

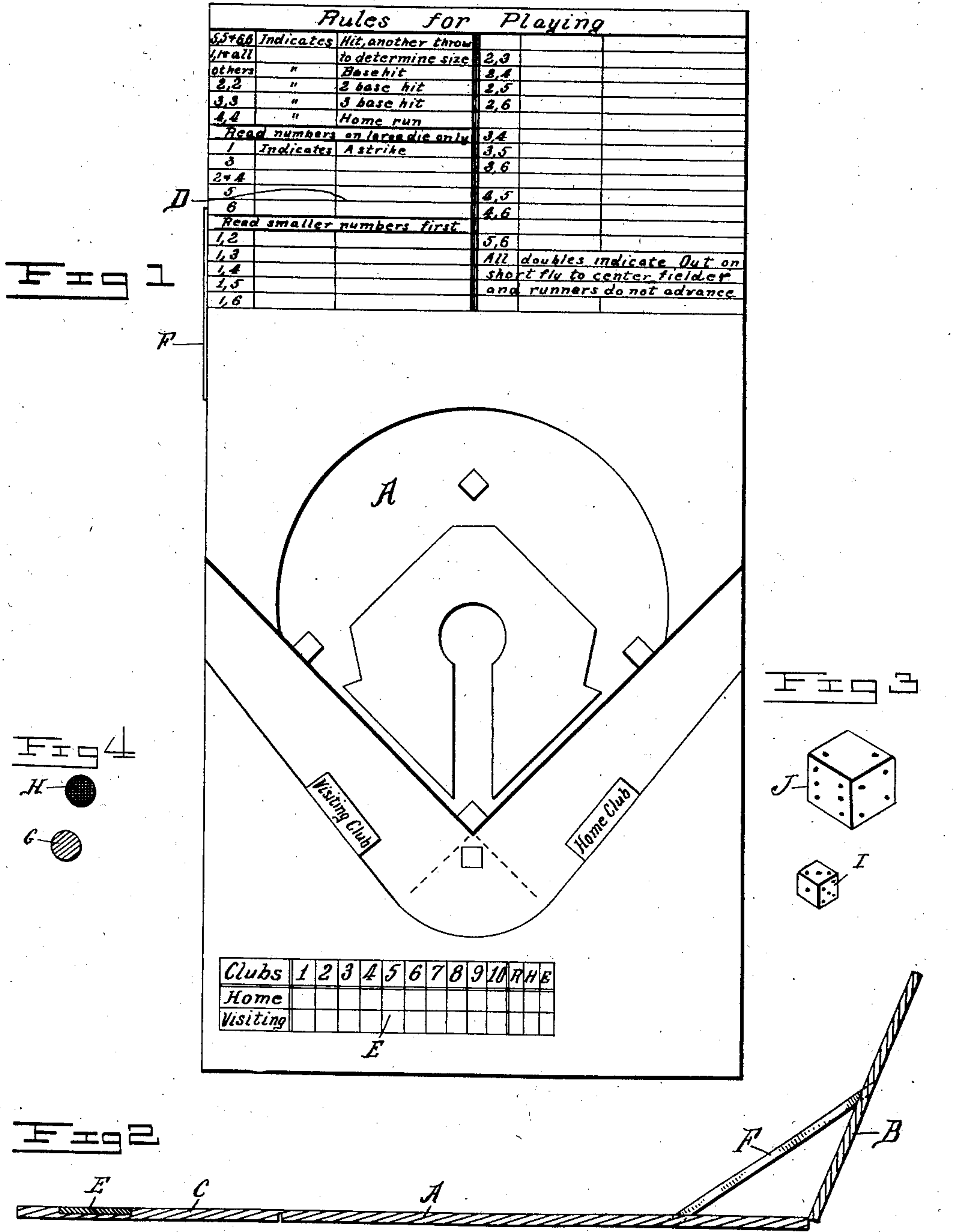
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GAME APPARATUS.

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950,810.

Patented Mar. 1, 1910.



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# UNITED STATES PATENT OFFICE.

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## GAME APPARATUS.

950,810.

Specification of Letters Patent.

Patented Mar. 1, 1910.

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*To all whom it may concern:*

Be it known that I, JAMES EDGAR WATTERSON, a citizen of the United States, residing at Pittsburg, in the county of Allegheny and State of Pennsylvania, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

My present invention relates to a new and improved game apparatus for playing the game of base ball, and is especially designed for indoor use.

