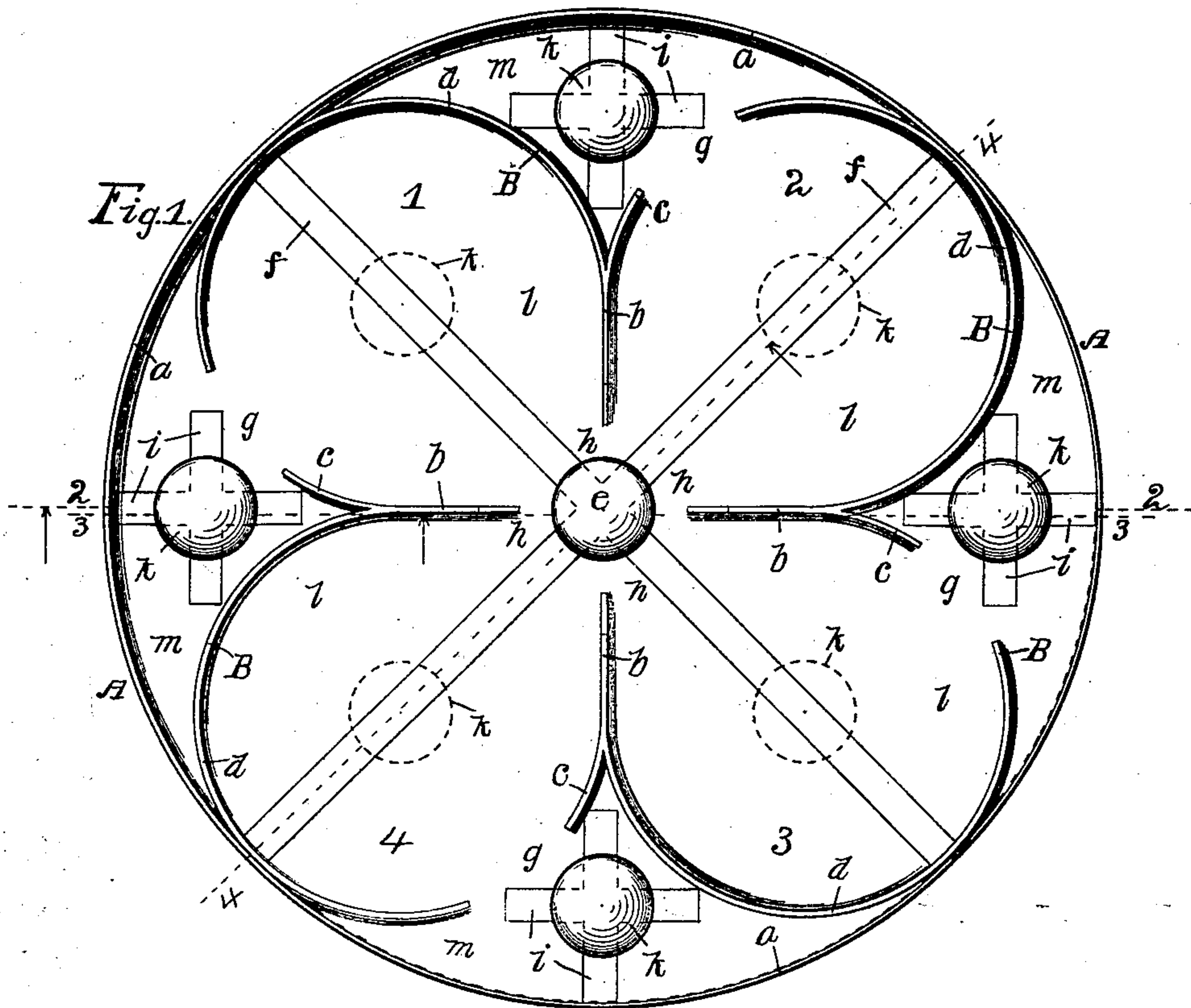


**D. McPHERSON.**  
**GAME DEVICE.**

(Application filed Sept. 5, 1902.)

(No Model.)



Inventor:

Donald McPherson.

Witnesses:

M.B. Smith.  
Ms. V. Bayles.

By E. B. Whitmore,

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# UNITED STATES PATENT OFFICE.

DONALD MCPHERSON, OF PALMYRA, NEW YORK.

## GAME DEVICE.

SPECIFICATION forming part of Letters Patent No. 714,017, dated November 18, 1902.

Application filed September 5, 1902. Serial No. 122,237. (No model.)

*To all whom it may concern:*

Be it known that I, DONALD MCPHERSON, of Palmyra, in the county of Wayne and State of New York, have invented a new and useful  
5 Improvement in Game Devices, which improvement is fully set forth in the following specification and shown in the accompanying drawings.

My invention is a game device which I have  
10 styled "red-cross puzzle," the same involving the use of marbles or spheres and a shallow tray or holder therefor to be held in the hands of the player. Partitions are formed in the tray, which I prefer to make circular  
15 in form, dividing the space within the tray into apartments or fields. Marbles of the same grade are employed, one being placed in each of the outer fields, and a master-marble at the center of the floor visits and touches  
20 each field-marble in succession as the game progresses.

