

No. 676,455.

Patented June 18, 1901.

A. F. ZIMMERMAN.
GAME APPARATUS.

(Application filed Aug. 11, 1900.)

(No Model.)

Fig. 1.

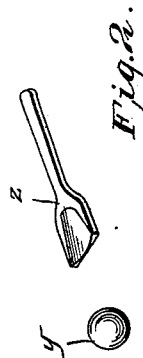
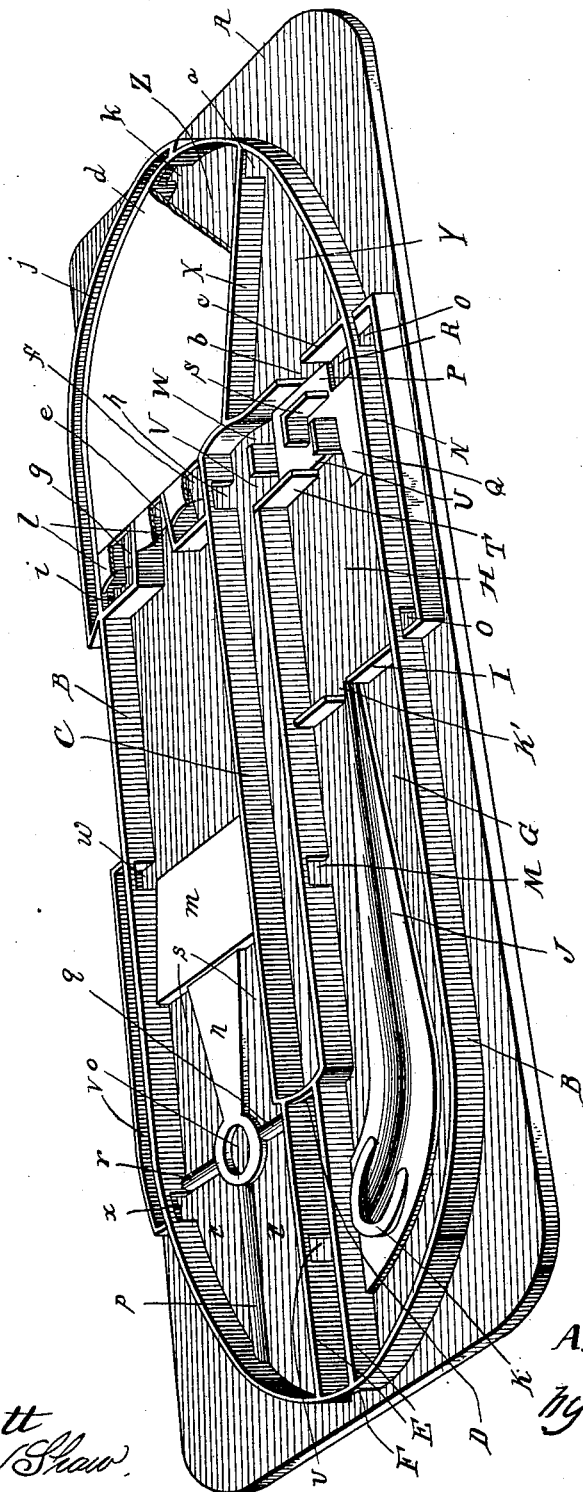


Fig. 2.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 676,455, dated June 18, 1901.

Application filed August 11, 1900. Serial No. 28,624. (No model.)

To all whom it may concern:

Be it known that I, ADOLF F. ZIMMERMAN, a citizen of the United States, residing at Kiel, in the county of Manitowoc and State of Wisconsin, have invented a new and useful Game Apparatus, of which the following is a specification.

This invention relates to improvements in game apparatuses; and the object is to provide an inexpensive and improved construction of game apparatus by means of which an interesting and amusing game may be played.

With the above object in view the invention consists in the novel features of construction hereinafter fully described, particularly pointed out in the claims, and illustrated in the accompanying drawings, in which—

Figure 1 is a perspective view of a game embodying my invention. Fig. 2 is a perspective view of the game-pieces.

Referring now more particularly to the drawings, A designates the base-board, which in the present instance is substantially oblong. An oblong space having rounded ends is inclosed on said board by a raised strip B. In the center of this space a smaller space of similar outline is formed by a raised strip C. Thus an inner compartment is formed, upon the outside of which is a way intended to represent a race course or track. The central compartment at one end, which I term the "inner end," the same being the starting end of the board, is formed with an opening D, communicating with a passage formed by the longitudinally-extending walls E, said passage at its opposite end opening through the outer wall of the race-course, as at F. The race-course on one side of the central compartment is divided into compartments G and H by a wall I. In compartment G a curved raised portion or track J is provided, having at its inner end a semicircular raised portion K to receive the marble, the same being the starting-point of the race, said track gradually narrowing in width to its outer end, which extends through an opening K' in division-wall I, and thus communicates with compartment H. Compartment G communicates with the central compartment by an opening M. Formed on the outside of the track or course is a laterally-extending compartment N, communicating with compartment H at the re-

