

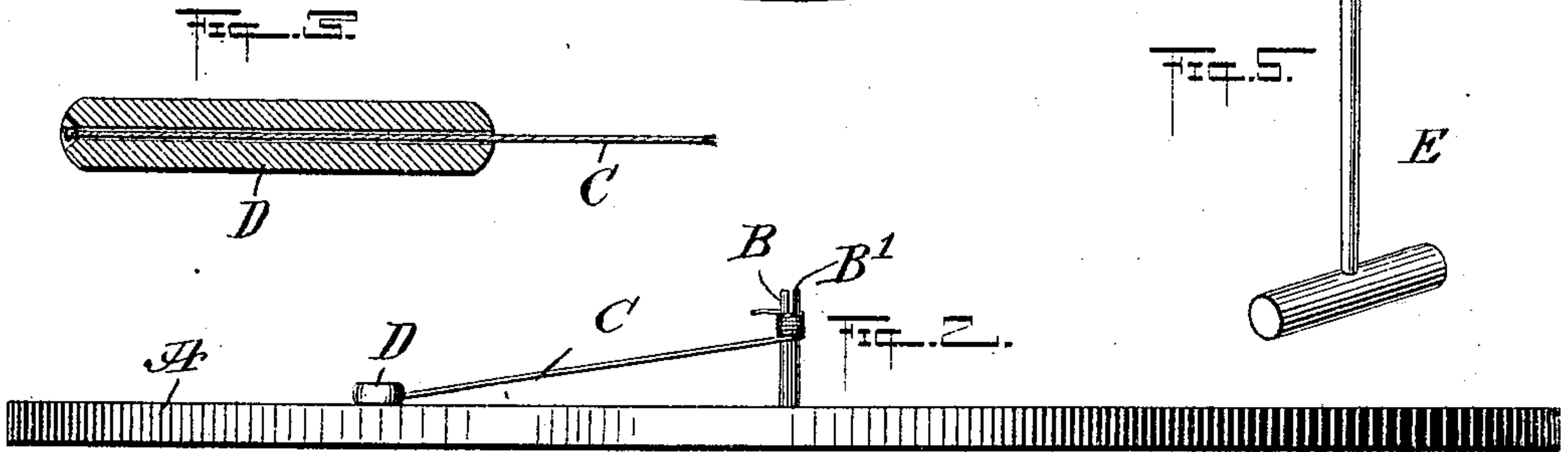
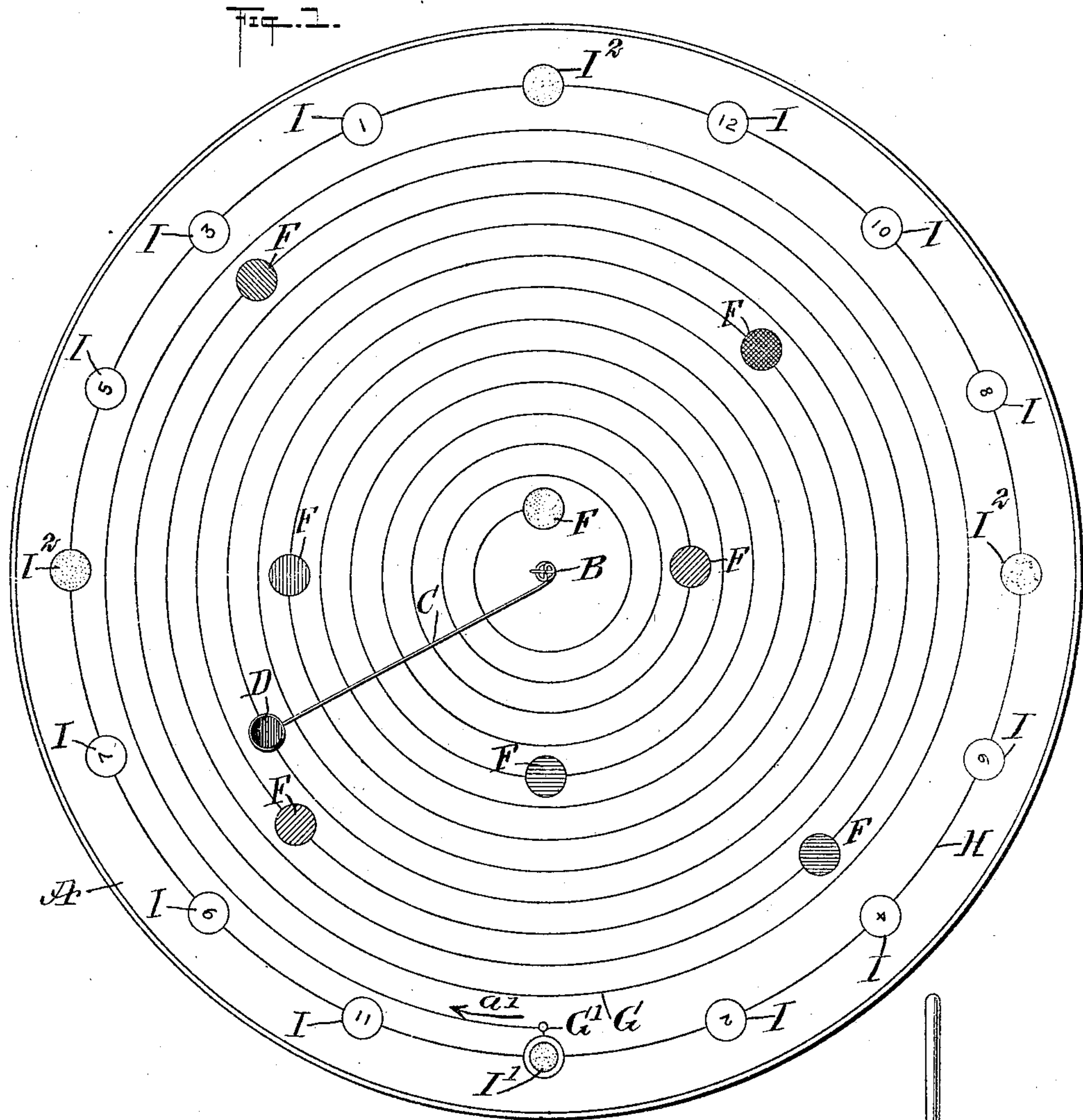
No. 810,781.