The invention is hereinafter fully described and more particularly pointed out in the claims, reference being had to the accompanying  
25 drawings, forming a part of this specification.

In the drawings, Figure 1 is a plan of the device, showing its general construction. Fig. 2 is a vertical section taken on the curved  
30 dotted line 2 2 in Fig. 1. Fig. 3 is a vertical transverse section on the dotted line 3 3 in Fig. 1. Fig. 4 is a vertical diametrical section on the dotted line 4 4 in Fig. 1.

In the drawings, A is a shallow tray, of  
35 metal or other suitable material, circular or polygonal in form, with plain smooth bottom or floor and peripheral flange or rim *a*. B designates a series of similar and equal partitions, each being in part circular and in part  
40 straight, as shown. The circular parts *d* of these partitions are tangent with the flange or rim *a* of the tray, the straight parts *b* being in lines radiating from the center of the tray. Each partition is also formed with a  
45 short circular branch or spur *c*, having a common radius and center with the main circular part *d* of the adjacent partition, said branch of one partition and the main circular part of the adjacent partition being in circular  
50 line and corresponding, but separated by an opening *g*. The partitions B are alike and together divide the inclosure of the tray into

four equal main fields *l* (numbered "1," "2," "3," "4," respectively) and four equal minor fields *m*, the latter and the fields *l* being alternated, as shown. In the central clear space  
55 *h* between the opposing ends of the radial parts *b* of the partitions a commanding marble *e* is placed when playing the game, this marble being at the center of the tray.

*f f* are stripes of some color contrasting with the color of the floor of the tray, which may be of some inconspicuous shade or neutral tint, the stripes being diametrical and intersecting at right angles, as shown.  
65

*i i* are short stripes of the same color as that of the major stripes *f f*, in pairs, intersecting at right angles and forming a series of crosses adjacent to the rim *a* of the tray. One stripe *i* of each minor cross is radial and  
70 in line with the radial part *b* of the adjacent partition B, each minor cross being central within the triangular space *m* between two adjacent partitions and the inclosing rim *a*.

In playing this game five marbles *k k k k k*  
75 and *e* are employed, the former marbles being placed upon the minor crosses, respectively, as shown, or, if preferred, in the circular fields *l*, as represented by dotted circles. If placed upon the minor crosses, the tray  
80 will be slightly tilted in the hands of the player in a manner to cause the outside marbles to move in succession through the adjacent openings *g* in the partitions B into the fields *l* and be there met one after another  
85 by the commanding marble *e*, making the rounds in the order 1, 2, 3, 4.

In either original positions of the field-marbles *k*, whether on the minor crosses or at the centers of the fields *l*, the meeting of the visiting or commanding marble with them takes  
90 place within the limits of the several fields *l*, the visiting marble having free passage into each of said fields between the adjacent ends of the radial parts *b* of the partitions, a condition of the game being also to so manipulate the tray that neither of the field marbles  
95 *k* shall escape from its own field *l* during the progress of the game.

What I claim as my invention, and desire  
100 to secure by Letters Patent, is—

1. A game device consisting of a shallow tray having partitions each comprising a straight part and a branch dividing the space



within the tray into equal main fields substantially circular, and triangular fields alternated with the circular fields, and spheres in the tray, to occupy the fields, substantially as shown and described.

2. A game device consisting of a tray with equal partitions made up of circular and of straight parts and a branch, the straight parts radiating in lines from a common center, openings through the circular parts of the partitions and between the radial parts of the partitions, and marbles to roll upon the floor of the tray, substantially as shown and set forth.

3. A game device consisting of a tray with straight floor, and marbles to roll thereon, and partitions consisting each of a circular part, a straight part and a branch, the partitions being separated from each other by intervening spaces, substantially as shown.

4. A game device comprising a tray with flange, and marbles to roll in the tray, and partitions for the tray each having a circular part tangent with said flange, and a straight part, the distance between the two adjacent ends of two opposing straight parts being less than twice the diameter of one of the marbles, the straight parts of the partitions being directed toward a common center, the partitions being separated from each other by intervening spaces, substantially as shown and set forth.

5. A game device consisting of a tray with

straight floor, and marbles to roll thereon, and partitions consisting each of a circular part, a straight part and a branch, the branch of each partition being circular and in circular line with the circular part of the adjacent partition, substantially as shown and described.

6. A game device consisting of a tray with straight floor, and marbles to roll thereon, and partitions or inclosures defining fields within the tray, each partition having a branch cooperating with and forming a part of the adjacent partition to inclose the field, each branch being circular and in circular line with the circular part of the adjacent partition, substantially as shown and described.

7. A game device consisting of a shallow tray and marbles therein, and partitions to divide the space within the tray into apartments, each partition comprising a circular part, a straight part, and a branch, and cross-stripes of a contrasting color, in the apartments, the intersections of the cross-stripes constituting seats for the marbles, substantially as and for the purpose specified.

In witness whereof I have hereunto set my hand, this 30th day of August, 1902, in the presence of two subscribing witnesses.

DONALD MCPHERSON.

Witnesses:

JOHN SHIMMIN,

LAURENCE FARLEY.