

GEORGE A. COFFIN.

Improvement in Parlor-Games.

No. 115,576.

Patented June 6, 1871.

Fig. 1

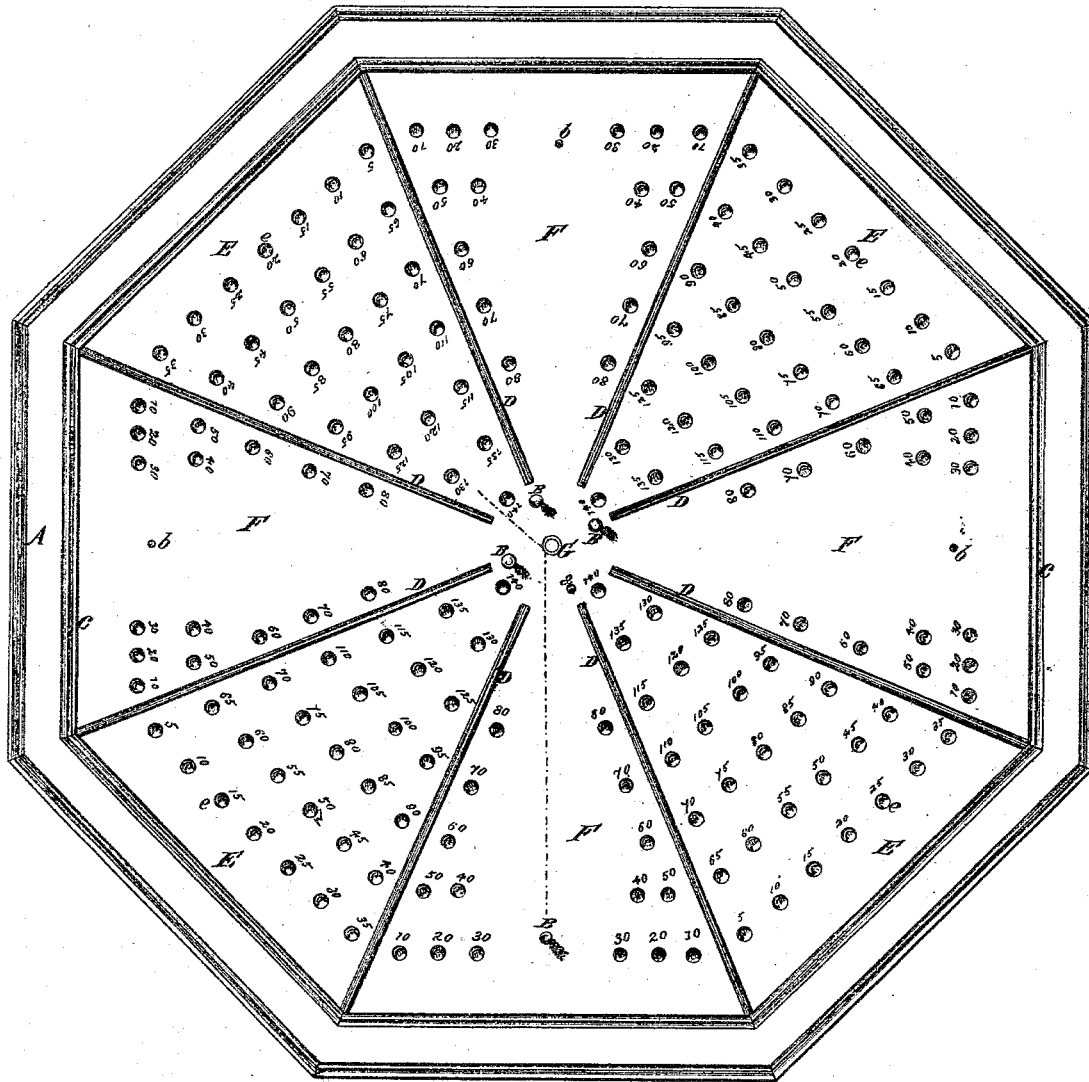


Fig. 2



Attest

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UNITED STATES PATENT OFFICE.

GEORGE A. COFFIN, OF CINCINNATI, OHIO.

IMPROVEMENT IN PARLOR GAMES.

Specification forming part of Letters Patent No. 115,576 dated June 6, 1871; antedated May 27, 1871.

To all whom it may concern:

Be it known that I, GEORGE A. COFFIN, of Cincinnati, Hamilton county, State of Ohio, have invented a certain new and useful Parlor Game; and I do hereby declare the following to be a sufficiently full, clear, and exact description to enable one skilled in the art to which my invention appertains to make and use it, reference being had to the accompanying drawing making part of this specification.

Nature and Objects of Invention.

My invention consists of a game in which the purpose is to count the greatest number of points, as in billiards, and in which each player, (there may be two or four,) with a ball and cue, attempts to increase his score by caroming off a central pin of India rubber into a pocket, which advances his score to the extent of the amount indicated in figures at the side of the pocket; but at the same time he is liable to reduce his score by running his ball into pockets of "discount" angles, and is also liable to advance or reduce any one of his opponents' scores by caroming off the pin onto an opponent's ball and knocking the same into an "advance" or discount pocket.

Description of the Accompanying Drawing.

Figure 1 is a plan of the board, pin, and balls of my game. Fig. 2 is a cross-section of the same with a view of one of the cues.

General Description.

A is the table or board; B B B B, the balls of four players; and C, one of the cues. The board is divided by partitions D into advance and discount angles. The advance angles E have pockets *e* numbered in fives, and the discount angles F pockets numbered by tens. The center of the table is provided with an upright India-rubber pin, G, and four marks, *a*, upon which the players spot the four balls previous to the game, each in front of the angle he selects to play from. Four "spots," *b*, are provided in the discount angles, from which the players strike or play the balls. The elevated edge *c* prevents the balls rolling off the table.

Operation.

In starting the game each player selects one of the discount angles for his "home," and spots his ball upon the spot *a* in front of his angle. The player who is selected to start the game then withdraws his ball and places it upon the spot *b*. From this point he shoots the ball with the cue C in such a way that it will carom off the India-rubber pin G and go into one of the other angles. If he caroms off the pin in such a way as to make his ball go into one of the pockets of an advance angle, the number of that pocket is placed to his credit on a blank card or piece of paper, with which each player should be provided. If, however, the ball should enter a pocket of a discount angle, then the number over that pocket is debited to him, or subtracted from what he has already made. The player may continue to play so long as he makes anything; when he fails to do that his right-hand neighbor plays in the same manner. Any number may be decided upon for a game, and the one whose advances first amount to that number wins the game. If, at any time during the game, a player succeeds in knocking his neighbor's ball into a discount angle he may discount him the number of the pocket; care must be taken, however, not to put a neighbor's ball into an advance angle, or it will advance him.

I have called the game "sans souci," and it affords a most interesting amusement, agreeable alike for the varying incidents of the game as for the opportunity it gives for a display of skill.

Claim.

A ball, cue, and pocket game, having a central caroming-pin and surrounding advance and discount-pocket angles, substantially as described, and for the purpose specified.

In testimony of which invention I hereunto set my hand.

GEORGE A. COFFIN.

Witnesses:

FRANK MILLWARD,
J. L. WARTMANN.