

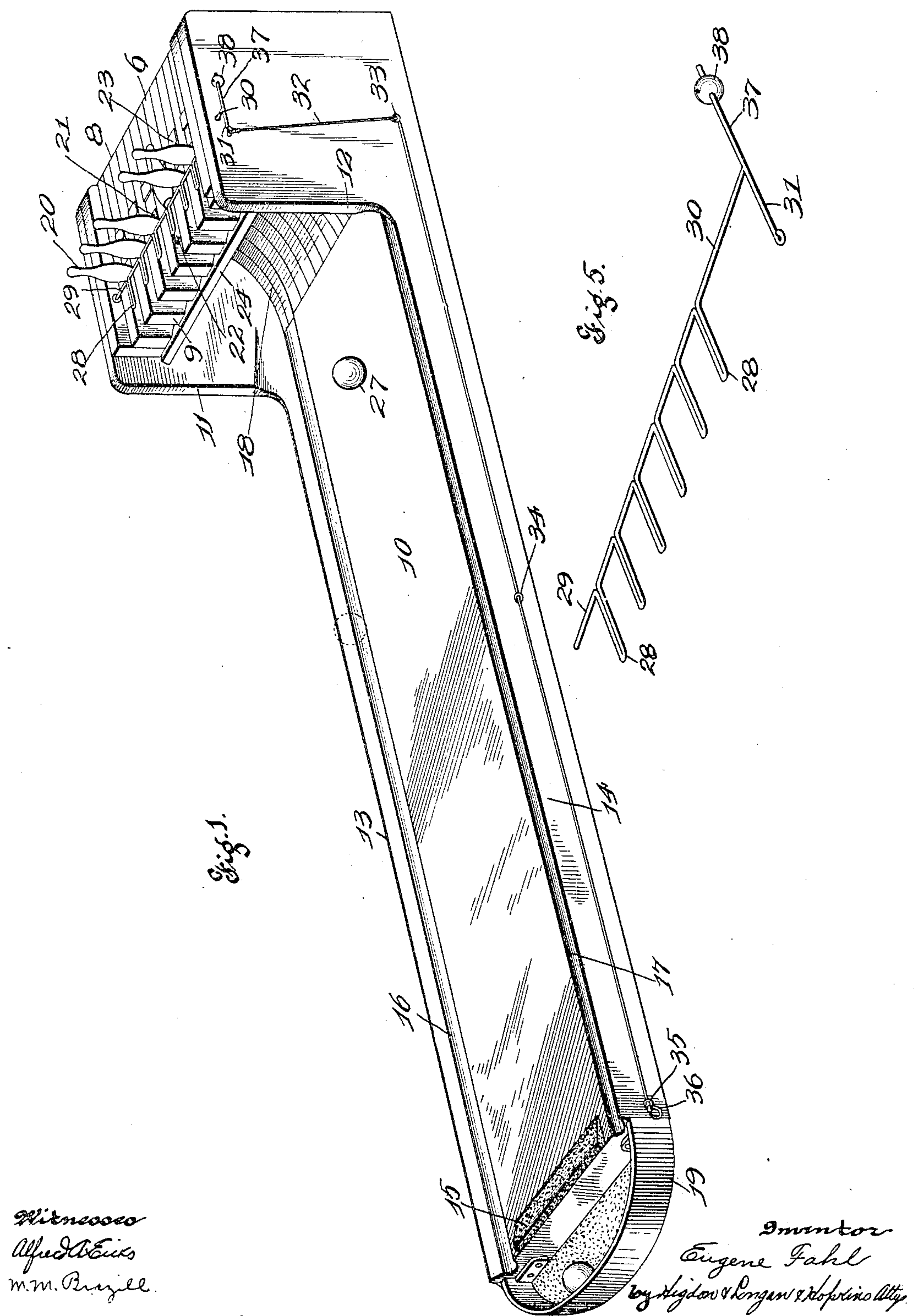
No. 787,161.

PATENTED APR. 11, 1905.

E. FAHL.
GAME APPARATUS.

APPLICATION FILED MAY 16, 1904. RENEWED MAR. 13, 1905.

