

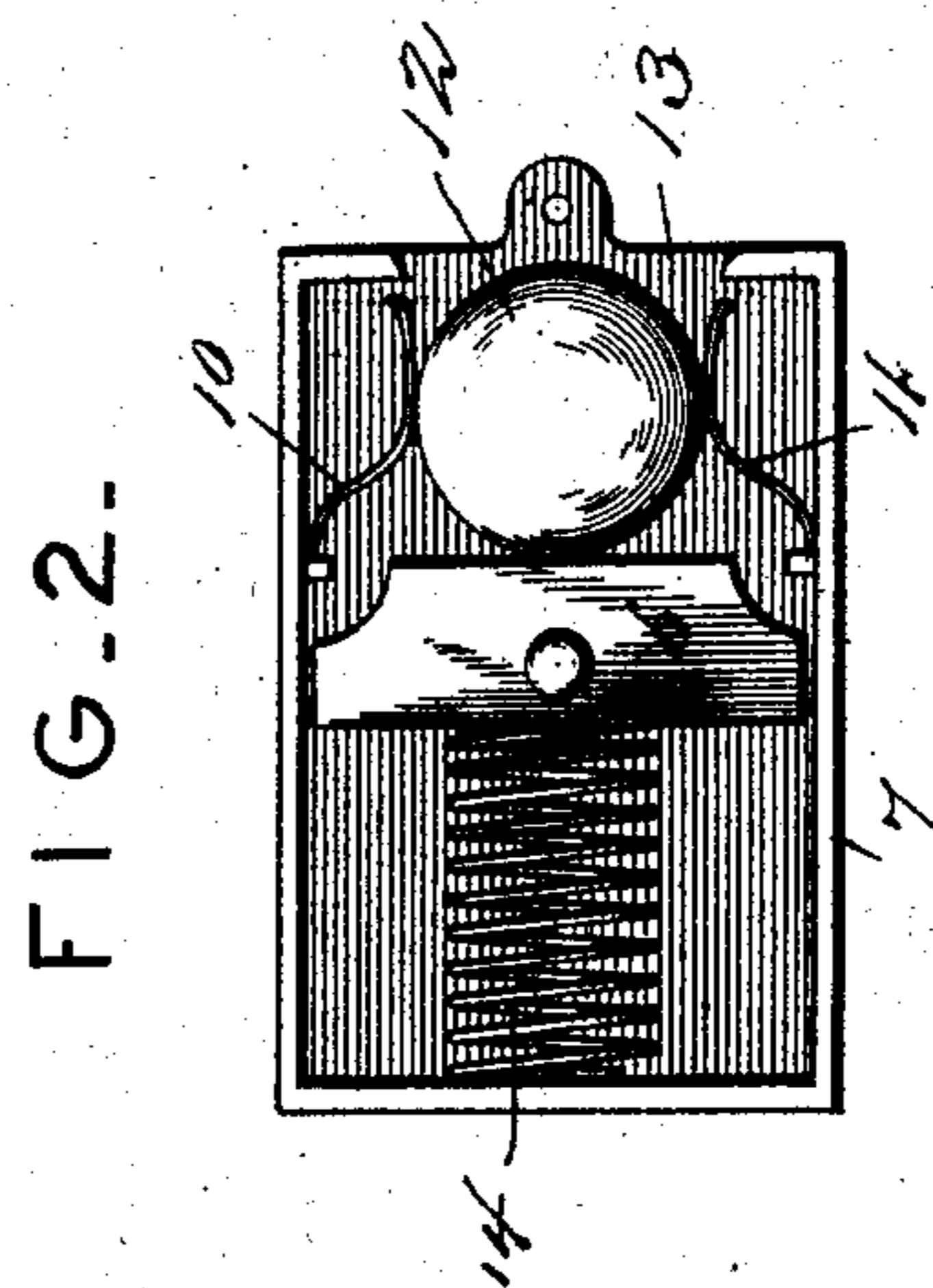
