

No. 890,716.

PATENTED JUNE 16, 1908.

E. SHINN.  
GAME DEVICE.

APPLICATION FILED MAY 15, 1907.

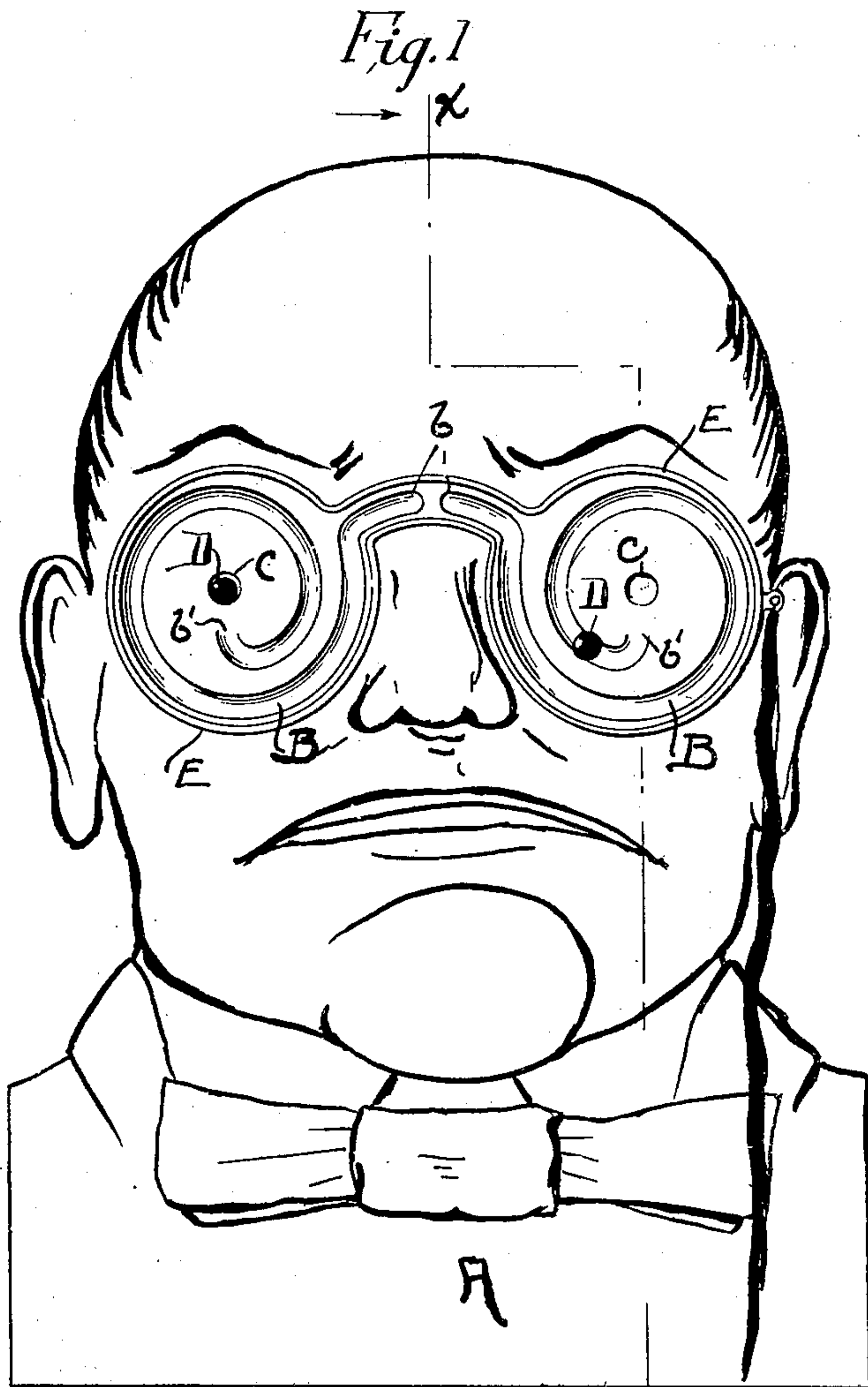
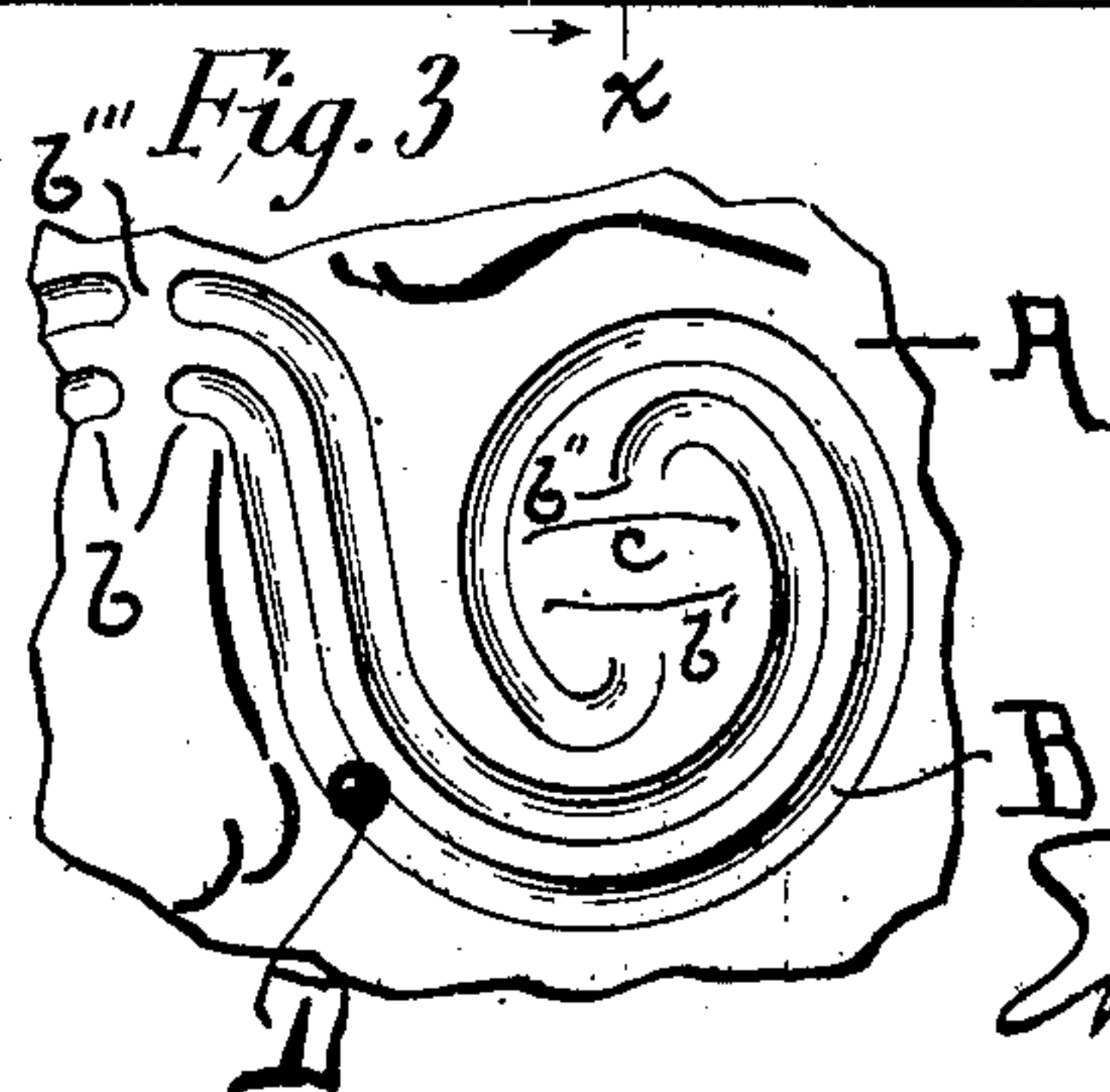
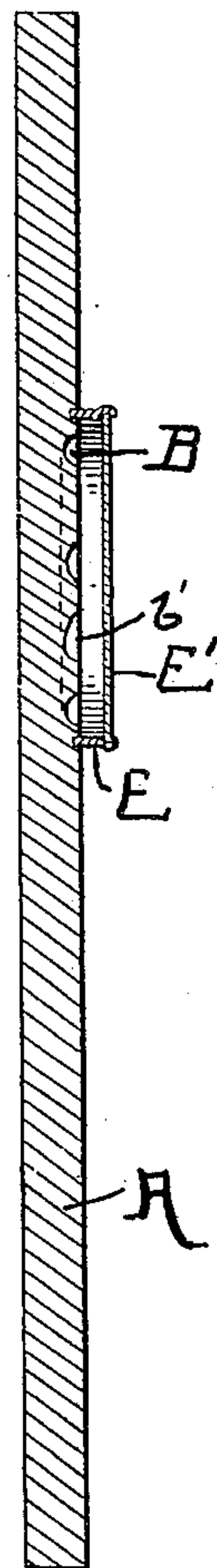