2 SHEETS—SHEET 1.



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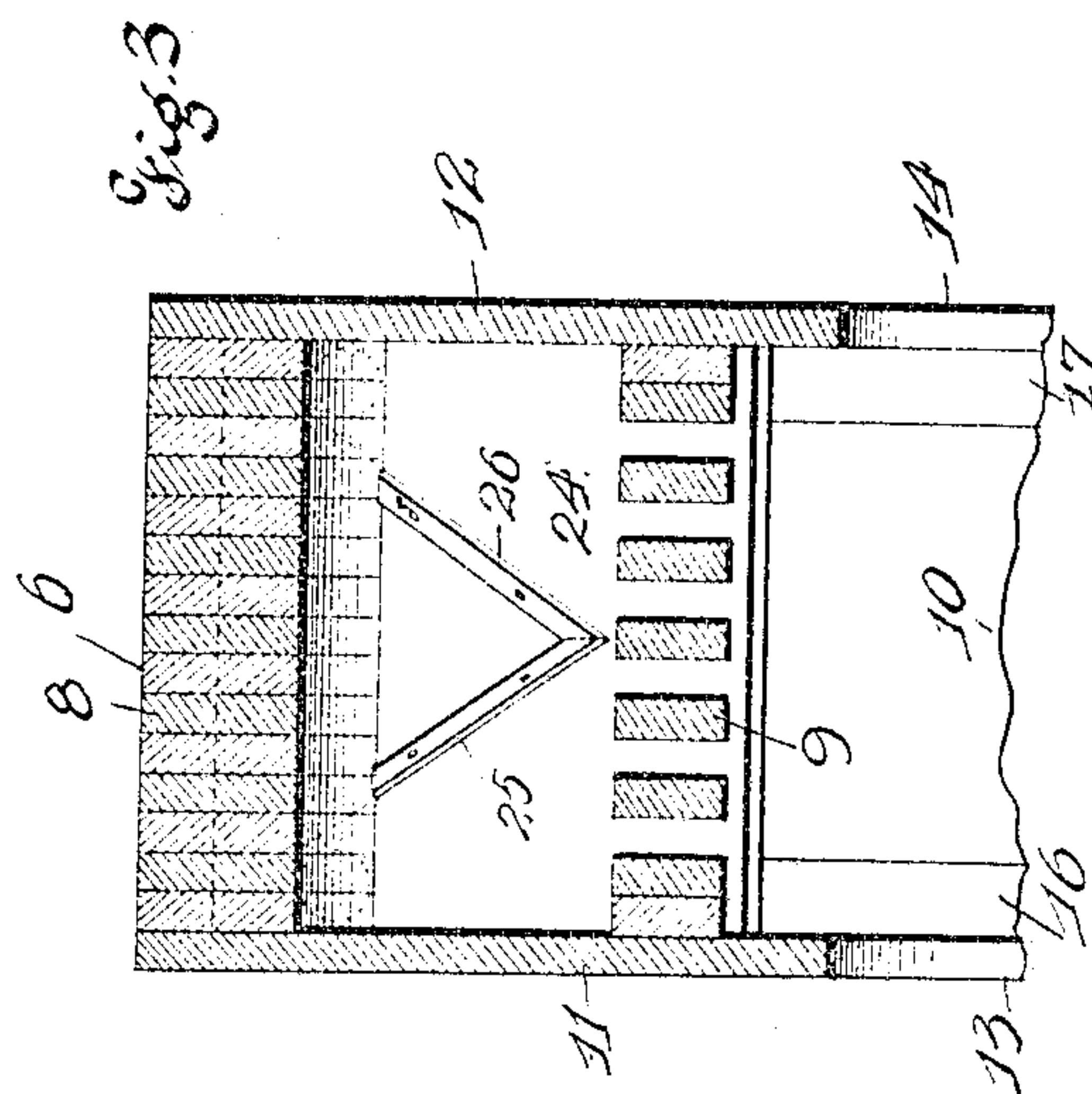
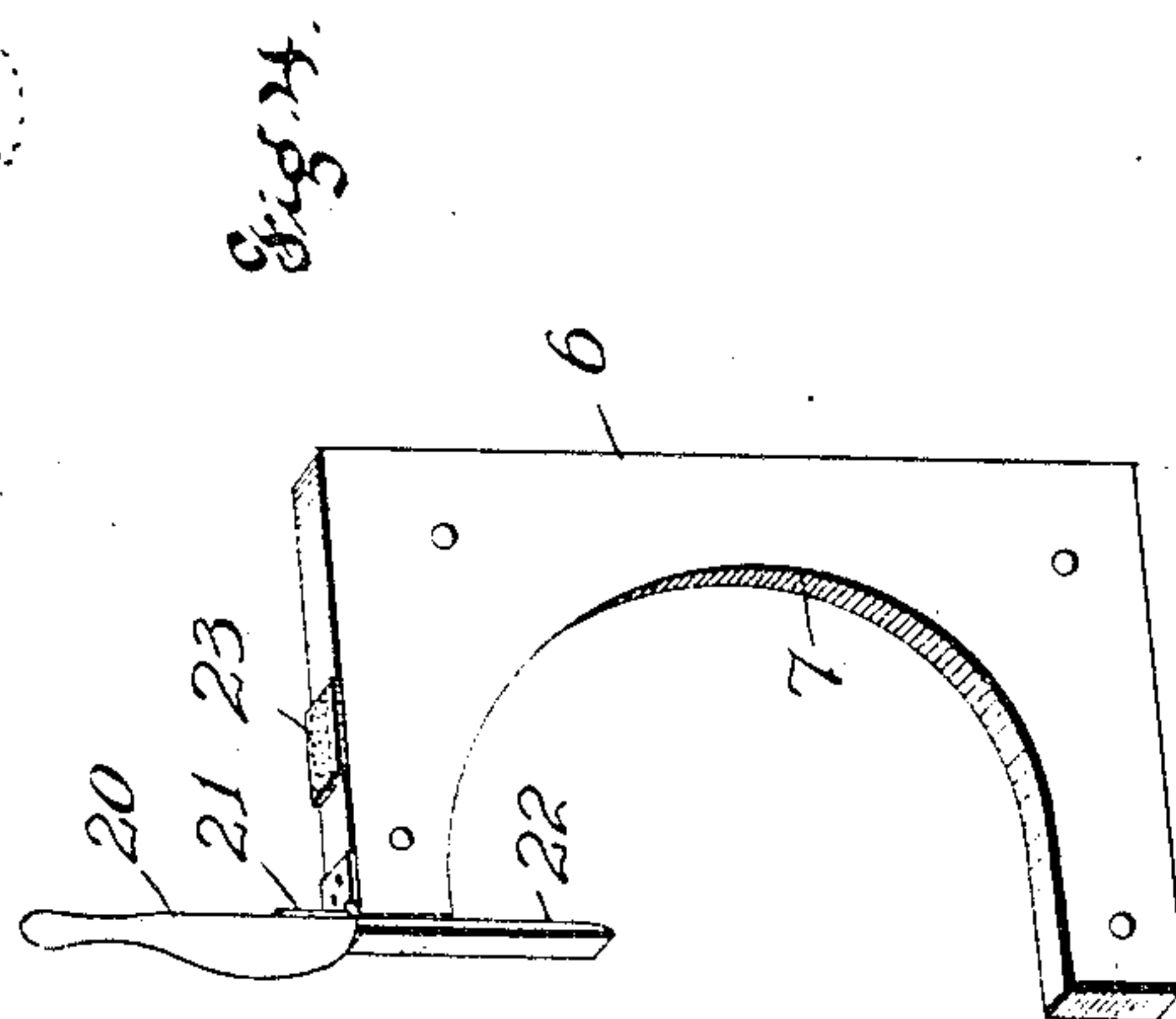
