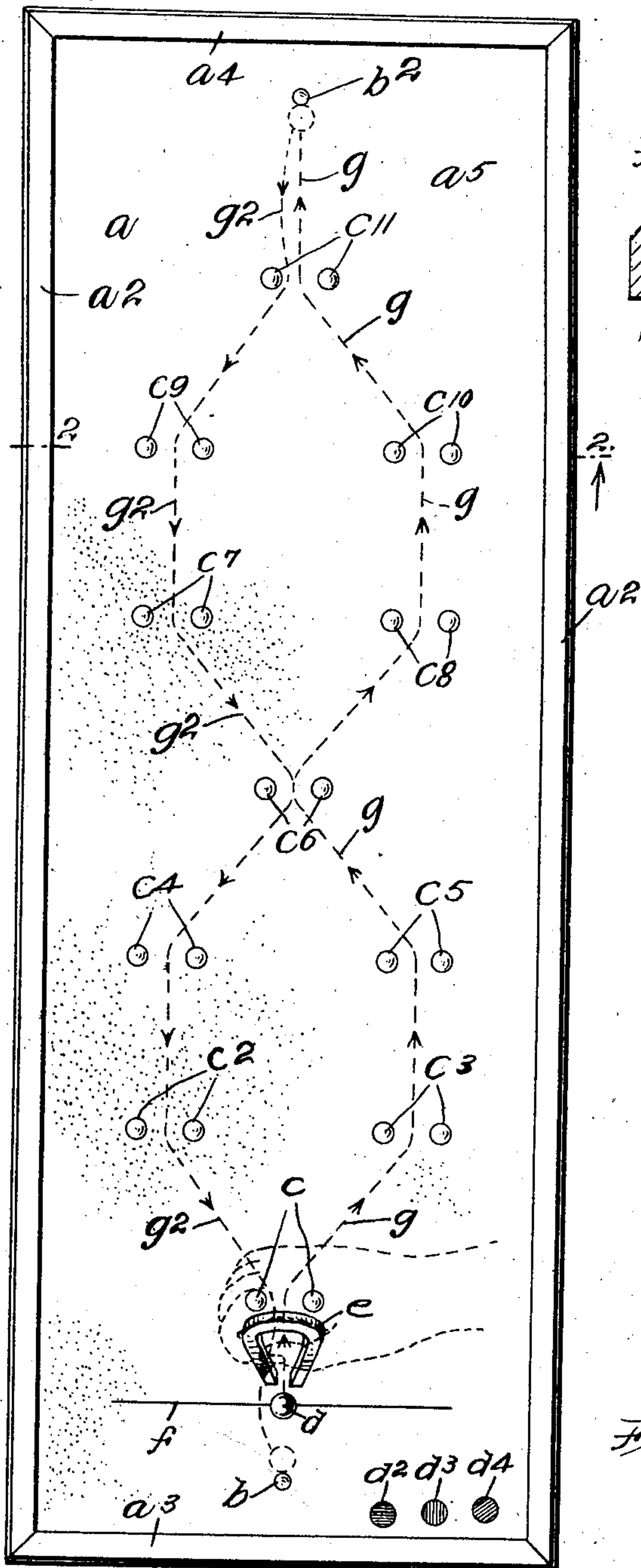


997,348.

Patented July 11, 1911.

Fig. 1.



WITNESSES

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 C. E. Mulreany.

Fig. 2.

