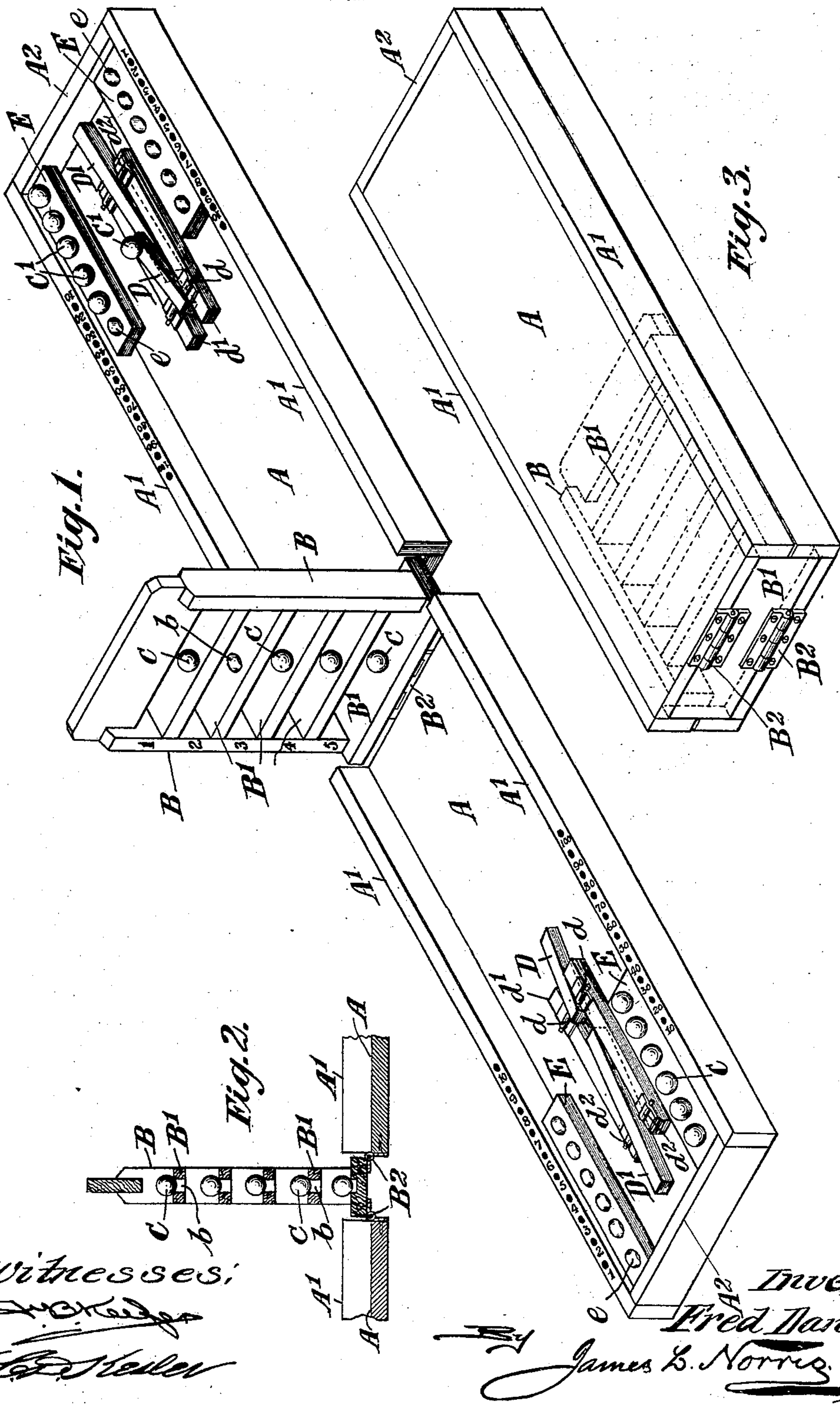


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 GAME APPARATUS.  
 APPLICATION FILED SEPT. 1, 1908.

935,469.

Patented Sept. 28, 1909.



Witnesses:  
*[Signature]*  
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# UNITED STATES PATENT OFFICE.

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## GAME APPARATUS.

935,469.

Specification of Letters Patent. Patented Sept. 28, 1909.

Application filed September 1, 1908. Serial No. 451,255.

*To all whom it may concern:*

Be it known that I, FRED DANDO, a subject of the King of Great Britain and Ireland, residing at Beaconsfield, in the British State of Tasmania, Commonwealth of Australia, chemist, have invented new and useful Game Apparatus, of which the following is a specification.

This invention relates to an improved game of skill and apparatus for playing same, the game being played preferably by two persons, one against the other, from each end of a race or box whereat is located a double lever arrangement designed when quickly depressed to project a marble or ball to the desired distance and height to strike and, if possible, displace one of a series of marbles or balls of similar size arranged centrally one each on a tier of shelves located transversely at about midway of the length of said race or box.

The double lever arrangement near each end of the box is designed to be struck by the player's finger and thus cause its inner part, upon which a marble is placed, to project the marble forward with the object of striking one of the marbles on the before mentioned shelves and which latter are numbered from 1 to 5 representing the player's count when a marble is struck or displaced.

The apparatus is made in the form of a two part box hinged together under the tier of shelves and capable of being folded together, while also pockets or recesses are provided at each end for the player's marbles and further the edges of box are perforated and numbered to receive count pins. Seven marbles at least are required in the game, five of which are placed, one in each numbered hole in the tier of shelves, and a marble or set of marbles is required by each player to place, one at a time, upon the compound lever projecting appliance.