PATENTED JAN. 23, 1906.

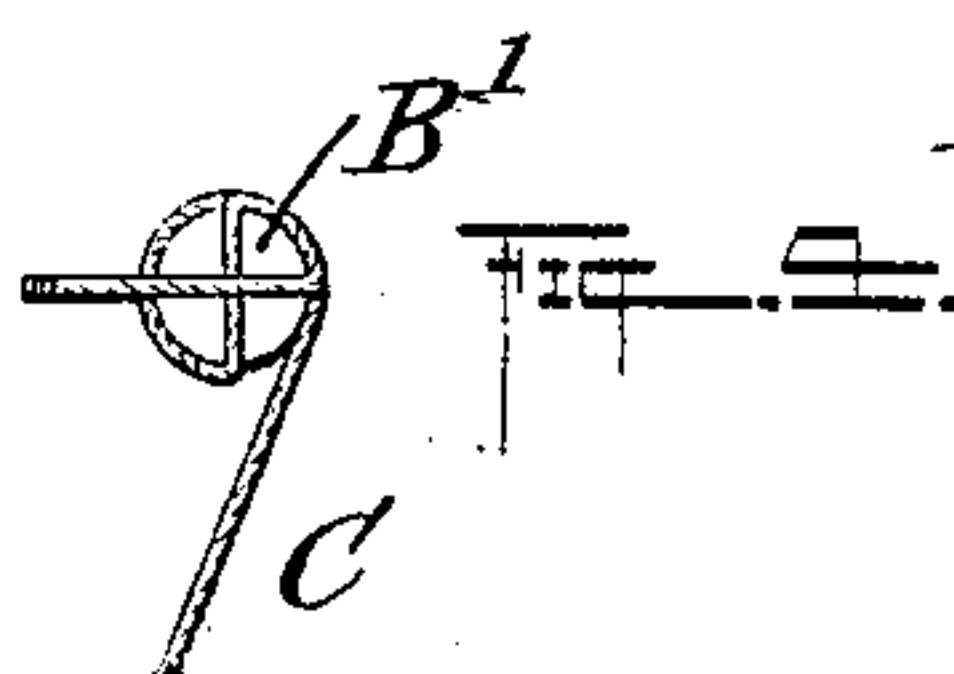
R. D. MARTIN.
GAME APPARATUS.

