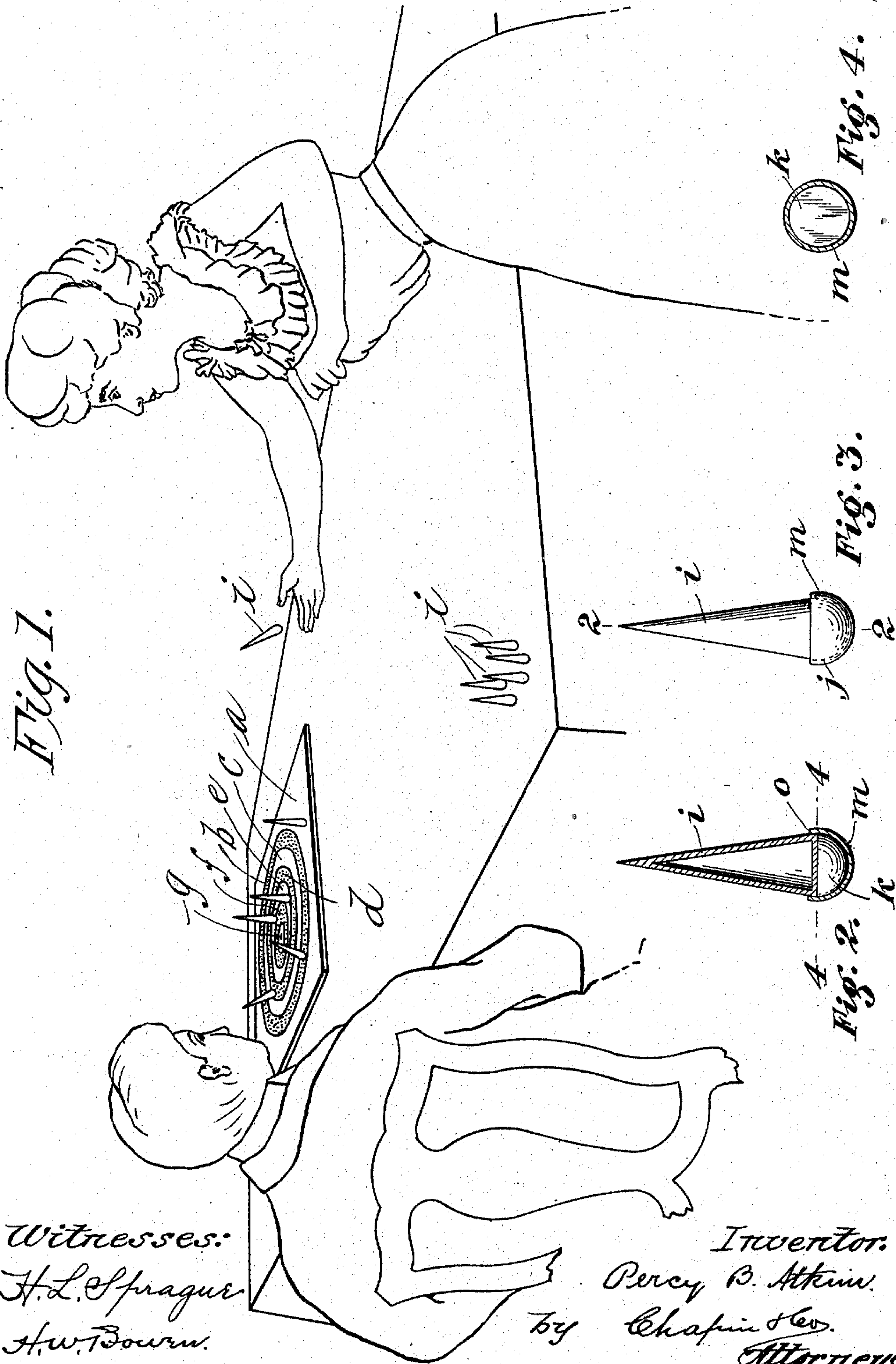


966,984.