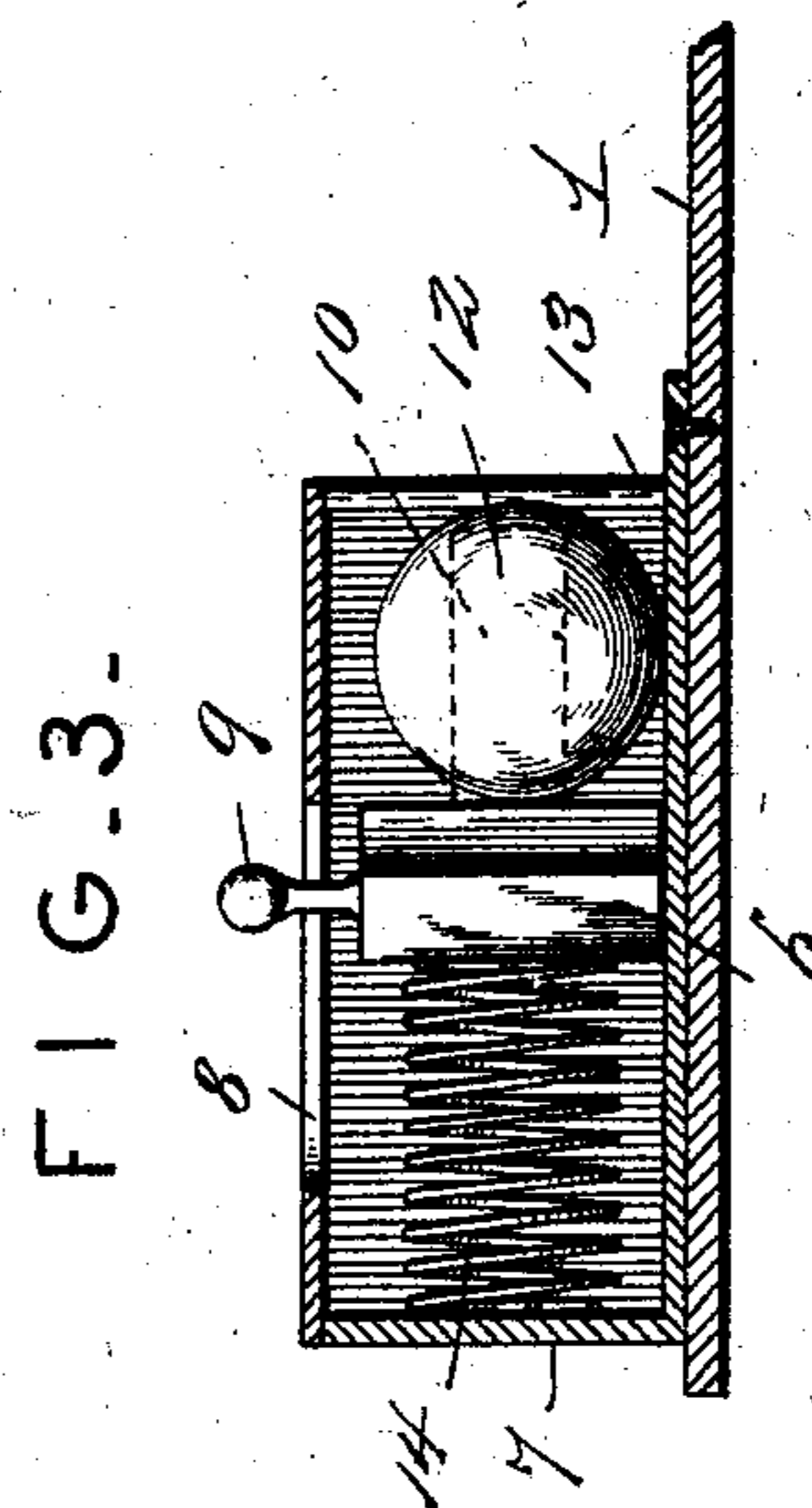