APPLICATION FILED MAR. 8, 1905.

2 SHEETS—SHEET 1.



WITNESSES:
Geo. C. Cheney
Neely Hooper



INVENTOR
Ralph Dixon Martin
BY *Mumford*
ATTORNEYS

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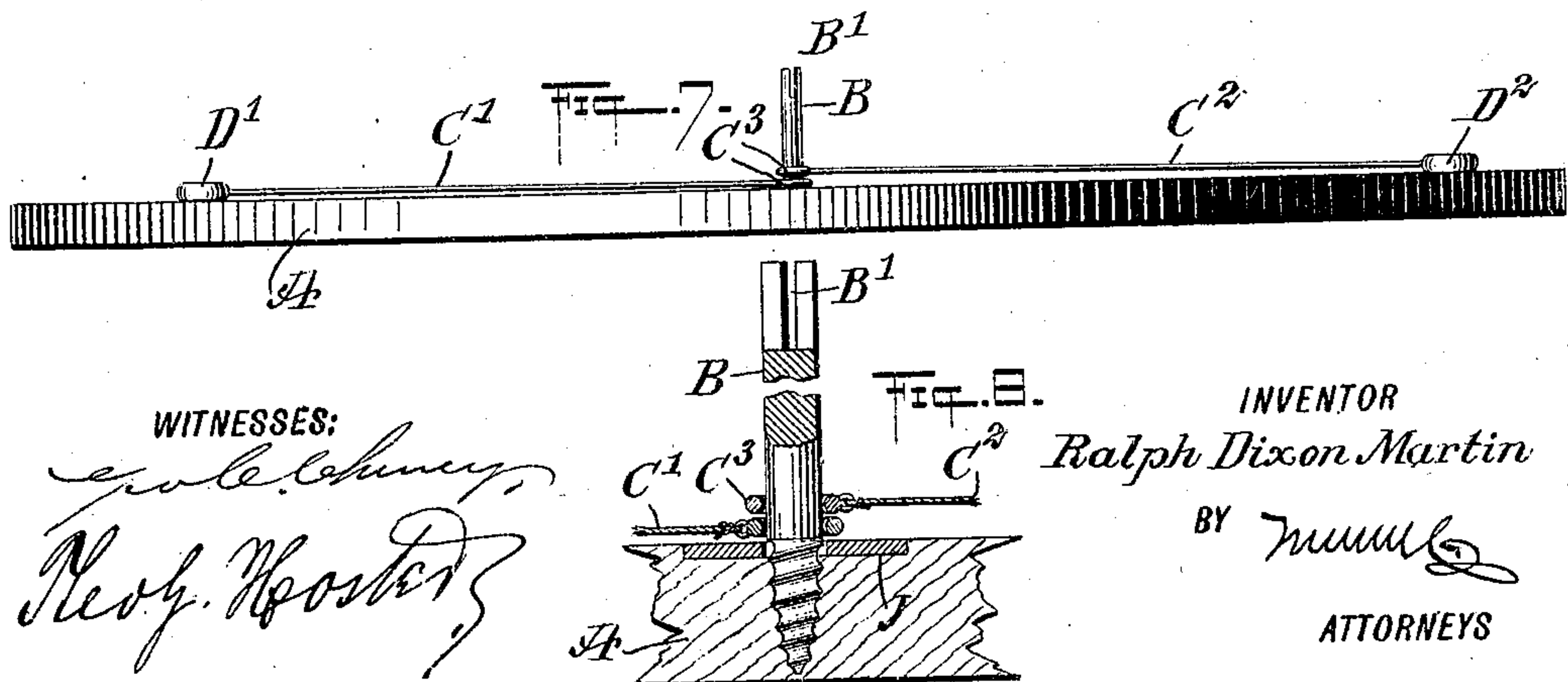
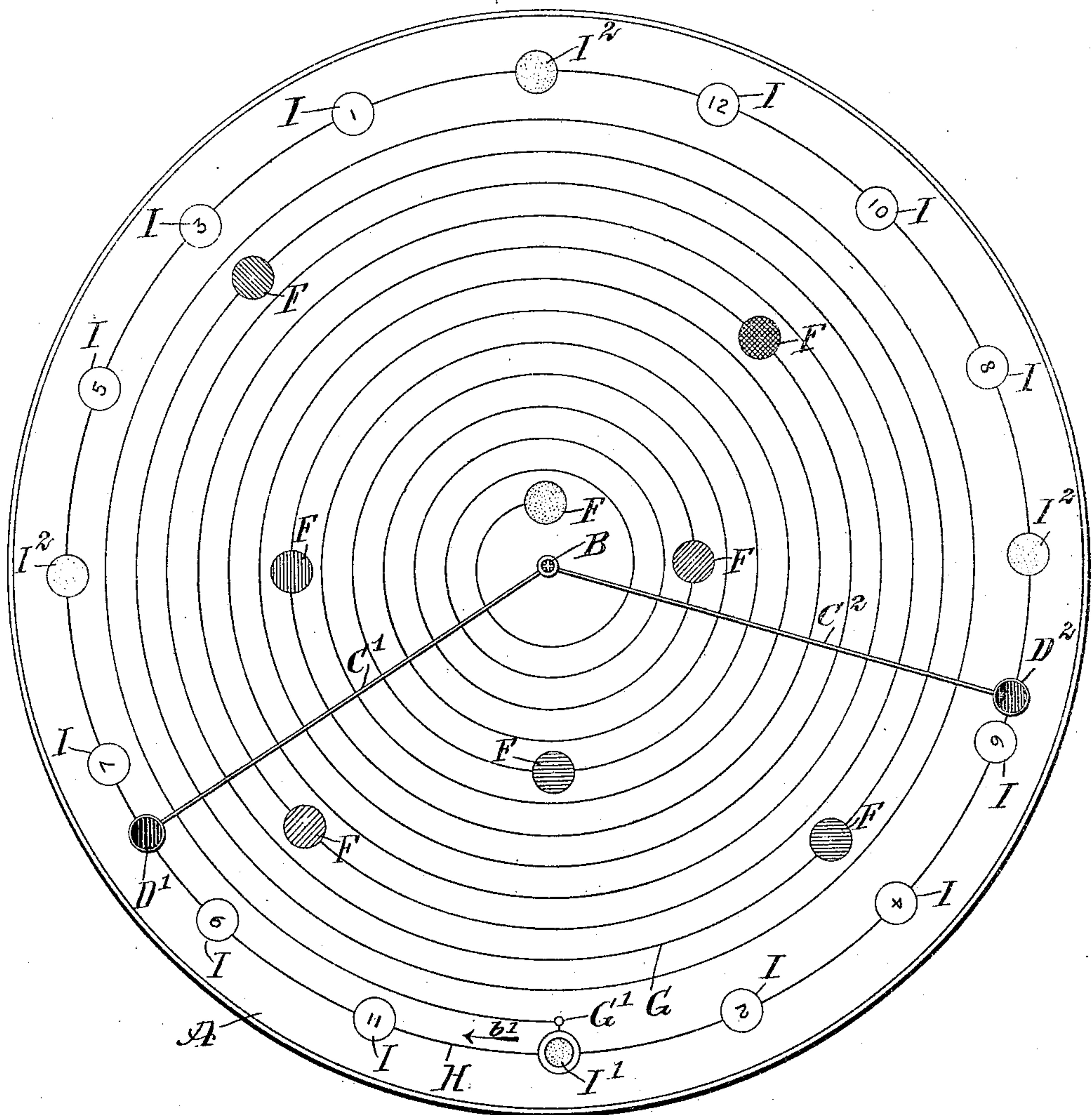
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2 SHEETS—SHEET 2

FIG. 5.