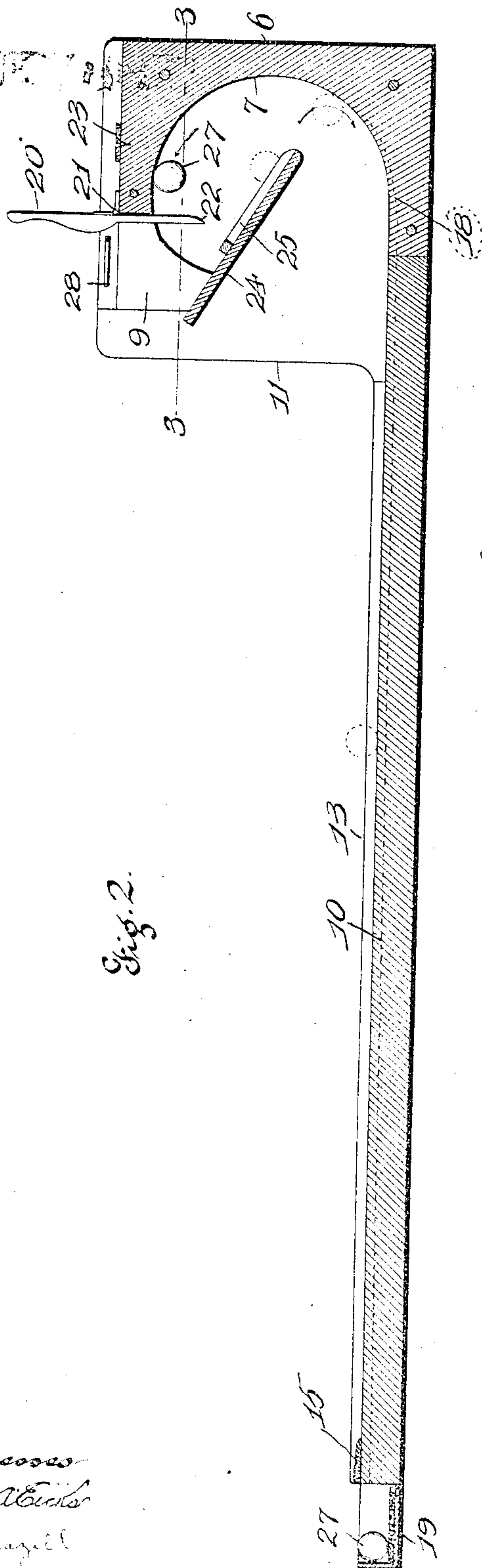
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2 SHEETS—SHEET 2.



