

No. 818,126.

PATENTED APR. 17, 1906.

F. SIEDER.  
GAME APPARATUS.  
APPLICATION FILED DEC. 11, 1905.

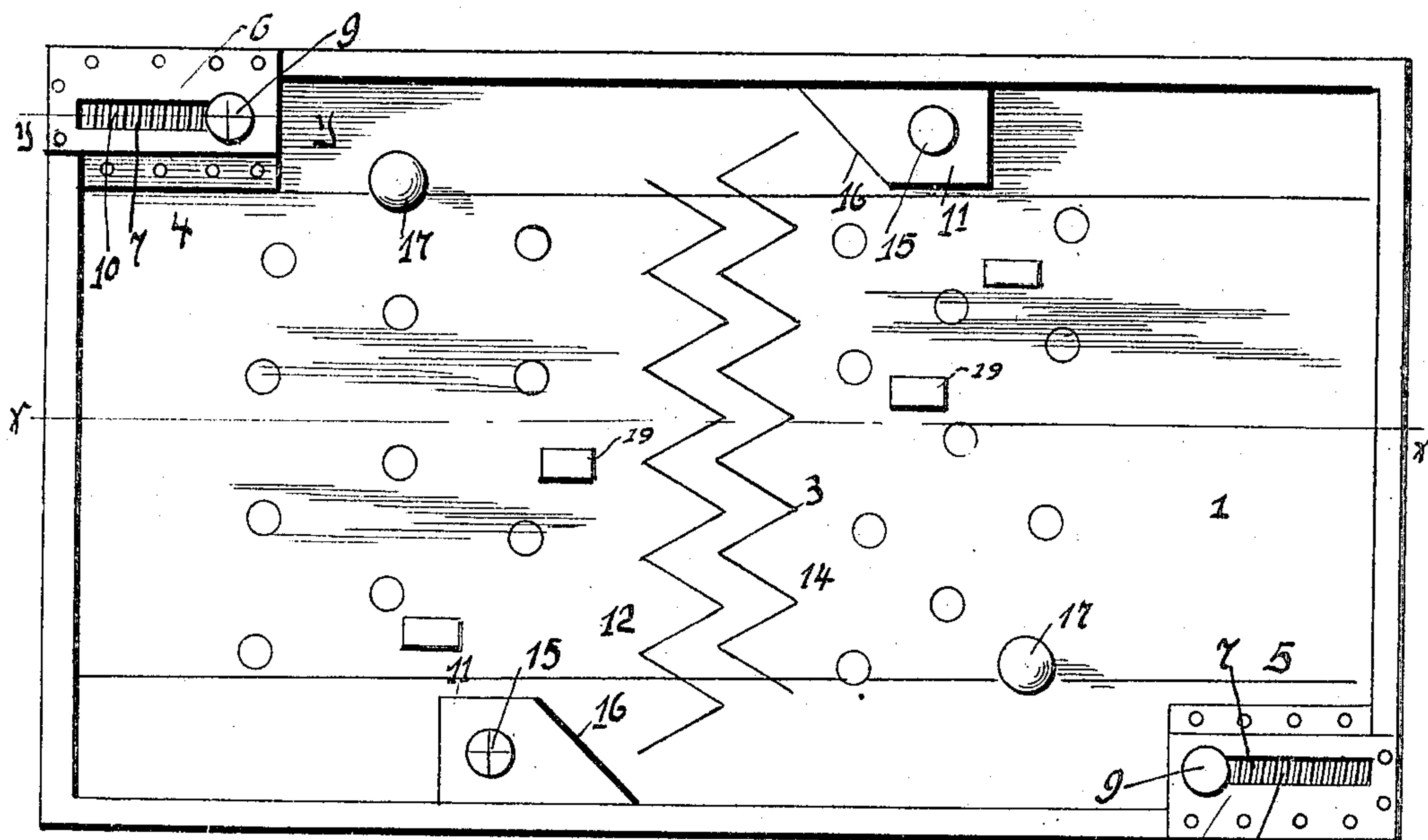


Fig. 1.