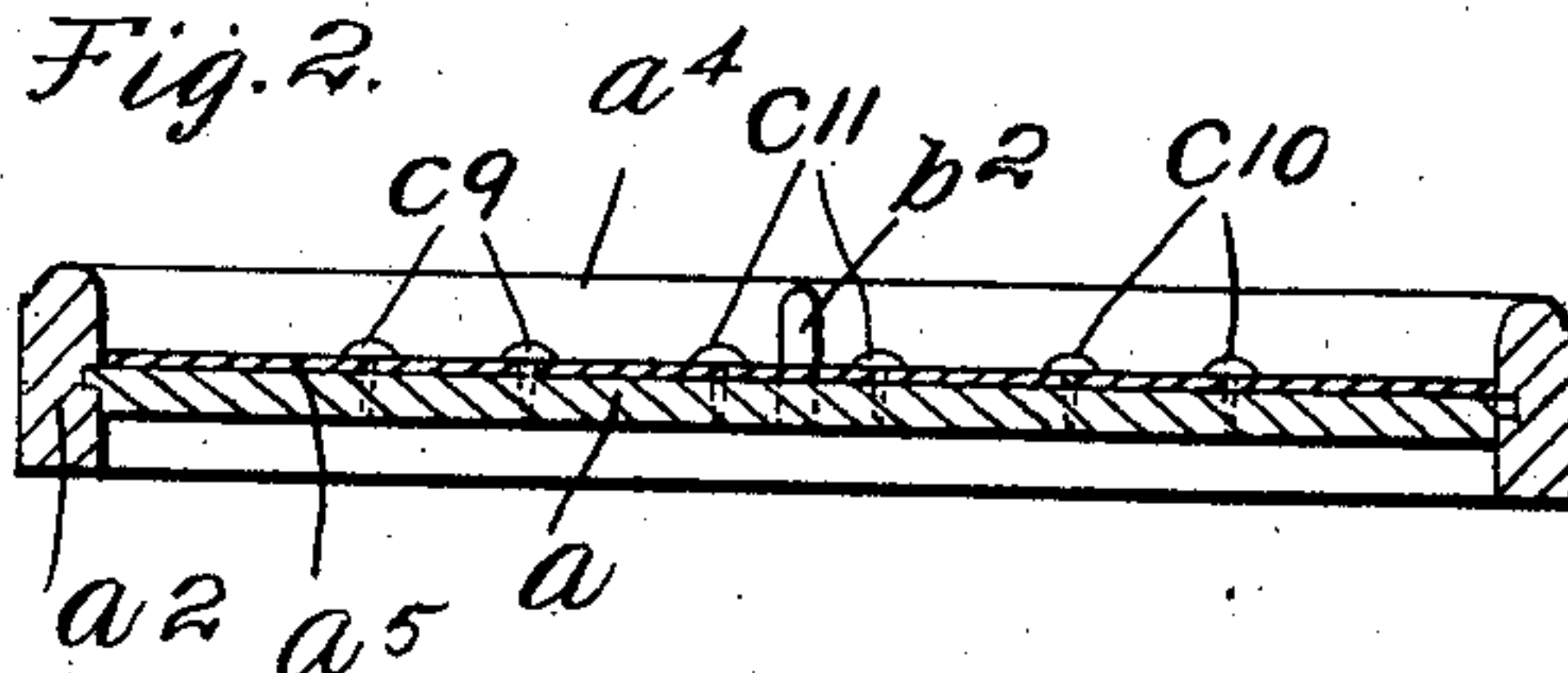


Fig. 3.