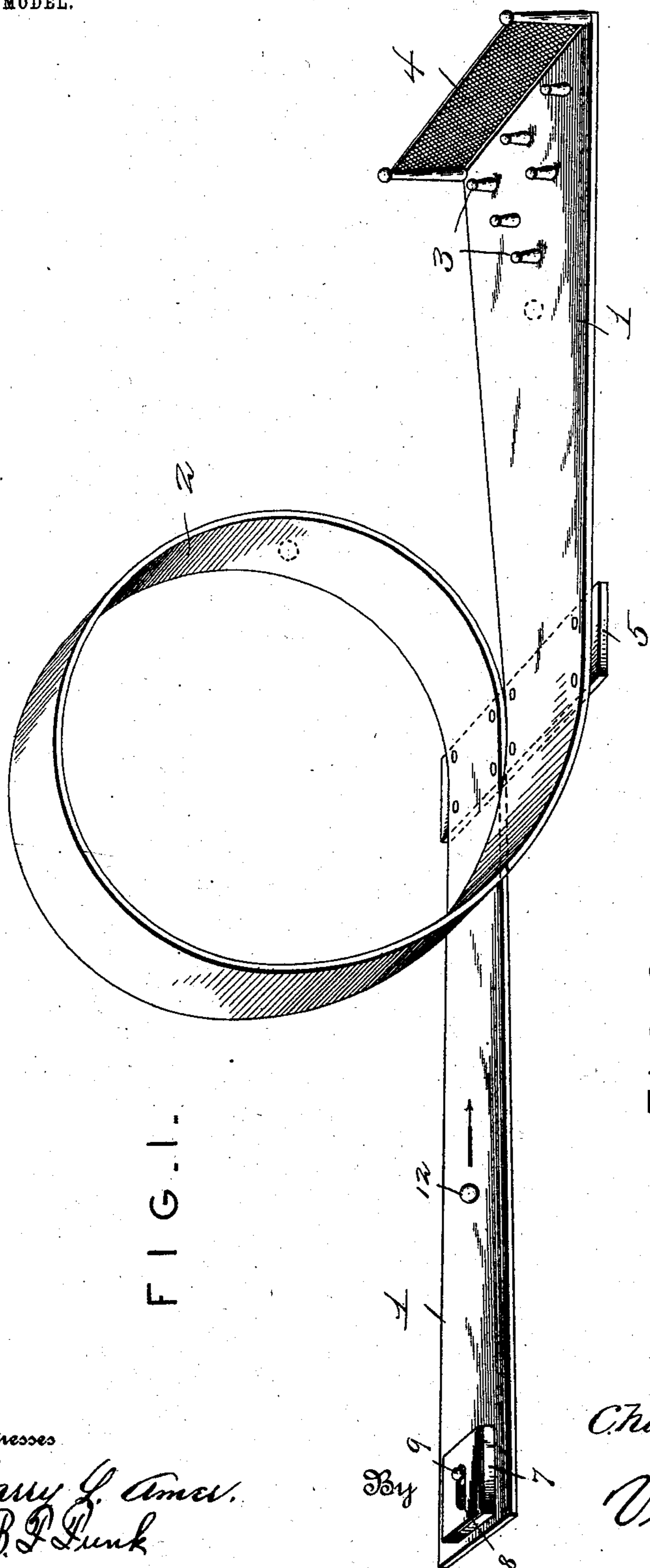
No. 721,544.