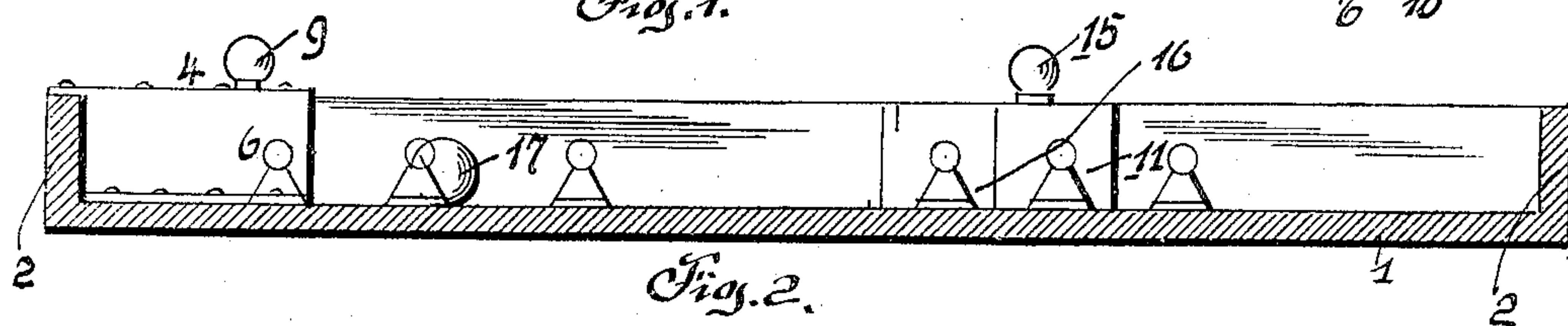


Fig. 2.

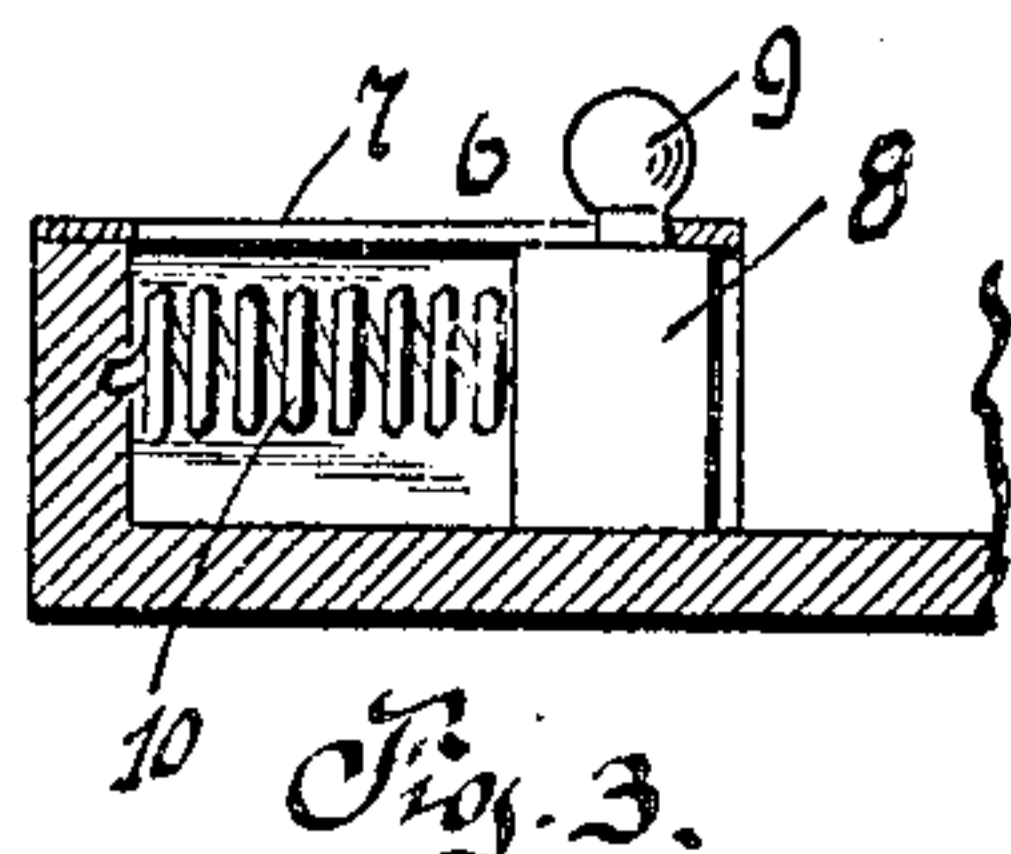


Fig. 3.