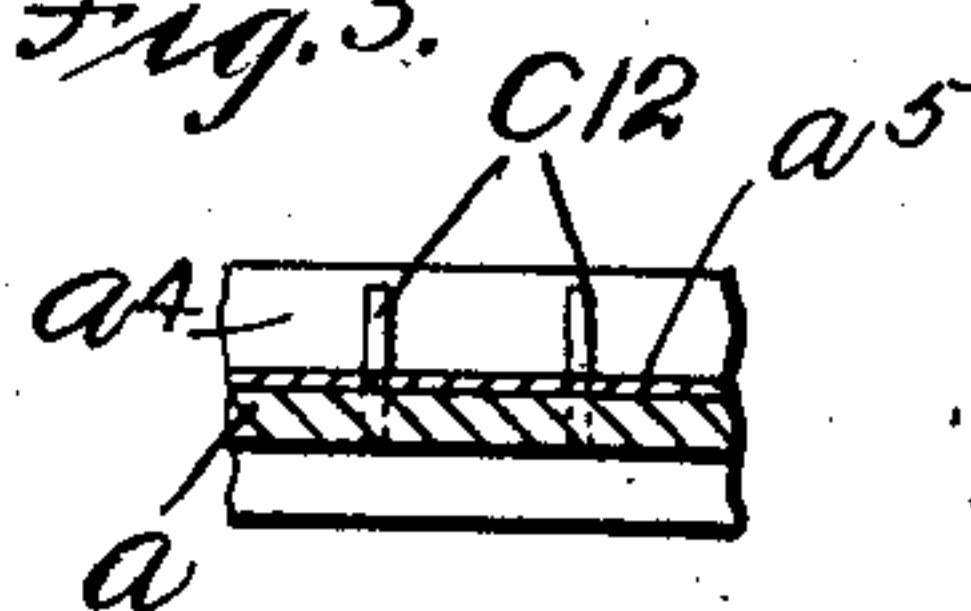


Fig. 4.

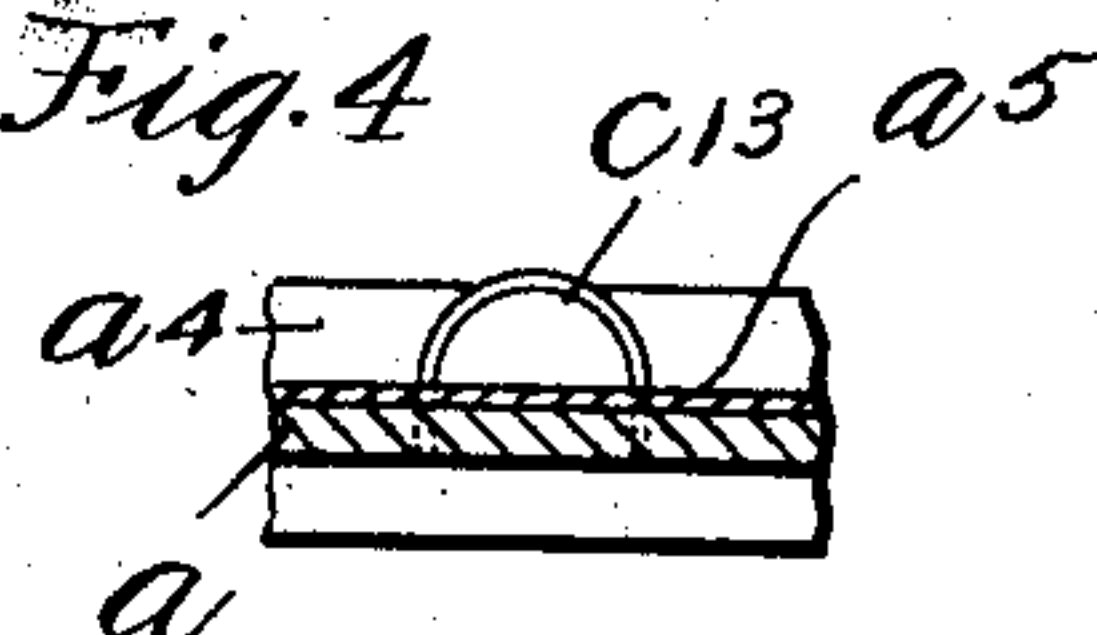
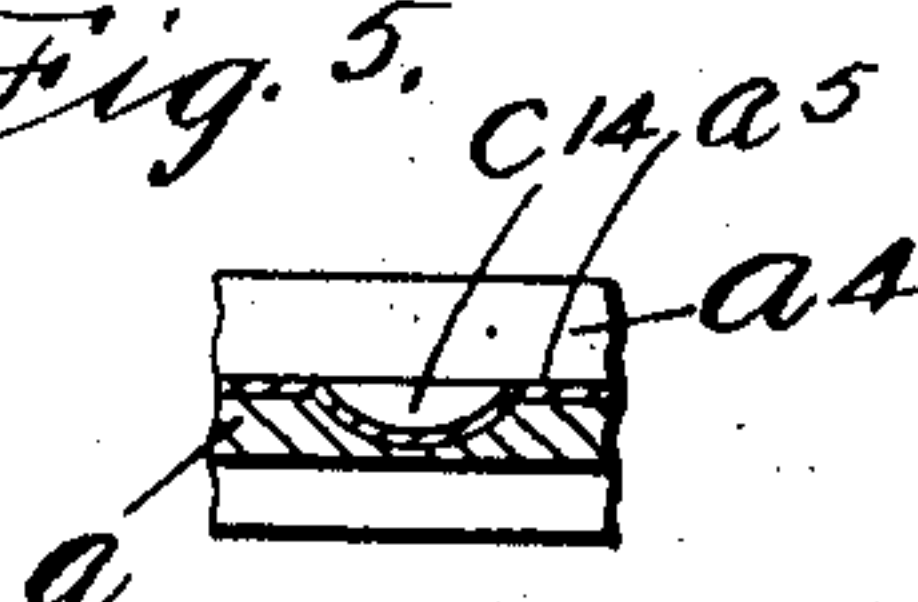