spective ends of the latter by openings O. At the forward end of said compartment is a raised plate P, having an inclined way Q leading thereto and cut away at the end of said way and opposite one of the openings of the lateral compartment, forming a depressed portion R. Arranged on said plate are two substantially L-shaped walls S and T, the wall T being formed with an opening U in line with the raised track in compartment G. The compartment H at this raised plate is formed with two openings V and W, communicating with the central compartment, one of said openings being in line with one of the openings of the lateral compartment. The L-shaped strips or walls are for the purpose of causing the marble to travel in a circuitous course. The space at the outer end of the way or course is divided by an obliquely-placed partition X into two compartments Y and Z, having communication with each other through an opening *a* formed in said partition. The compartment H communicates with compartment Y through an opening *b* formed in the end wall *c* of said compartment H.

Compartment Z is provided with a cover *d* and at its outlet end with a central passage *e*, communicating with the way or course and with the passages *f* and *g*, disposed on opposite sides of the central passage, the passage *f* communicating with the central compartment through an opening *h* and passage *g* communicating through the opening *i* with a laterally-disposed compartment *j* on the outside of the course. Compartment Z also communicates with this compartment at its inner end through an opening *k*. The three passages are partially closed by the top walls *l*.

The course or way is formed with the inclined board *m*, which at its upper end communicates with a raised strip *n*, extending centrally from the inclined strip, and at its opposite end formed into a ring-shaped portion *o*, the space inclosed by said ring being the goal. Said strip *m* gradually narrows toward the ring, as clearly illustrated. Extending radially from the ring are the raised strips *p*, *q*, and *r*, forming compartments *s* on each side of the raised portion *n* and the compartments *t* in rear of the goal, one of said compartments communicating with the

passage formed by walls E, above described, through the opening *u*. At the goal end of the board a lateral compartment *v* is formed on the outside of the course, said compartment at one end communicating with the course at the base of the inclined board through an opening *w* and at its opposite end with the other compartment *t* through an opening *x*.

10 The game is played with the marbles *y*, which are of different colors, and the wedges *z*, which are formed with handle portions and are colored to correspond with the marbles.

The game is intended to represent a donkey-race, the marbles representing the donkeys and the wedge-shaped pieces the riders. Each player selects the color desired, and the game is started by placing the marble in the semicircular raised portion before indicated as the starting-point. The board is then tilted to cause the marble to travel about the course. The various compartments and the central chamber are of different colors, and should the marble roll from the course which is indicated from the starting-point to the goal by a certain color the player will suffer the penalty indicated, according to the color of the compartment or space into which the marble rolls—as, for instance, should the marble roll into a chamber colored blue the next player would take the place of the first one and the marble of the latter would be retained at the point where it left the way until the next turn of the said player. Should the marble roll into a space colored green, the player would have another chance without losing his play. Should, however, the marble roll into the space colored red, the player would lose his play and be required to begin from the starting-point. The wedges are used to insert between the marble and the walls of the compartments to retain the marble at the point where it leaves the course until the next turn of the player.

45 Having thus fully described my invention, what I claim as new, and desire to secure by Letters Patent of the United States, is—

1. A game apparatus, comprising a board consisting of a base, a central compartment 50 arranged thereon, a way or course surrounding said central compartment and communicating therewith and having a covered portion, a compartment arranged on the outside

of said way, and passages formed at one end of said covered portion, said passages communicating respectively with the way, the central compartment and the compartment on the outside of the way, substantially as described. 55

2. A game apparatus, comprising a board consisting of a base, a central compartment arranged thereon, a way or course extending around said central compartment and communicating therewith, a covered compartment arranged in said way intermediate its 65 ends and communicating at one end therewith, a compartment arranged on the outside of said way, a central passage communicating with the opposite end of the covered compartment and with the way, and passages arranged on each side of said central passage and communicating with the covered compartment, one of said passages communicating with the central compartment and the other with the compartment formed on the outer side of the 75 course, substantially as described.

3. A game apparatus comprising a board having a course arranged thereon, a central compartment arranged on the board and having one end terminating at one end of the 80 course and formed with openings communicating with the course at various points, a starting-point arranged at one end of the course consisting of a raised track narrowing in width toward one end and formed at its 85 wider end with a seat, and a goal formed at the opposite end of the course consisting of a raised ring having radially-extending walls leading from the ring and dividing the way into compartments, a raised track leading to 90 the ring, and an incline leading to said track, substantially as described.

4. A game apparatus, comprising a board consisting of a base, a way formed upon said base, a curved raised track in said way having a seat at one end to receive the game- 95 pieces and gradually narrowing toward its opposite end, and a compartment formed in said way, into which the track extends, said compartment at its opposite end communicating 100 with the way, substantially as described.

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