

C. METZ.
Game-Apparatus.

No. 161,627.

Patented April 6, 1875.

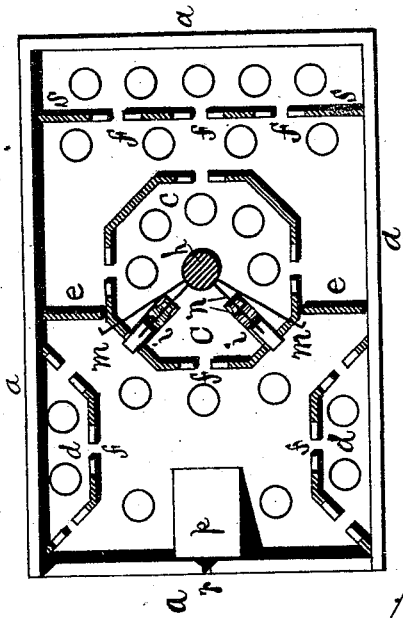


FIG. 2.

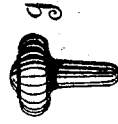


FIG. 3.

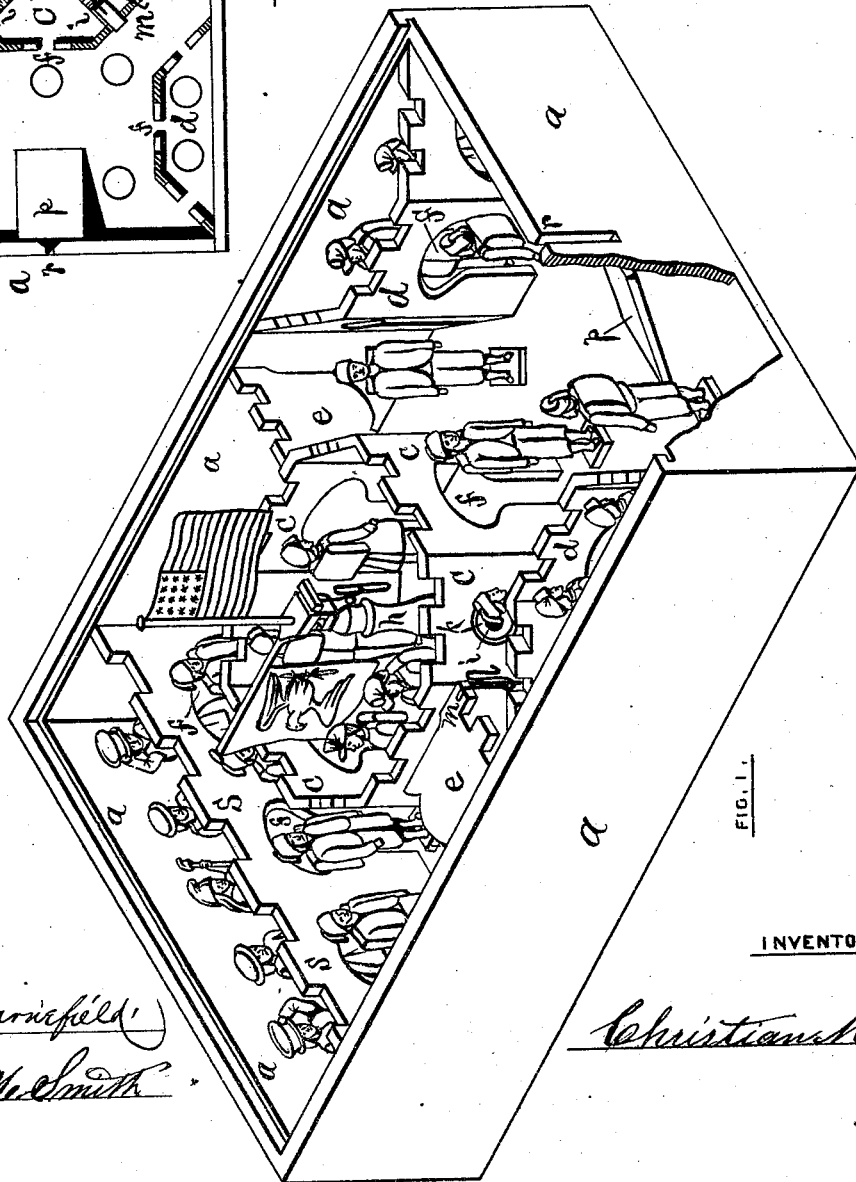


FIG. 1.

