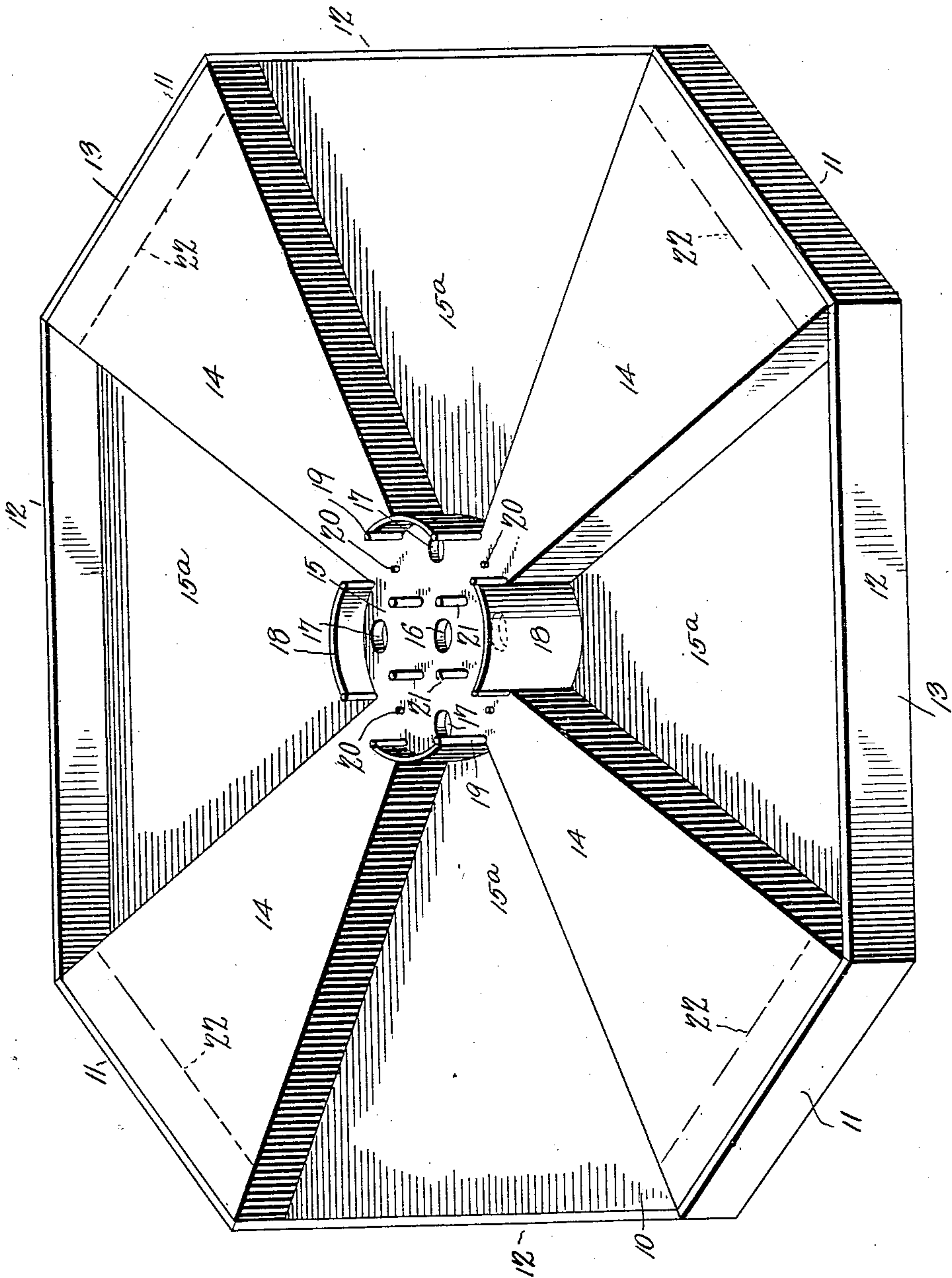


No. 751,070.

PATENTED FEB. 2, 1904.

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

NO MODEL.



Witnesses
E. H. 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 speci-
fication.

My invention relates to a game apparatus
of that type in which pieces are propelled to-
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 per-
spective view of one embodiment of my inven-
tion.

The board forming the base of the appara-
tus 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
other playing pieces. From four sides of
25 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 con-
verge inwardly until they merge into a cen-
tral 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^a. In the central
table are marked points or depressions, here
shown as five in number, there being one (des-
ignated as 16) at the center of the board and
one 17 midway between the entrance of the
40 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-
surfaces 18, raised a suitable distance above
45 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
(designated as 19) are located at the corners
50 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) sur-
round the depression 16, lying in pairs in aline-
ment with the pins 20. The entire upper sur-
face of the board may be covered with cloth 55
or any desired material, or the raised or play-
ing surface proper and the lower or main sur-
face of the board may have different cover-
ings. Lines 22, near the outer ends of the
ways, may serve to indicate points from which 60
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
object being to place one of such balls in each 65
of the depressions in the central table, the
caroming-surfaces serving to either assist or
prevent this. Certain penalties or forfeits
may be fixed for playing the balls from the
raised surfaces into the intermediate depressed 70
sections.

Having thus described my invention, I
claim—

1. A game apparatus comprising a support-
ing-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 to-
ward a raised central area and over which the
pieces are to be played, marked points to be
attained by a piece, and depressions between 90
the ways.

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

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.