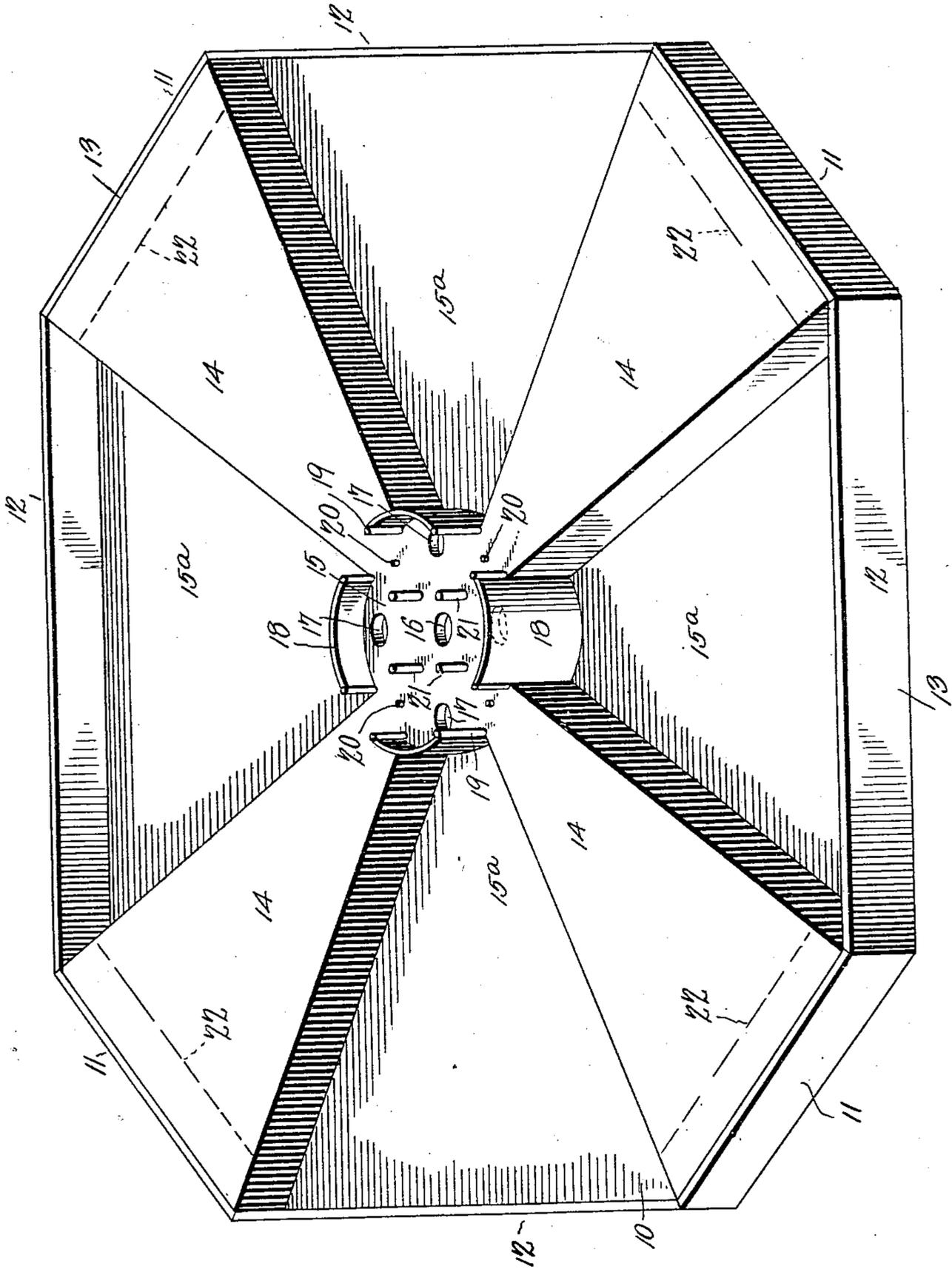


No. 751,070.

PATENTED FEB. 2, 1904.

T. E. GOFF.  
GAME APPARATUS.  
APPLICATION FILED FEB. 9, 1903.

NO MODEL.



Witnesses  
*E. Stewart*  
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# UNITED STATES PATENT OFFICE.

THOMAS E. GOFF, OF WHITEWRIGHT, TEXAS.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 751,070, dated February 2, 1904.