Fig. 5.



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BERTRAND G. WARD, OF JERSEY CITY, NEW JERSEY.

GAME DEVICE.

997,348.

Specification of Letters Patent.

Patented July 11, 1911.

Application filed December 17, 1910. Serial No. 597,754.

To all whom it may concern:

Be it known that I, BERTRAND G. WARD, a citizen of the United States, and residing at Jersey City, in the county of Hudson and State of New Jersey, have invented certain new and useful Improvements in Game Devices, of which the following is a specification, such as will enable those skilled in the art to which it appertains to make and use the same.

This invention relates to game devices or apparatus, and the object thereof is to provide an improved device of this class which is designed to amuse and entertain both old and young, and which may also be made, in the form of a table or in the form of a board to be placed on a table or other support; and with this and other objects in view the invention consists in a device of the class specified, constructed as hereinafter described and claimed.

The invention is fully disclosed in the following specification, of which the accompanying drawing forms a part, in which the separate parts of my improvement are designated by suitable reference characters in each of the views, and in which:—

Figure 1 is a plan view of my improved game device and showing the method of playing the game; Fig. 2 a cross section on the line 2—2 of Fig. 1; Fig. 3 a partial view similar to Fig. 2 and showing a modification; and, Figs. 4 and 5 views similar to Fig. 3 but showing other modifications.

In the practice of my invention, I provide a table or board a having a rim a^2 which extends entirely around the same and which projects above the same, and which may also extend below said table or board, if desired. For the purpose of this description, the end a^3 of the table or board will be called the front end thereof, and the end a^4 the rear end thereof, and in practice, I place adjacent to each end of the table or board, or secure therein detachably or otherwise, posts b and b^2 , the post b being adjacent to the front end of the table or board and the post b^2 adjacent to the rear end thereof.

The table or board a is provided, in the form of construction shown, with a covering a^5 of hard finish cloth or fabric, and the field of said table or board is provided with a plurality of hazards c , c^2 , c^3 , c^4 , c^5 , etc., up to c^{11} , said hazards consisting of separate pairs of headed pins which are driven

through the cloth or fabric a^5 into said board, and said hazards are preferably arranged in the following manner. The hazard c is placed in front of and at a predetermined distance from the front post b , while the hazard c^{11} is placed in front of and at a predetermined distance from the rear post b^2 , and the hazard c^6 is placed in the middle of the table or board. The hazards c^2 , c^3 , c^4 and c^5 are arranged in the form of a square between the hazards c^2 and c^6 , while the hazards c^7 , c^8 , c^9 and c^{10} are arranged in the form of a square between the hazards c^6 and c^{11} . I also provide a plurality of balls d , d^2 , d^3 and d^4 composed of iron, steel or other paramagnetic material and which are differently colored, or otherwise designated, together with a strong magnet e preferably of the horseshoe form.