PATENTED FEB. 24, 1903.

C. H. CRANDALL.
GAME.

APPLICATION FILED OCT. 1, 1902.

NO MODEL.



Witnesses

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By

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CHARLES H. CRANDALL, OF DANBURY, CONNECTICUT.

GAME.

SPECIFICATION forming part of Letters Patent No. 721,544, dated February 24, 1903.

Application filed October 1, 1902. Serial No. 125,542. (No model.)

To all whom it may concern:

Be it known that I, CHARLES H. CRANDALL, a citizen of the United States, residing at Danbury, in the county of Fairfield and State of Connecticut, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to a game of the surface-projectile type; and the object thereof is to provide a convenient form of amusement whereby considerable skill will be required in projecting a ball or sphere upon a looped path, so as to cause it to contact with the game-pieces at the end of the path and displace them from their given positions.

The nature of the invention will be better understood by reference to the following description, in connection with the accompanying drawings, in which—

Figure 1 represents a perspective view of a game constructed in accordance with my invention and arranged in proper position to be played. Fig. 2 is a top plan view of the interior of a guide-casing, showing a spring-pressed follower and a sphere held therein. Fig. 3 is a vertical longitudinal sectional view through the guide-casing, the interior mechanism being shown in elevation.

Referring to the drawings, the reference-numeral 1 designates a strip which forms the alley or path upon which the sphere is to be driven. This strip can consist of compressed paper, papier-mâché, sheet metal, flexible wood, or, in fact, any material which can be bent intermediate its ends to form a loop 2'. This loop will be comparatively large in proportion to the length of the alley and will be formed by bending the strip intermediate its ends, so that the meeting-points of the loop will be arranged in oppositely-disposed angular relation to each other—that is to say, the meeting-points of the strip forming the loop will rest edge to edge—so that the projectile can enter the loop from the forward end of the strip and after traversing it pass out and onto the rear of the alley, the surface of which is horizontally arranged and supports suitable game pieces or devices 3. By so bending the strip the respective ends will be on the same horizontal plane, so that the projectile will traverse the strip horizontally before en-

tering the loop and will pass down onto the discharge end of the strip on the same plane traversed before entering the loop. As the surface of the strip is plain—that is, without grooves or edge flanges—the projectile must be discharged from the spring-fingers by a follower, to be referred to hereinafter, so that it will remain in practically the longitudinal center of the strip at all times until it comes in contact with the game-pieces; otherwise the projectile will be liable to jump from the strip before it reaches the game-pieces. Thus it will be seen that some judgment will have to be exercised in discharging the projectile to knock down the greatest number of game-pieces. A barrier or net 4 is vertically arranged and supported by the extreme rear end of the alley, so as to retard or stop the progress of the projectile after it has passed the game-pieces. The two portions of the strip are connected by a cross-piece, which may comprise a plate or other device 5. On the forward end of the strip or alley is a spring-pressed follower 6, longitudinally movable in a guide-casing 7, having an elongated slot 8 in its top, through which projects a pin 9 of the follower. To the sides of the casing are arranged spring-fingers 10 and 11, respectively, which are designed to hold a projectile, preferably a sphere 12, directly opposite the outlet-opening 13. When the follower is retracted within the casing, the spring 14 is compressed, and as soon as the follower is released the expansion of the spring will be sufficient to cause the follower to strike the projectile, and the impact of the blow will be sufficient to drive the sphere along the alley with enough force to cause it to traverse the loop and pass off at an angle to its point of entrance, so that if the projectile is properly manipulated it will come in contact with one or more of the game-pieces 3 and remove them from their normal position. Of course the object will be to displace as many of these game-pieces as possible for each shot made. It will of course be apparent that any rules or regulations governing the game can be made or modified from time to time, and it is not deemed necessary in this specification to set forth any regulations or rules governing the same.

Having thus fully described the invention, what is claimed as new is—

5 A game-board comprising a flat strip bent intermediate its ends and resting edge to edge to form a vertical loop, a cross-piece secured to the under side of the strip to fasten the edges of the latter together to preserve the loop, the opposite extremities of the strip being in the same horizontal plane and gradually diverged toward their terminals, a barrier
10 extending transversely across one end of

the strip adjacent to which game-pieces are disposed, and a spring-operated impelling device at the other end of the strip for discharging a projectile into the loop and against the barrier. 15

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

CHARLES H. CRANDALL.

Witnesses:

GERTRUDE L. CRANDALL,
EBER A. HODGE.