Fig. 2



Attest:  
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# UNITED STATES PATENT OFFICE.

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## GAME DEVICE.

No. 890,716.

Specification of Letters Patent.

Patented June 16, 1908.

Application filed May 15, 1907. Serial No. 373,741.

*To all whom it may concern:*

Be it known that I, EVERETT SHINN, a citizen of the United States, residing at New York city, county of New York and State of New York, have invented certain new and useful Improvements in Game Devices, of which the following is a specification.

My invention relates to game devices and particularly to devices wherein a plurality of balls are rolled upon a game board and along circuitous tracks until by skill and dexterity they are directed into a desired position when the game is successfully terminated.

The object of my invention is to take advantage of the difficulty involved in so manipulating a game board as to roll a plurality of balls at the same time in opposite directions from a certain starting point to certain final resting places; and also in providing a game board having thereon the pictured face of a person in which two balls as above described shall correspond to the pupils of the eyes and in their various positions give a variety of different and amusing expressions to the said face.

The invention consists in the peculiar construction and arrangement of a game apparatus as shown in the accompanying drawings and particularly set forth in the claims.

An embodiment of my invention is shown in the accompanying drawing, wherein

Figure 1 is a top view of the game apparatus. Fig. 2 a section on the line  $x-x$  of Fig. 1. Fig. 3 is a face view of a fragment of a board showing a modified arrangement of the ball channels.

Like letters designate like parts in the several views.

A indicates the board or base of any suitable material or shape but preferably in outline like the head of a person. This on its upper surface is printed and colored to represent a human face, and may be also formed in low relief if desired.

B B indicate relatively shallow channels or grooves cut out of or impressed in the surface of the board. These channels run in opposite directions to each other and while they may be straight for a portion of their length, and may proceed in any direction over the face of the board, they terminate each in a spiral or convolution encircling the eyes of the face represented on the board, and are preferably combined with a depression C located at the center or normal location of the pupil of the eye.

In Fig. 1 I have shown the channels beginning from a point over the bridge of the pictured nose at  $b$ , thence running laterally in opposite directions to each other, thence extending downwardly and around the eyes and ending at points below and a distance from the centers or pupil depressions C. The channels are gradually inclined upward to the general surface at this point as at  $b'$  and in order to pass from this point to the depression C the ball D, which will be preferably black in color, has to pass across the surface of the board and is then liable to roll laterally away from the depression C unless great care be used. The depressions C are preferably shallower than the channels B and slightly greater in diameter than the ball D, and hence a slight inclination of the board will roll the balls out of the sockets and back into the channels.

In Fig. 3 I show two parallel convolute channels B with a space  $c$  on the surface of the board at the center of the eye space to be crossed by the ball before it can enter the return channel at  $b''$  and reach the terminal portion  $b'''$  of the channel.

It is to be noted that the ends  $b b'$  of the channels shown in Fig. 1 and the spaced apart ends  $b' b''$  of the channels shown in Fig. 3 should respectively be directly in alinement with the depressions C and with each other in order for both balls to be made to enter depressions in one case or the alined ends of the channels in the other case by the same manipulation and movement of the hands. It will be seen that the general outline of the two oppositely directed channels is that of a pair of eye-glasses and to further simulate the appearance of eye-glasses and to protect the balls from dislodgment from the board I surround the channels with a wall or flange E of the general outline of a pair of eye-glasses and cover the space inclosed with a transparent plate E' of mica or glass through which the eyes of the pictured face will show. While I have shown this flange as formed of a band of metal or other material in which the glass is set, I wish it understood that I do not mean to limit myself thereto as the flange may be formed in a variety of other ways.