WITNESSES:

Wm. L. Cheney
Neely Hoster

FIG. 6.

INVENTOR

Ralph Dixon Martin

BY *Mumford*

ATTORNEYS

UNITED STATES PATENT OFFICE.

RALPH DIXON MARTIN, OF TAMPA, FLORIDA.

GAME APPARATUS.

No. 810,781.

Specification of Letters Patent.

Patented Jan. 23, 1906.

Application filed March 8, 1905. Serial No. 248,959.

To all whom it may concern:

Be it known that I, RALPH DIXON MARTIN, a citizen of the United States, and a resident of Tampa, in the county of Hillsboro and State of Florida, have invented a new and Improved Game Apparatus; of which the following is a full, clear, and exact description.

The object of the invention is to provide a new and improved game apparatus which is simple and durable in construction, not liable to easily get out of order, and arranged to afford amusement to the players and to require considerable skill on the part of the players to successfully play the game.

The invention consists of novel features and parts and combinations of the same, as will be more fully described hereinafter and then pointed out in the claims.

A practical embodiment of the invention is represented in the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the views.

Figure 1 is a plan view of the improvement. Fig. 2 is a side elevation of the same. Fig. 3 is an enlarged sectional side elevation of the weight and the cord attached thereto. Fig. 4 is an enlarged plan view of the cord and the pivot on which the end of the cord is fastened. Fig. 5 is a perspective view of the mallet used in playing the game. Fig. 6 is a plan view of a modified form of the improvement. Fig. 7 is a side elevation of the same, and Fig. 8 is an enlarged sectional side elevation of the center portion of the same.

The game apparatus consists, essentially, of a board A, preferably of circular form and provided in its middle with a pivot or post B, on which is secured one end of a cord, cable, or like flexible connection C, carrying at its outer end a body preferably in the form of a disk D, made of hard wood, metal, or other material and adapted to travel over the surface of the board A when propelled either by the finger of the player or by the use of a mallet E in the hands of the player. The upper end B' of the post or pivot B is preferably slotted in the form of a cross for receiving the end of the cord C. Delineated on the surface of the board A are a number of stations F, separated a suitable distance from each other and located in a spiral G having its center in the axis of the pivot B, the distance between the adjacent convolutions of the spiral corresponding to the circumference of the pivot B. The cord C is so arranged that its disk D is cen-

tral over the spiral G, and consequently when the disk D is propelled by striking the same tangentially to the spiral G then the said disk follows the spiral G—that is, the cord C winds up or unwinds on or from the pivot B, according to the direction in which the disk D is propelled by the player. The stations F are preferably spaced unequal distances apart, the innermost station being at the end of the spiral, while the starting-point is at G' at the outer end of the spiral, as plainly indicated in Fig. 1.

In playing the game the cord C is unwound from the pivot B, so that the disk D can be placed on the starting-point G', the cord C then being in a taut position and extending in an inclined direction upwardly and inwardly from the disk D to the post B, as will be readily understood by reference to Fig. 1. The player now propels the disk D in the direction of the arrow a' and, as previously described, so that the disk D follows the spiral G, the object being to propel the disk, making it travel from the starting-point G' to the first station on the spiral G, and after this is done to give the disk D another impulse to take it to the next following station, and so on until the last station on the inner end of the spiral G is reached. When this has been done, the player propels the disk D in the opposite direction with a view to make successively the several stations during the outward travel of the disk D on the spiral G. The player who accomplishes the above result with the least number of strokes given to the disk D is the successful player, it being understood that a number of players may successively play the game in the manner above described.