WITNESSES.

Thos. P. Barniefield
George W. Smith

INVENTOR:

Christian Metz

UNITED STATES PATENT OFFICE

CHRISTIAN METZ, OF PAWTUCKET, RHODE ISLAND.

IMPROVEMENT IN GAME APPARATUS.

Specification forming part of Letters Patent No. **161,627**, dated April 6, 1875; application filed March 3, 1875.

To all whom it may concern:

Be it known that I, CHRISTIAN METZ, of Pawtucket, in the county of Providence and State of Rhode Island, have invented a certain Parlor Fortification Game, of which the following is a specification:

The game aforesaid, which is the subject of this invention, comprises a fortress and outworks duly equipped and prepared for defense, and manned with soldiery variously uniformed. The taking of the fort and outworks, and the defeat of the forces guarding them, are the objective points of the game, the assailing force employed consisting of a top spun by a string or by other means.

The accompanying drawing is hereby made a part of this specification, similar letters of reference indicating corresponding parts.

Figure 1 is a perspective view of the entire game, the soldiers being properly stationed for defense, with citizens in the rear, and the whole inclosed in the box, forming part of the game. Fig. 2 is a plan of the game, and Fig. 3 represents a form of top which may be used.

a a show the sides and ends of the box inclosing the game. *c* is the central fortress, and *d d* are outworks. *e e* are swinging entrances or doors, leading to the rear of the fort. *f f* are apertures through the walls of the fortress and outworks, through which the top *g*, representing the enemy, may find its way during the progress of the game. *h* is a flag-staff in the center of the fort, the top of which is in two parts, which are attached to the main staff by a hinge or spring. These two parts or arms are at right angles with each other, and each of them bears a flag—one a flag of truce, the other the stars and stripes or other national emblem. A wire catch holds the regular flag in position until the spinning top releases said catch by striking against it, and then the hinge or spring aforesaid carries the principal flag down and hoists the flag of truce. *i i* are cannon, directed through port-holes, one of which is seen at *k*. *m m* are wire catches by which the swinging doors or entrances *f* are caught

open, and which, when released, as herein-after described, close said entrances, and, through the assistance of the lever and spring *n*, cause a discharge of percussion-caps previously placed on the cannon. *p* is an inclined plane, on which the rapidly-revolving top descends among the soldiery in and around the fort and outworks aforesaid. *r* is a slot immediately over said inclined plane, which serves to facilitate the spinning of the top. Behind the rear wall *s* are citizens and a central figure representing the queen of liberty or other real or ideal person of distinction.

Each figure has a given value in the game, represented by a certain number attached to it. The queen of liberty aforesaid is the most important and valuable figure, and is numbered highest. The aggregate of the numbers of all the figures thrown down or captured by the top indicates the success of the player, the largest aggregate winning the game. Should the top pass into the fortress and strike against the spring or catch supporting the jointed upper part of the flag-staff the principal flag will be thereby lowered, in consequence of the recoil of said spring, the flag of truce will be raised or brought uppermost, and the fort surrendered.

The swinging doors *e e* are held open by the catch *m*, and each of said catches has a connection with the lever and spring *n*. When the door is thus opened the said lever is raised and the spring is at its full tension. Should the spinning top strike against the part *m* and release said catch the said entrance will be immediately closed, and the consequent recoil of the spring will cause said lever to descend with sufficient force to discharge a percussion-cap previously placed on said cannon.

The exterior sides of the fort and outworks and the interior sides of the box may be provided with strips of rubber fastened thereto, which will be found to add materially to the recoil of the top when it strikes these sides.

The game may have more than one interior fort and more or fewer outworks than shown in said drawing, if so desired.

The game may be played by any number of players, under any set of rules applicable thereto, and is adapted to the indoor amusement of all persons engaging in or witnessing the game.

I claim as my invention and desire to secure by Letters Patent—

The game apparatus herein described, consisting, essentially, of the box *a*, fort, out-

works, soldiers, and other figures, numbered stations, swing-doors *e*, cannon *i*, spring *n*, flag-staff and flags, and the top *g*, all constructed and arranged to operate substantially as set forth.

CHRISTIAN METZ.

Witnesses:

THOS. P. BARNEFIELD,
GEORGE H. SMITH.