It will be understood that any desired number may play the game and consequently any desired number of the balls d , d^2 , etc., may also be employed.

In the playing of the game, a line f is preferably drawn across the table or board in front of the front post b , or between said post and the first hazard c , and a player takes the magnet e in one hand, as indicated in dotted lines in Fig. 1, and holds it over or passes it over his ball on the line f in the direction of the first hazard c , or the space within said hazard, and in this operation, if the magnet is properly manipulated the ball will follow the direction of the magnet and pass through said hazard. The direction taken by the ball from the post b to the post b^2 is indicated by the dotted lines g , and from the post b^2 back to the post b by the dotted line g^2 , and the object is to manipulate the magnet at separate plays so as to cause the said ball to take the said course, the playing of the game in this respect being similar to the playing a game of croquet. If the first player passes the ball through the first hazard c , he has another shot or play, the object of which is to pass the ball through the hazard c^3 and so on to the post b^2 , and a player may, as will be understood, pass the ball through two of said hazards at one play, and this would entitle him to two more plays, in order, if necessary, to get into position and make the next hazard or hazards, and this rule is followed by each player in the same manner as with the game of croquet. If a player at any time misses a hazard, or fails to pass

his ball therethrough, he makes a miss or break, and the next player takes his turn.

It will be understood that each player may have a magnet *e* of his own as well as
 5 a ball of his own, or all the players may use the same magnet. In the manipulation of the magnet it must not touch the ball, but the said magnet must be so manipulated in making a stroke that the ball will follow it
 10 for a certain distance, and after a little practice a player may become so efficient that he may easily pass his ball through two hazards, if they are in line, and he may also so manipulate the magnet as to cause the ball
 15 to follow a more or less curved line.

Instead of the hazards consisting of headed pins, as shown in Figs. 1 and 2, two posts may be employed as shown at *c*¹² in Fig. 3 or an ordinary wicket as shown at *c*¹³ in
 20 Fig. 4, or a pocket *c*¹⁴ may be substituted as shown in Fig. 5.

In playing the game with the hazards formed by posts *c*¹² as shown in Fig. 3, or consisting of a wicket as shown in Fig. 1,
 25 the magnet and ball will be manipulated in the same manner as hereinbefore described, but in playing the game when the hazard or hazards consist of a pocket as shown in Fig. 5, the object will be to pass the ball into
 30 or into and out of said pocket or pockets. If the balls stop in a pocket the player may take it out, place it adjacent to the pocket and proceed with his play, and when he makes a miss the next player follows in the
 35 same manner, it being understood that the ball of one player may be played on by an-

other player the same as in the playing of croquet.

The table or board may be made in any desired manner and of any preferred di- 40
 mensions and need not necessarily be covered with cloth, all that is necessary in this connection being to provide an open oblong box-shaped device of this class comprising a bottom and rim or marginal walls, 45
 and my invention is not limited to the particular arrangement of the hazards shown in Fig. 1 and other arrangements may be employed, if desired.

Having fully described my invention, what 50
 I claim as new and desire to secure by Letters Patent, is:—

In a game apparatus of the class described, an oblong box-shaped device open at the top and comprising a bottom and a rim or mar- 55
 ginal walls said bottom being provided with a fabric covering, posts arranged adjacent to the opposite ends of said device, a plurality of hazards arranged in a predeter- 60
 mined order between said posts, a plurality of balls composed of iron or other paramagnetic material, and a magnet by which said balls are manipulated.

In testimony that I claim the foregoing as my invention I have signed my name in 65
 presence of the subscribing witnesses this 16th day of December 1910.

BERTRAND G. WARD.

Witnesses:

C. E. MULREANY,
 J. BARTLETT.