Assuming that the two balls are started at the points  $b$  the object is to deposit both in their respective pupil depressions or terminations. As the channels curve in opposed spirals this is extremely difficult as a manipu-



lation which will roll one in the proper direction will tend to roll the other away from the goal. This difficulty is enhanced when the balls emerge from the channels onto the plain surface of the board at  $b'$ . Then the slightest wrong movement will send one or both of the balls rolling in the wrong direction and possibly back to the starting point. This is true of both forms of my device. Nor is it sufficient to get one ball into place and then manipulate the board to put the other in proper position for the depressions D, being relatively shallow, a ball will easily roll therefrom and as easily roll away from the terminal point  $b'''$  of Fig. 3.

An amusing feature incident to the game is the effect given by the various positions of the balls. These being black simulate the pupils of the eyes and in their various positions give a variety of ludicrous expressions to the face represented on the board.

While I may color the board in any desired manner it is best that the channels and depressions should be of the same color as the ground of the board, as thus they are not conspicuous and the effect of the ball as an eye-pupil is greater.

Having described my invention what I claim is:

1. A game device comprising a board having on its surface a plurality of opposed separate channels, each channel extending from a starting point to a termination in an opposite direction to the other, and a plurality of balls one for each channel adapted to roll along the same from the starting point to the termination.

2. A game device comprising a board having on its surface a plurality of opposed separate channels, each channel extending in an opposite direction to another from a starting point, the end of and each of said channels gradually rising to the level of the general surface of the board, said board having terminal depressions each located at a distance from the end of its respective channel, and a plurality of balls adapted to roll along the channels.

3. A game device comprising a board having on its surface a plurality of opposed separate channels, each channel extending from a starting point to a termination in an opposite direction to the other, a sheet of transparent material covering said channels at a distance above the general plane of the board, and a plurality of balls one for each channel adapted to roll along the same from the starting point to the termination.

4. A game device comprising a board hav-

ing on its surface a picture of a human face, two opposed separate channels each extending from a starting point over the face of the board in a circuitous course, and each extending in an opposite direction to the other, said channels encircling the eyes of said face in oppositely directed spirals leading to a terminal point, and a ball for each channel adapted to roll therealong.

5. A game device comprising a board having on its surface a picture of a human face, a plurality of pairs of opposed separate channels, the channels of each pair extending from a starting point over the face of the board to adjacent terminals and encircling the eyes of said face, and each channel at said terminal rising gradually to the level of the surface of the board.

6. A game device comprising a board having on its surface the representation of a human face, two oppositely directed channels formed thereon adapted to permit balls to roll therealong, each of the channels starting at a point approximately over the bridge of the nose as represented and extending thence in an opposite direction to the other each in a spiral surrounding the eye space of the picture, the bottom of the channel inclined upward to the general plane of the board adjacent to the center of said eye space, terminal depressions into which the balls can roll, balls adapted to roll along said channels, a flange inclosing said channels in the general outline of a pair of eye-glasses, and a glass fitting the space inclosed by said flange and covering the same.

7. A game device comprising a board having on its surface the representation of a human face, two oppositely directed channels formed thereon, balls adapted to roll along said channels, said channels starting at a point approximately over the bridge of the nose as represented and extending thence in opposite directions in a spiral surrounding the eye-space of the picture and then upward towards the center thereof, the bottom of said channel being upwardly inclined to the surface at this point, and terminal, relatively shallow depressions at the center of said eye-space into which said balls can then roll.

In testimony whereof, I have signed my name to this specification in the presence of two subscribing witnesses, this 6th day of May, 1907.

EVERETT SHINN.

Witnesses:

FRANCIS A. SHINN,  
FLORENCE SCOVEL SHINN.