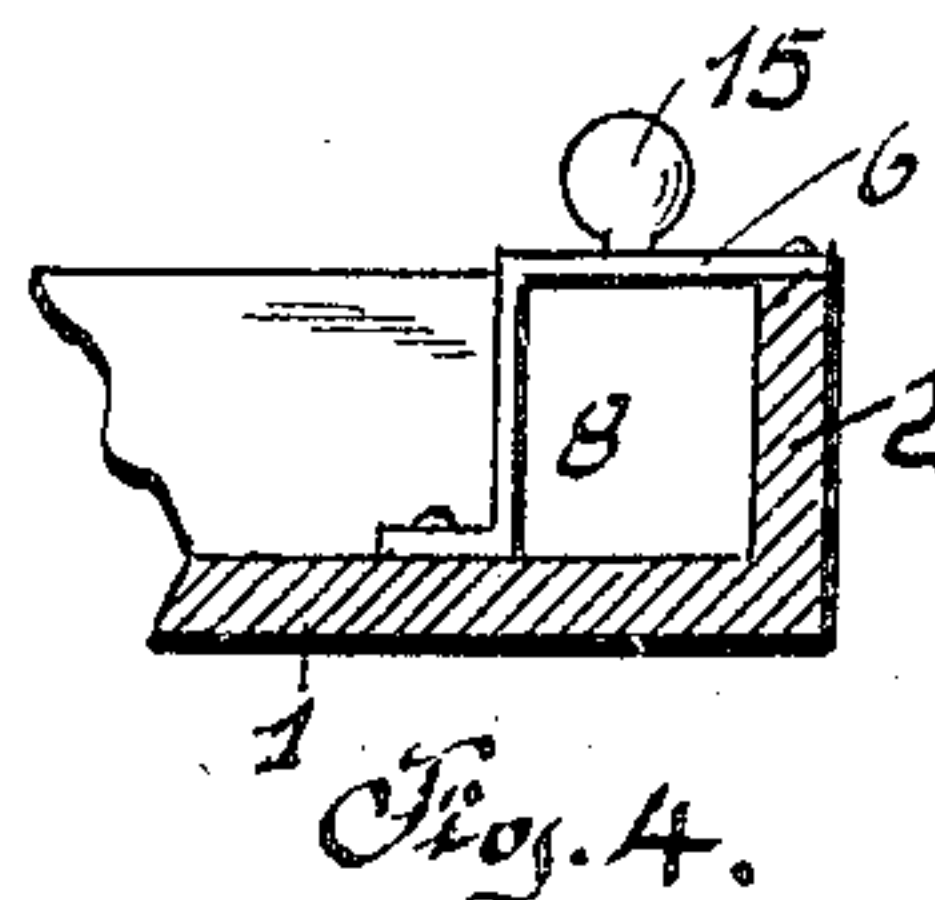


Fig. 4.

Fig. 5.



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# UNITED STATES PATENT OFFICE.

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## GAME APPARATUS.

No. 818,126.

Specification of Letters Patent.

Patented April 17, 1906.

Application filed December 11, 1905. Serial No. 291,269.

*To all whom it may concern.*

Be it known that I, FREDERICK SIEDER, a citizen of the United States of America, residing at Swissvale, in the county of Allegheny and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawings.

This invention relates to certain new and useful improvements in game apparatus; and the invention has for its primary object to provide a game apparatus requiring considerable skill, at the same time affording amusement to the participants in the game.

Another object of this invention is to provide a game which will be extremely simple in construction, strong and durable, and efficient in amusing the juvenile class, as well as affording entertainment for older persons.

Briefly described, my improved game can be played by any number of persons, the persons participating in the game being divided into two sides, each side appointing or selecting a captain, who directs the movement of his side. The game is intended to represent a battle-field, where two forces are drawn up against one another, the forces being represented by a plurality of men or objects, which are shielded by other objects termed "breastworks." The forces are placed in position and are shielded by breastworks according to the captains' strategy and experience in playing the game. Miniature cannons or firing devices are employed which propel balls toward the forces in the field, the object of each side being to knock down as many men or objects as possible, first one side firing and then the opponent.

In the accompanying drawings I have illustrated a board or plat used in playing the game, and in the several views of the drawings like numerals of reference designate corresponding parts throughout the several views, in which—

Figure 1 is a plan of the board or plat. Fig. 2 is a longitudinal sectional view taken on the line  $xx$  of Fig. 1. Fig. 3 is a fragmentary sectional view taken on the line  $yy$  of Fig. 1. Fig. 4 is a fragmentary cross-sectional view of the board or plat. Fig. 5 is a sectional view of a lid.

To put my invention into practice, I construct a board or plat 1, which is substantially rectangular in plan, and the edges of said board are provided with walls 2. The

board or plat 1 may be painted or printed to represent a battle-field or the like and centrally of the board the same is marked, as at 3, to indicate a dividing-line between the two forces or men employed in playing the game. In one corner of the board—for instance, the upper left-hand corner—I construct a firing or shooting device 4, while in the diametrically opposed corner, as in the lower right-hand corner of the board, I construct a similar firing or shooting device 5. Each device consists of a rectangular casing 6, the top of which is provided with a longitudinally-disposed slot 7. Slidably mounted in each casing is a block 8, carrying a knob 9, which protrudes through the slot 7 of the casing. The front end of the casing is open, while the rear end of the casing is closed by the side wall of the board or plat, and interposed between the wall and the block 8 is a coiled spring 10, which normally holds the block 8 at the forward and open end of the casing.