The purpose of the invention is to provide an apparatus wherein it is possible to execute during the playing operation, practically all the plays that occur on a ball field during actual play between two contesting clubs, and wherein the element of chance is ever present, thus making the final result uncertain and maintaining the interest of the contestants throughout the entire game and until the final inning is played.

A further object of the invention is to provide an apparatus for the purpose stated that is so simple in construction and inexpensive to manufacture that it is perfectly feasible of use as a gratis advertising novelty.

Briefly and generally stated the invention comprises a game apparatus for playing the game of base-ball; comprising a suitable board or chart bearing the representation of a ball field, two sets of distinguishable devices representing members of contesting ball teams, two dice bearing the same indicia but otherwise distinguishable one from the other, and a schedule of plays having indicia corresponding to the indicia on the dice and the value of the plays represented by said indicia.

The invention comprises other novel features which will hereinafter appear in the detailed description to follow, and which will then be pointed out in the claim.

In the annexed drawing which is illustrative of a preferred form of the invention, Figure 1 is a plan view of the game-board. Fig. 2 is a central longitudinal sectional view of the same. Fig. 3 is a perspective view of one form of distinguishable dice. Fig. 4 is a detail view of one of the playing pieces.

Referring to the drawing the reference letter A, designates the game-board having depicted thereon a ball field and diamond, which may be ornamented or embellished in

any preferred manner to suit the fancy, the representation in the accompanying drawing being only by way of example. I prefer to make the board with foldable end sections B, C, as shown in Fig. 2, in order that the same may be folded in compact form. I prefer to imprint on one of the foldable end sections, as B, a chart bearing the rules for playing the game, or the play values, as indicated at D, and on the other end section, as C, I contemplate providing a slate surface E, bearing thereon the representation of a score card upon which the game score may be kept during play. By providing a slate surface for the score-card the scores may be erased after a game has been played, and the score card used over and over again in succeeding games. I also prefer to connect the foldable end section B, with the main portion of the game-board by means of a flexible strip F, so arranged that when said section is swung uprightly, as shown in Fig. 2, it will be inclined slightly rearwardly, and as this section bears the rules for playing or play values, these can be easily and comfortably referred to while the game is being played.

While I prefer to make the game-board as just described, I do not wish to be understood as limiting myself to this specific construction for obviously the rules for playing or play values, as well as the score card, may be printed upon separate sheets, and the representation of the ball-field and diamond on another sheet, which may be either flexible, stiff, or stiff and foldable.

In addition to the game-board and the chart bearing the rules for playing or play values, the apparatus employed in playing the game consists of two sets of distinguishable game pieces G, and H, representing the opposing teams, each set consisting preferably of four disks; and two dice I, and J, bearing like indicia or spots, but otherwise distinguishable one from the other, either by making one larger than the other, or by having one of one color and the other of another color. It is the provision of the two distinguishable dice bearing the same indicia, and the employment of a chart having a series of groups of indicia representing play values, which indicia corresponds to the indicia on the dice, that constitutes the novelty of the present invention and distinguishes the same from prior apparatus of which I am aware.



The complete list of play values on the chart D, indicated by the corresponding indicia on the dice, when taken singly and collectively as hereinafter described, is as follows:—

*Rules for Playing, or Play Values.*

- 5, 5 and 6, 6 indicate hit, another throw to determine size of hit.
- 10 1, 1 and all other numbers indicate a one base hit.
- 2, 2 indicates a two base hit.
- 3, 3 indicates a three base hit.
- 4, 4 indicates a home run.
- 15 Read numbers on large die only:
- 1 indicates a strike.
- 3 indicates a foul strike. After 2nd strike, a foul ball.
- 2 and 4 indicate a ball.
- 20 5 indicates if man on first base, pitcher attempts to catch runner off 1st. If thrown three times in succession runner out. Pitcher to 1st baseman. If no man on 1st base 5 has no value.
- 25 6 indicates an out and necessitates another throw to determine how out was made and by whom.
- Read smaller number first. If throw is—
- 1, 2 indicates pitcher to 1st baseman. If bases are occupied it counts as a sacrifice and runners advance from 1st to 2nd and from 2nd to 3rd base. If man on 3rd he is out. Pitcher to catcher. Batter safe.
- 30 1, 3 indicates out.—to 1st baseman unassisted. If a man on 1st base a double play, 2nd to 1st base. If man on 2nd, batter out 2nd to 1st base. If men on 1st and 2nd a double play 3rd to 2nd batter safe. If 3rd or all bases are occupied batter out fly to short
- 40 stop.
- 1, 4 indicates out.—3rd to 1st baseman. If man on 1st base a double play 3rd to 2nd to 1st baseman. If men on 1st and 2nd a double play 3rd to 2nd base, batter safe. If 2nd and 3rd bases are occupied out to 1st baseman unassisted. If all bases are filled, batter out on foul fly to 3rd baseman.
- 45 1, 5 indicates out.—2nd to 1st baseman. If man on 1st base, runner out at 2nd and batter safe at 1st on wild throw of 2nd baseman. If men on 1st and 2nd runner forced out at 3rd, batter safe. If men on 2nd and 3rd batter out. Shortstop to 1st base. If men on all bases runner on 3rd out to catcher,
- 55 batter safe.
- 1, 6 indicates out.—Shortstop to 1st baseman. If man on 1st runner out on 2nd and batter safe on wild throw of shortstop. If men on 1st and 2nd runners and batter safe on error of 3rd baseman. If 2nd and 3rd are occupied batter out. Shortstop to 1st baseman. If all bases filled batter out fly to pitcher.
- 60 2, 3 indicates a passed ball, if any of the bases except 3rd are occupied, runners ad-