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS. **REISSUED**

SPECIFICATION forming part of Letters Patent No. 787,161, dated April 11, 1905.

Application filed May 16, 1904. Renewed March 13, 1905. Serial No. 249,826.

To all whom it may concern:

Be it known that I, EUGENE FAHL, a citizen of the United States, and a resident of St. Louis, Missouri, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification containing a full, clear, and exact description, reference being had to the accompanying drawings, forming a part hereof.

My invention relates to an improved game apparatus; and it consists of the novel features herein shown, described, and claimed.

In the drawings, Figure 1 is a perspective of a game apparatus embodying the principles of my invention. Fig. 2 is a vertical central section. Fig. 3 is a horizontal sectional detail on the line 3 3 of Fig. 2. Fig. 4 is a perspective of one of the pins and the base to which the pin is pivoted. Fig. 5 is a perspective of the pivoted fingers for setting up the pins.

Referring to the drawings in detail, in the construction of my improved game apparatus I take the blocks 6 and cut out half-circles from their forward edges to form the semicircular faces 7. Spacing-blocks 8 are placed between the blocks 6, the spacing-blocks being of substantially the same form as the blocks 6 and having forwardly and downwardly extending projections 9. The blocks 6 and 8 are arranged alternately and secured together with the curved semicircular faces 7 in alinement. A flat board 10 extends forwardly from the blocks, the surface of the board matching with the semicircular faces 7, and side pieces 11 and 12 are placed one on each side of the blocks, and side pieces 13 and 14 are placed one on each side of the board in alinement with the side pieces 11 and 12. A cushion 15 is mounted upon the forward end of the board 10, and longitudinally-extending grooves 16 and 17 are formed at the junction of the side pieces 13 and 14 with the board 10, said grooves being in alinement with the two outer blocks 8. The semicircular faces 7 of said outer blocks are cut away, as indicated by the dotted lines 18, to match with the surfaces of the grooves. A tray 19 is attached to the forward end of the board 10 to receive the balls. The pins 20 are connected

to the forward upper corners of the blocks 6 by hinges 21, and wings 22 extend downwardly from the pins in front of the upper ends of the semicircular faces 7. Felt cushions 23 are secured to the upper edges of the blocks 6, so that when the pins fall backwardly they will strike these cushions and the cushions will serve to deaden the sound. A baffle-plate 24 is secured to the lower ends of the projections 9, said baffle-plate reaching from the side piece 11 to the side piece 12 and extending backwardly and downwardly, and guide-strips 25 and 26 are secured to the upper face of the baffle-plate 24 in the form of an inverted V. Small balls or marbles 27 are used in connection with my game apparatus, and the operator or player will take a ball, lay his hand upon the cushion 15, and shoot the ball backwardly along the board 10 in the same manner as marbles are shot, and the ball will roll along the board 10 backwardly and upwardly and forwardly along the semicircular faces 7 and strike one or more of the wings 22, thereby tipping one or more of the pins 20 backwardly. The wings 22 are so close together that the balls cannot pass between; but if one or more of the pins have fallen the ball may pass in the space normally occupied by the fallen pin. After the ball strikes the wings 22 it will fall upon the baffle-plate 24 and roll backwardly along one of the guides 25 or 26 and then roll downwardly and forwardly along one of the grooves 16 or 17.