In connection with the board or plat and the firing or shooting device just described adjustable blocks 11 11 are employed, together with men or players 12 and 14. The adjustable blocks 11 in the game are termed "deflectors" or "sighting-blocks," and each block is provided with a knob 15, whereby it can be easily moved, and with a beveled face 16, the object of which will be presently described.

The men or players 12 and 14 are preferably twelve in number, and they may be of any desired configuration corresponding to the type of game being played. Balls or spherical bodies 17 17 are also employed in connection with the pieces just described.

A suitable lid 18 may be employed for covering the plat or board and its appurtenant parts, the lid fitting down over the sides 2 of the board or plat 1. Upon the underneath face of the lid may be printed the directions for playing the game.

In connection with the shooting device and deflectors above described pieces 19 are employed which in the game are termed "breastworks." These pieces are positioned among the men or players in order to protect the same from the spherical bodies 17.

As heretofore stated, a game of war may be readily played with my improved board or chart, and the directions for such a game are as follows: The persons participating in the game are divided into two sides or forces and each side selects six of the men or play-



ers 12 and 14, the players or men of one side being of a different color from the opposite side or force or the same end being accomplished by suitably designating the men 12 and 14 whereby the forces may be easily distinguished from one another. These men or players of the war game may be termed "soldiers." Each side or force selects one of the firing or shooting devices, together with a ball 17, one of the blocks 11, known as the "deflectors," and two breastworks - pieces. The captain of the side or force positions the block 11 to the best advantage, whereby the face of the block 11 will deflect the ball 17 when shot from the firing device and will annihilate or knock down the opposing force or side of players. The captain of the side or force directs the firing of the ball 17, this being accomplished by moving the block 8 rearwardly in the casing 6 and permitting the recoil of the spring 10 to propel the ball 17 forward against the block 11. First one side or force shoots at the opposing force, and then the opposite side, until one side or the other has annihilated its opposing side. The side or force having first knocked down its opposing men or soldiers wins the game or battle.

It is obvious that various types of games may be played with my improved board or plat and its appurtenant parts, such as a foot-ball game or any game where two sides oppose one another.

It will be observed from the foregoing description that considerable skill is attached to the game in the person of the captain properly positioning the blocks 11 to deflect the balls 17 at a proper angle to knock down the men or players, and the marks or indications upon the board or plat are adapted to facilitate the sides in properly arranging the men or players, the preferable arrangement being staggered, as clearly illustrated in Fig. 1 of the drawings.

The main elements of my invention can be readily made of wood, decorated to conform to the type of game being played, it being obvious that when a war game is in vogue the board will be painted or printed to represent a battle-field, while the men or players will represent soldiers having different uniforms to distinguish the two forces of the battle.

Such changes in the construction and man-

ner of playing my improved game as are permissible by the appended claims may be resorted to without departing from the spirit and scope of the invention.

What I claim, and desire to secure by Letters Patent, is—

1. A game apparatus embodying a board or plat having side walls, a lid adapted to fit upon said side walls, spring-actuated shooting devices mounted in the diagonally opposed corners of the board or plat and adapted to propel balls toward the center of the board, blocks adjustably mounted upon said board and adapted to deflect said balls toward the center of said board, breastwork-pieces mounted upon said board, players adapted to be stood in the center of said board to be knocked down by said balls, substantially as described.

2. A game apparatus embodying a board or plat, spring-actuated shooting devices mounted upon said board and adapted to propel balls toward the center of said board, deflector-blocks adjustably mounted upon said board, players mounted in the center of said board and adapted to be knocked down by the balls of the shooting device, means to shield said players, and means to inclose said board and its appurtenant parts, substantially as described.

3. A game apparatus embodying a board or plat, shooting devices carried by said board or plat and adapted to propel balls toward the center of said board, movable deflector-blocks mounted upon said board, players mounted centrally of said board, means carried by said board to indicate the position of said players, substantially as described.

4. A game apparatus embodying a board or plat, shooting devices carried by said board or plat, and adapted to propel balls toward the center of said board, independently-movable deflector-blocks mounted upon said board, and players mounted centrally of said board.

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

FRED SIEDER.

Witnesses:

ED. SIEDER,  
MARY SIEDER.