vance one base. If none on base, or if bases are filled out on fly to shortstop.

2, 4 indicates safe to 1st on error of short stop. If any on 1st or 2nd base runners advance one base. If 3rd or all bases are occupied batter out to 1st baseman unassisted. 70

2, 5 indicates batter hit by ball and he goes to 1st. If any on 1st or 2nd base, runners advance one base. If men on 2nd and 3rd base or all bases batter hit by batted ball. 75

2, 6 indicates safe to 1st base on error of 2nd baseman. If men on 1st and 2nd runners advance one base. If 3rd or all bases are occupied runners advance and man on 3rd bases scores providing only one out. If 2 out man nearest home out stealing. 80

3, 4 indicates out—on fly to center fielder. If man on 3rd he scores and other runners advance if only one out. 85

3, 5 indicates out—on fly to right fielder. Runners do not advance.

3, 6 indicates out—on fly to left fielder. Runners do not advance.

4, 5 indicates out—on foul fly to catcher. 90

4, 6 indicates out—on fly to catcher. If man on 1st base he steals 2nd.

5, 6 indicates out—on short fly to left fielder. Runners do not advance.

All double numbers indicate out on short fly to center fielder and runners do not advance. 95

The game is usually played by two persons, each representing a base ball club, although it may be played by more than two persons. The players first select the set of game pieces designating the club they are to represent, and the dice are then thrown to determine which club will "bat" first, or this may be determined in any other preferred way. The player winning the toss will throw the two dice and will continue to throw them until he has thrown three "outs," when the player representing the other club will then take his turn at the bat. If the player first throwing the dice should throw a double number of any kind, he would refer to the chart of play-values to determine the value of the throw. If, for instance, he should throw a double 5 or a double 6 this would indicate that he had made a hit of some kind and to determine the size of the hit it is necessary for him to throw the dice again. Should he throw a double 1 this would indicate that he had made a one base hit. Should he throw a double 2 this would indicate that he had made a two base hit; should he throw a double 3 this would indicate that he had made a three base hit; or should he throw a double 4 this would indicate that he had made a home run. If he should make a one, two or three base hit he would place one of his game pieces upon the base on the diamond indicated by the throw. In throwing the dice to determine a play, if the player 130



should fail to throw a double of any kind as above indicated, then the number on the large die only is read, and if a one spot on such die is thrown this would indicate that he had made a strike. If he should throw a 3 spot this would indicate a foul strike until two such are thrown after which this throw would indicate a foul ball. If he should throw a 2 spot or a 4 spot, either of these would indicate a ball. If he should throw a 5 spot, if there happened to be a man on first base, it would indicate that the pitcher attempted to catch the runner off said base. If the 5 spot is thrown three times in succession the runner would be counted "out" pitcher to first baseman. If there was no man on first base the throw of a 5 spot would have no value. If the player should throw a 6 spot on the large die this would indicate an "out," and would necessitate another throw to determine how the "out" was made and by whom, that is, by which one of the players. In throwing the dice to determine how the "out" was made the spots on both of the dice are read, but the smaller number is read first irrespective of the die on which the smaller number appears, that is, whether the smaller number is on the larger die or not.

Now assuming the player has thrown a 6 spot which indicates an "out" which would call for another throw to indicate how the "out" was made, the following is a list of these plays, it being remembered that the smaller number is read first:

If a 1 and a 2 are thrown this would indicate that the "out" was made by the pitcher to first baseman. If bases are occupied it would count as a sacrifice and the runners would advance from first to second and from second to third base. If there happened to be a man on third he would be declared "out" pitcher to catcher and the batter would be declared safe.