Application filed February 9, 1903. Serial No. 142,614. (No model.)

*To all whom it may concern:*

Be it known that I, THOMAS E. GOFF, a citizen of the United States, residing at White-wright, in the county of Grayson and State of  
5 Texas, have invented a new and useful Game Apparatus, of which the following is a specification.

My invention relates to a game apparatus of that type in which pieces are propelled to-  
10 ward certain definite points, the attainment of which results in a score or advance in the game being made. Its object is to produce such an apparatus upon which interesting games re-  
quiring considerable skill may be played.

15 The accompanying drawing shows a perspective view of one embodiment of my invention.

The board forming the base of the apparatus is designated by the numeral 10, it being  
20 here shown as of generally octagonal shape, the alternate sides 11 12 being of the same length, but different from those at each side. It is inclosed by a rim 13 to retain the balls or  
25 other playing pieces. From four sides of the board, preferably those of least length, numbered 11, extend raised surfaces or ways  
14, here shown as lying at the same height as the upper edge of the rim. From the ends of  
30 the sides 11 these ways gradually taper or converge inwardly until they merge into a central area or table 15, preferably circular in  
form. Extending from the longer sides 12 of the board to the table 15 between the ways  
35 are the depressed sections 15<sup>a</sup>. In the central table are marked points or depressions, here  
shown as five in number, there being one (designated as 16) at the center of the board and  
40 one 17 midway between the entrance of the pairs of adjacent ways 14 and close to the edge  
of the table 15. About this table are placed cushions or caroming-surfaces, of which four  
may be in the form of curved flanges or guard-  
45 surfaces 18, raised a suitable distance above the edge of the table between the entrances  
of the ways and be faced with rubber or other elastic material, and sixteen may be pins simi-  
larly faced or covered. Of these pins eight  
50 (designated as 19) are located at the corners of the entrances of the ways 14 to the table  
15, four (numbered 20) stand at the center of

each way and are shown as of less height than their companions, and four (numbered 21) surround the depression 16, lying in pairs in alignment with the pins 20. The entire upper sur-  
55 face of the board may be covered with cloth or any desired material, or the raised or playing surface proper and the lower or main sur-  
face of the board may have different coverings. Lines 22, near the outer ends of the  
60 ways, may serve to indicate points from which the play is to be made.

One game which may be played with this apparatus consists in the propelling of balls from the lines 22 with cues or mallets, the  
65 object being to place one of such balls in each of the depressions in the central table, the caroming-surfaces serving to either assist or prevent this. Certain penalties or forfeits  
70 may be fixed for playing the balls from the raised surfaces into the intermediate depressed sections.

Having thus described my invention, I claim—

1. A game apparatus comprising a supporting-base having a playing-surface provided  
75 with a plurality of raised ways leading from the periphery of the supporting-base toward a raised central area over which the pieces are to be played, said ways having flat play-  
ing-surfaces arranged in a plane parallel with  
80 the playing-surface of the supporting-base and in alinement with the surface of said raised central area, and marked points to be attained by a piece.

2. A game apparatus having a playing-sur-  
85 face provided with a plurality of raised ways leading from the outside of the surface toward a raised central area and over which the pieces are to be played, marked points to be  
90 attained by a piece, and depressions between the ways.

3. A game apparatus having a playing-sur-  
95 face provided with a plurality of raised ways leading from the outside of the surface toward a raised central area and over which the pieces are to be played, marked points to be  
attained by a piece, depressions between the ways, and a guard-surface extending about  
100 the central area between the entrance to the ways and raised above the playing-surface.

4. A game apparatus having a playing-surface provided with a plurality of raised ways leading from the periphery of said playing-surface toward a raised central area over  
5 which the pieces are to be played, said ways having flat playing-surfaces arranged in a plane parallel with the playing-surface on which the ways are disposed, and marked points to be attained by a piece.
- 10 5. A game apparatus having a playing-surface provided with a plurality of raised ways

leading from the periphery of said surface and converging toward a raised central area and over which the pieces are to be played, and marked points to be attained by a piece. 15

In testimony that I claim the foregoing as my own I have hereto affixed my signature in the presence of two witnesses.

THOMAS E. GOFF.

Witnesses:

GUY HAMILTON,  
S. D. McGAUGHY.