The invention will now be fully described aided by a reference to the accompanying sheet of drawings in which:—

Figure 1 is a perspective view of the apparatus in readiness for being played upon, the right hand side or upper double lever arrangement showing the marble in position for being projected, while the levers at the left hand side are in the position they assume after the marble has been projected or played, and Fig. 2 a vertical sectional detail showing the tier of shelves for sup-

porting the marbles, while Fig. 3 is a perspective view of the apparatus as folded together when not in use.

The apparatus as shown in Fig. 1 consists of a longitudinal race or box A provided with sides A<sup>1</sup> and ends A<sup>2</sup>, the inner surface or floor of box A being, if desired, covered with a suitable cloth. Said box A is made in two equal lengths with the outer frame B supporting the tier of shelves B<sup>1</sup> secured thereto at its inner ends by hinges B<sup>2</sup> and in each shelf B<sup>1</sup> a central hole *b* is formed to receive a marble C, the hole *b* being just large enough to hold the marble in position but not large enough for it to pass through. Each holed shelf B<sup>1</sup> is numbered as shown on the frame B indicating the number to be counted when the marble C is displaced therefrom.

D and D<sup>1</sup> are the double levers near each end of the box the marble projecting lever D being hinged at *d* near one end between supports *d*<sup>1</sup> secured to the floor of box A. At its opposite end the lever D has a depression to receive the marble C<sup>1</sup>, while the operating lever D<sup>1</sup> which is hinged at *d*<sup>2</sup> between the aforesaid supports *d*<sup>1</sup> has one of its ends designed to lie under the aforesaid projecting lever D, so that when the opposite end of lever D<sup>1</sup> is struck smartly with the player's finger it causes the projecting lever D to swing smartly forward on its hinge *d* and at same time project the marble C<sup>1</sup> toward one or other of the marbles C arranged on the tier of shelves B<sup>1</sup> in order to, if possible, displace one therefrom. Pocket pieces E may be arranged at each end of the box A as shown in which are a number of holes or recesses *e* to hold a reserve supply of marbles C<sup>1</sup>.

Scoring holes are formed on the upper edges A<sup>1</sup> of box and said holes are numbered as shown, those on the one side being numbered from 1 to 10 while those on the other side are marked in tens from 10 to 100; suitable counting pins are also employed for placing in said holes.

The bottom one of the tier of shelves B<sup>1</sup> is hinged to the two parts of box A in such a manner that when the apparatus is not being used the tier of shelves will lie within the box, the lower shelf B<sup>1</sup> forming the end thereof when the two halves of box are folded together as shown in Fig. 2.

If desired the apparatus can be made without hinging the longitudinal race or box at



its center to the shelves frame which, in such case, may be made a fixture thereat, or further, the apparatus may consist of one half length of the box with a tier of shelves at its  
 5 end and in such case both players play from the double lever arrangement at the one end.

One form of game is played as follows:—  
 The player places a marble C<sup>1</sup> on the end of the lever D then with his finger he strikes  
 10 the end of the lever D<sup>1</sup> which operates the projecting lever D thus causing the marble C<sup>1</sup> to be thrown forward with the object of displacing one of the marbles C from one of the shelves B<sup>1</sup>. Should the player dis-  
 15 place one of the said marbles C he scores the number the shelf carrying such marble is marked. The player then continues to play until he misses. Should the player in projecting the marble C<sup>1</sup> displace any one of the  
 20 marbles C from the shelves B<sup>1</sup> and the marble C<sup>1</sup> lodge in hole from which the marble C has been displaced then he scores double the number, for instance, should the player displace the marble from hole No. 2 and  
 25 his marble lodge in No. 2 then he scores 4. The marbles C displaced are not in play until the player has finished and the next player starts. Should the marble projected lodge and remain in any of the vacant holes  
 30 7 in the shelves B<sup>1</sup> it counts whatever number the hole represents and is in play again and the same player continues. Should the marble 1 be displaced and the marble projected finally lodge in and remain in No.  
 35 5 recess it counts 6 and so on. If two or more marbles are displaced in one stroke they must be returned as such can only be caused by jarring. The numbers scored from 1 to 10 are indicated by a pin in the  
 40 holes on one side of each half of the apparatus while the score in tens, twenty etc., is indicated by a pin in the holes on the other side of the apparatus.

Having now described my invention what  
 45 I claim as new and desire to secure by Letters Patent is:—

1. In a game apparatus a longitudinal box or race, a pair of hinged coacting levers located near each end of said box for throwing a projectile, and a central tier of shelves,  
 50 each shelf adapted to support an object to be dislodged by said projectile when thrown by either of said pair of levers.

2. A game apparatus consisting of a longitudinal race or box having arranged  
 55 transversely at the center of its length a tier of shelves each provided with object retaining holes adapted to retain an object to be dislodged and coacting projecting levers located near each end of said box or race sub-  
 60 stantially as described and shown.

3. A game apparatus comprising a two part longitudinal box or race, a frame carrying a series of superposed shelves hinged to the inner ends of the two part box or race  
 65 and adapted to be folded thereinto, a throwing lever and an actuating lever near each end of said box or race said throwing lever provided at its free end with a seat for a projectile, said actuating lever adapted to  
 70 engage said throwing lever and discharge the projectile toward said shelves.

4. A game apparatus comprising a two part longitudinal box or race, a frame carrying a series of superposed shelves hinged  
 75 to the inner ends of the two part box or race and adapted to be inclosed by said box when folded, a pair of coöperating throwing levers hinged near each outer end of said box and each provided with a seat for a  
 80 projectile, each of said shelves having a seat therein for receiving an object to be dislodged by a projectile thrown by a pair of said levers.

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

FRED DANDO.

Witnesses:

JOSEPH BLANE,

JOHN GREAVES PAYNE.