If a 1 and a 3 were thrown the "out" would be to first baseman unassisted. If there happened to be a man on first base a double play would be counted second to first base. If there happened to be a man on second base the batter would be declared "out" second to first base. If there were men on first and second bases a double play would be counted third to second and batter safe. If third or all bases happened to be occupied the batter would be declared "out" fly to short stop.

If the player should throw a 1 and a 4 it would be counted as "out" third to first baseman. If there happened to be a man on first base a double play would be counted third to second to first baseman. If there were men on first and second a double play would be counted third to second base, batter safe. If second and third bases were occupied when the throw was made, it would

count "out" to first unassisted. If all bases were filled the play would count batter "out" on foul fly to third baseman.

If the player should throw a 1 and a 5 this would indicate an "out" second to first baseman. If there was a man on first base when the throw was made, the runner would be counted "out" at third and batter safe at first on wild throw to second baseman. If there were men on first and second bases, the runner would be declared "forced out" at third base and the batter safe. If there were men on second and third bases the batter would be declared "out" short stop to first base. If there were men on all bases the runner on third base would be declared "out" to catcher and the batter safe.

If the player should throw a 1 and 6, this would indicate "out" short stop to first baseman. If there happened to be a man on first base the runner would be declared "out" at second and the batter safe on wild throw of short stop. If there were men on first and second bases the runners and batter would be declared safe on error of third baseman. If second and third bases were occupied when the throw was made, the batter would be declared "out" short stop to first baseman. If all bases were filled the batter would be declared "out" fly to pitcher.

If the player should throw a 2 and 3 this would indicate a passed ball. If any of the bases, except the third, were occupied, when the play was made, the runners would advance one base. If there were none on the bases, or if the bases were filled, the play would be "out" on fly to short stop.

If the player should throw a 2 and 4 this would indicate that the batter was safe at first on error of short stop. If there happened to be men on first and second bases the runners would advance one base. If the third or all bases were occupied, the batter would be declared "out" to first baseman unassisted.

If the player should throw a 2 and 5 this would indicate that the batter was hit by pitched ball and he would take first base. If there were runners on first and second bases these would each advance one base. If there were men on second and third bases or all bases, the batter would be declared "out" hit by batted ball.

If the player should throw a 2 and 6 this would indicate batter safe at first on error of second baseman. During this play if there were men on first and second bases, the runners would advance one base. If there were men on third or all bases were occupied, the runners would advance and the man on third base would score providing there was only one out. If there were two out, the man nearest home would be declared "out" in attempting to steal home.



If the player should throw a 3 and 4 this would indicate an "out" on fly to center fielder. If when this play was made there happened to be a man on third base he would score and other runners would advance if there was only one out.

If the player should throw a 3 and 5 this would indicate an "out" on fly to right fielder and the runners, if there happened to be any on bases would not advance.

If the player should throw a 3 and 6 this would indicate a fly to left fielder and the runners would not advance.

If the player should throw a 4 and 5 this would indicate an "out" on foul fly to catcher.

If the player should throw a 4 and 6 this would indicate an "out" on fly to catcher. If there happened to be a man on first base he would be allowed to pass to second on a stolen base.

If the player should throw 5 and 6 this would indicate an "out" on short fly to left fielder, and the runners, if there happened to be any on bases, would not advance.

All double numbers thrown to indicate the character of an "out" would indicate that the "out" was made on short fly to center fielder and the runners would not advance.

It will be seen from the foregoing that I have provided for practically all the various plays that occur during actual playing of

the game, including errors, character of the plays and by whom made, so that in keeping the score all of these, as well as the number of hits made by each club can be taken account of, and a complete record of all plays kept. By providing all these various plays as indicated in the chart of play values, the game is made very realistic and interesting, and the ultimate result is uncertain until the final inning is played.

What I claim is,—

Game apparatus for playing the game of base ball comprising a board having the representation of a ball field, chance-controlled apparatus embodying two dice bearing the same indicia, but otherwise distinguishable one from the other and adapted to provide two separate selective indicia with each play, and a chart of plays bearing play-value indicia corresponding to the indicia of the chance-controlled apparatus, said play-indicia providing play-values based upon a single selected indicia of the two indicia of the chance-controlled apparatus or of both indicia of said apparatus.

In testimony whereof I have hereunto set my hand in presence of two subscribing witnesses.

JAMES EDGAR WATTERSON.

Witnesses:

IDA C. HOWARD,  
WILLIAM A. DOWNES.