In the modified form illustrated in Figs. 6, 7, and 8 use is made of the same board A and pivot B; but in addition to the spiral G the face of the board A is provided near its outer portion with a circle H concentric to the pivot B, and on this circle H are arranged a number of stations I, (said circle H and stations I being also shown in Fig. 1,) placed equidistant apart, one of the stations, as shown the station I', being the starting-station, and some of the stations, such as I², being blank stations, while the remaining stations I are numbered, say, from "1" to "12" in the manner indicated in Fig. 6. In this case two cords C' and C² are employed, carrying at their outer ends disks D' and D² and each being provided at its inner end with a

ring C³, slipped over the post B, so that on propelling the disk D' or D² in a tangential direction relative to the circle H the said disk is caused to travel centrally over the circle. A wearing-plate J is let into the surface of the board A centrally at the pivot B for the lowermost ring C³ to travel on, so as to prevent undue wear of the board at this point. In playing the game one player places the disk D' on the starting-station I', while the other player takes the other disk D² and places the same on the station I² diametrically opposite the station I'. The first player now propels the disk D' from the station I' in the direction of the arrow b' with a view to make the station I numbered "1," and if successful this player again strikes the disk D' to send the same to the station I marked with the numeral "2," and if successful in this this player is allowed to play on the disk D², belonging to the opponent, and if this disk is struck it entitles the player to a roquet. To make a roquet, the disk D' is placed against the disk D² of the opponent and the disk D' is pressed down firmly with the thumb and the player strikes the disk D' with the mallet, thus causing the opponent's disk D² to slide to any part of the circle H the player may choose. The roquet may also be done by striking the disks D' and D² without holding one down with the thumb, so as to drive both disks around the circle at the same time. The game is thus continued until the player fails to score or make an error, in either of which cases the opponent takes his turn and plays in the same manner as above described in respect to the first player. The game is won by the party first completing the twelve stations in the circle H. To make the game more interesting, the blank or four colored stations I' and I² are provided, so that in case a disk D' or D² stops at such a station it means the forfeit of a point.

Although I have described two ways of playing the game, it is evident that the apparatus may be used for playing other games, or games may be varied to suit the players without deviating from the spirit of my invention.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. A game apparatus comprising a board having stations arranged in a spiral line on the surface of the board, a pivot on the said board, central to the said spiral line, a cord secured at one end on the said pivot and adapted to wind and unwind on and from the

said pivot, and a disk on the outer end of the said cord, adapted to be propelled by the player over the board's surface.

2. A game apparatus comprising a board having stations arranged in a spiral line on the surface of the board, a pivot on the said board, central to the said spiral line, a cord secured at one end on the said pivot and adapted to wind on the said pivot in a downward direction and to unwind from the pivot in an upward direction, and a disk on the outer end of the said cord, adapted to be propelled by the player over the board's surface.

3. A game apparatus comprising a board having stations arranged in a spiral line on the surface of the board, a pivot on the said board, central to the said spiral line, a cord secured at one end on the said pivot and adapted to wind and unwind on and from the said pivot, and a disk on the outer end of the said cord, adapted to be propelled by the player over the board's surface, the said disk following the said spiral line.

4. A game apparatus comprising a board provided on its surface with stations arranged in a spiral, a pivot secured on the board and rising from the surface centrally to the said spiral, the circumference of the pivot corresponding to the distance between adjacent convolutions of the said spiral, a cord secured at one end to the upper portion of the said pivot, and a disk on the outer end of the said cord, adapted to be propelled over the board's surface, to cause the cord to wind up or unwind on or from the said pivot.

5. A game apparatus comprising a board provided on its surface with stations arranged in a spiral, a pivot secured on the board and rising from the surface centrally to the said spiral, the circumference of the pivot corresponding to the distance between adjacent convolutions of the said spiral, a cord secured at one end to the upper portion of the said pivot, and a disk on the outer end of the said cord, adapted to be propelled over the board's surface, to cause the cord to wind up on or unwind from the said pivot, the said disk following the spiral to reach the stations, the latter being spaced unequal distances apart.

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

RALPH DIXON MARTIN.

Witnesses:

JOSEPH A. SPRINGER,
JAMES H. SPRINGER.