The setting-up device is formed of wire and comprises fingers 28, spaced accurately apart to fit between the blocks 8 in front of the blocks 6, and the ends 29 and 30, extending through bearings in the side pieces 11 and 12. A crank-arm 31 extends forwardly from the end 30, and a cord 32 extends downwardly through a bearing-eye 33 and then forwardly through guide-eyes 34 and 35, and the ring 36, attached to the forward end of the cord, is in position at the front end of the apparatus, so that the player may manually engage the ring and pull the cord, thereby depressing the forward end of the crank-arm 31, pressing the fingers 28 downwardly between the projections 9, bringing the wings 22 down-

wardly to their vertical positions, and setting the pins in their upright position.

The arm 37 extends backwardly from the end 30, and a counterbalancing-weight 38 is mounted upon the rear end of this arm and holds the fingers 28 normally in their horizontal positions, so that the pins may fall backwardly and the wings swing forwardly without obstruction.

My game apparatus partakes of the nature of a tenpin-alley; but it is constructed upon a smaller scale, and the alley is so constructed that the balls must travel along a semicircular face before coming in contact with the pins or with the wings which operate the pins.

I have provided means of returning the balls to the player and means of setting up the pins, and the essential details of construction are very much different from an ordinary tenpin-alley.

When the ball is discharged forwardly from the upper end of the curved surface, it will strike the baffle-plate, and as it rolls backwardly down the baffle-plate it will be guided to one side or the other by the guide-strips, and as the ball passes from the baffle-plate it will strike the lower part of the curved surface and roll forwardly down the curved surface to one of the grooves 16 or 17, and in passing down this curved surface the ball will acquire momentum sufficient to return it to the forward end of the board. The returning of the ball to the player is one of the most important features of my invention.

In terms my game apparatus comprises a ball-surface having a flat level portion and having a curved portion extending upwardly from the rear end of the flat portion and discharging forwardly, a baffle-plate to catch the ball from the upper part of the curved portion and discharge it back to the lower part and sides of the curved portion, grooves to conduct the ball back to the player, and side boards to hold the ball upon the ball-surface.

I claim—

1. In a game apparatus: a board; means forming a semicircular surface leading upwardly and forwardly from the rear end of the board; and pins pivotally mounted, and having wings extending below the upper end of the semicircular surface; substantially as specified.

2. In a game apparatus: a board; a semicircular surface extending upwardly and forwardly from the end of the board; a baffle-plate in front of and below the upper end of the semicircular surface; and pins pivotally mounted, with wings extending below the upper end of the semicircular surface; substantially as specified.

3. In a game apparatus: a board; a semicircular surface extending upwardly from the rear end of the board; grooves extending along the sides of the board; a baffle-plate in front of and below the upper end of the semicircular surface; and guide-strips upon the baffle-plate; substantially as specified.

4. In a game apparatus: the rectangular block 6 having the semicircular forward faces 7; the spacing-blocks 8 between the blocks 6; the projections 9 at the forward upper ends of the blocks 8; the pins 20 pivoted to the upper forward corners of the blocks 6; and the wings 22 extending downwardly from the pins 20; substantially as specified.

5. In a game apparatus: the rectangular block 6 having the semicircular faces 7; the spacing-blocks 8 between the blocks 6; the projections 9 at the forward upper ends of the blocks 8; the pins 20 pivoted to the upper forward corners of the blocks 6; the wings 22 extending downwardly from the pins 20; the baffle-plate 24 attached to the projections 9; and the guide-strips 25 and 26 secured to the baffle-plate; substantially as specified.

6. In a game apparatus: a ball-surface having a flat level portion, and having a curved portion extending upwardly from the rear end of the flat portion and discharging forwardly; a baffle-plate to catch the ball from the upper part of the curved portion and discharging it back to the lower part and sides of the curved portion; a groove upon each side of the ball-surface to conduct the ball back to the player; and side boards to hold the ball upon the ball-surface; substantially as specified.

In testimony whereof I have signed my name to this specification in presence of two subscribing witnesses.

EUGENE FAHL.

Witnesses:

E. E. LONGAN,
ALFRED A. EICKS.