Patented Aug. 9, 1910.



Witnesses:
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 H. W. Bourn.

Inventor:
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 by Chapin & Co.
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UNITED STATES PATENT OFFICE.

PERCY B. ATKINS, OF SPRINGFIELD, MASSACHUSETTS, ASSIGNOR TO MILTON BRADLEY COMPANY, OF SPRINGFIELD, MASSACHUSETTS, A CORPORATION.

GAME APPARATUS.

966,984.

Specification of Letters Patent.

Patented Aug. 9, 1910.

Application filed June 11, 1907. Serial No. 378,331.

To all whom it may concern:

Be it known that I, PERCY B. ATKINS, a citizen of the United States of America, residing at Springfield, in the county of Hampden and State of Massachusetts, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

My present invention relates to improvements in game apparatus in which the object is to provide a projectile that is adapted to be thrown or tossed onto a target, being of any desired shape but preferably conical in form and having a rounded or semi-spherical weighted base, whereby when the projectile engages or falls upon a horizontally placed target the same will remain practically at the point where it strikes the target, the weighted base serving the purpose of preventing further movement on the board after engaging the same.

In the drawings forming part of this application,—Figure 1 shows the general idea of playing the game, the target being placed on a flat surface as a table, and the player, standing at the opposite end of the table, tossing or throwing the projectile on the target. Fig. 2 is a detail vertical sectional view on the line 2—2, of Fig. 3, and Fig. 3 is an elevational view of the projectile. Fig. 4 a detailed horizontal sectional view on the line 4—4 of Fig. 2.

Referring to these drawings in detail, *a* designates the target board on which are located the series of concentric circles *b*, *c*, *d*, *e*, *f*, *g*, and *h* each of which bears or has placed thereon a number, as shown. The circles, designated by *b*, *d*, *f* and *h* are shown with a mottled surface to represent colors, either of the same or different shades.

Referring to the projectile which is shown in full lines in Fig. 3 and designated by the letter *i*, the same is made conical in form and has a semi-spherical or rounded base portion *j* within which is placed the weighted element *k* which is secured to the conical portion *i* of the projectile by means of a covering *m* that is pasted or otherwise secured thereto, as indicated at the point *o*. The conical part *i* of the projectile is preferably made of some light weight material, as passe-partout binding, that may be readily twisted into this form and made adherent to the covering *m*.

It will be readily understood from the

construction of the projectile that when it is tossed or thrown, as indicated in Fig. 1, that the weighted portion *k* will cause the projectile to remain practically in the place on the target where it falls, by reason of its semi-spherical lower surface which contains the weight.

The projectiles are preferably made of different colors to correspond with the colored rings of the target so that when the projectile falls on a corresponding color, different values will be given to the throw, and usually counts double when the projectile falls on the uncolored rings or circles.

The rules of the game may be varied in any suitable way and are only referred to here incidentally, it being understood that they have no particular bearing on the description of the apparatus which enters into the construction of the elements composing the game.

It is of course apparent that any suitable number of projectiles may be used in playing the game, and that any suitable number of them may be colored to correspond with the colored circles of the target or game-board. Also, the values of the circles, as numbered, may be varied in any suitable way without departing from the spirit and scope of the invention and without setting forth the various modifications that are apparent from the nature of the game.

What I claim, is:—

1. A projectable game-piece consisting of a semi-spherical base portion of heavy material, a covering of flexible material on the curved surface, and a hollow conical piece of comparatively light weight material attached to the covering, whereby when the game piece is projected onto a plane surface the curved surface of the base portion will cause the piece to remain in an upright position.

2. A projectile game-piece consisting of a semi-spherical base portion of relatively heavy material, with the plane surface thereof of uppermost, and a conical-shaped piece of light weight material secured to the base portion at or near its plane surface, whereby when the piece is projected onto a horizontal surface the piece will remain in an upright position, as described.

PERCY B. ATKINS.

Witnesses:

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