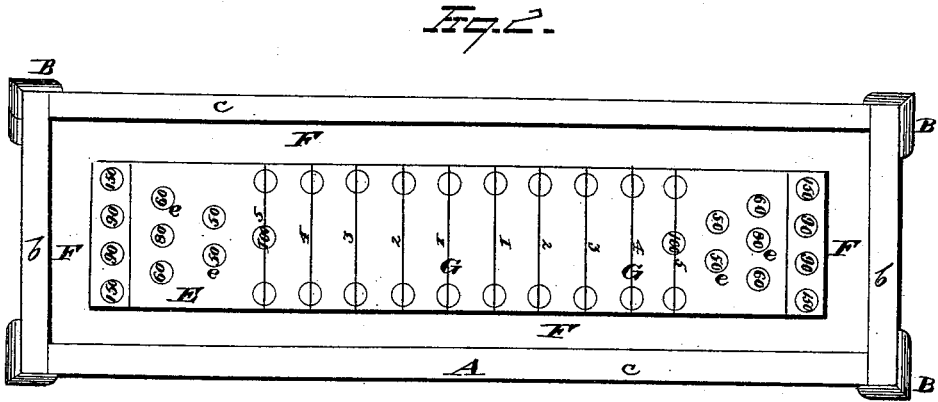
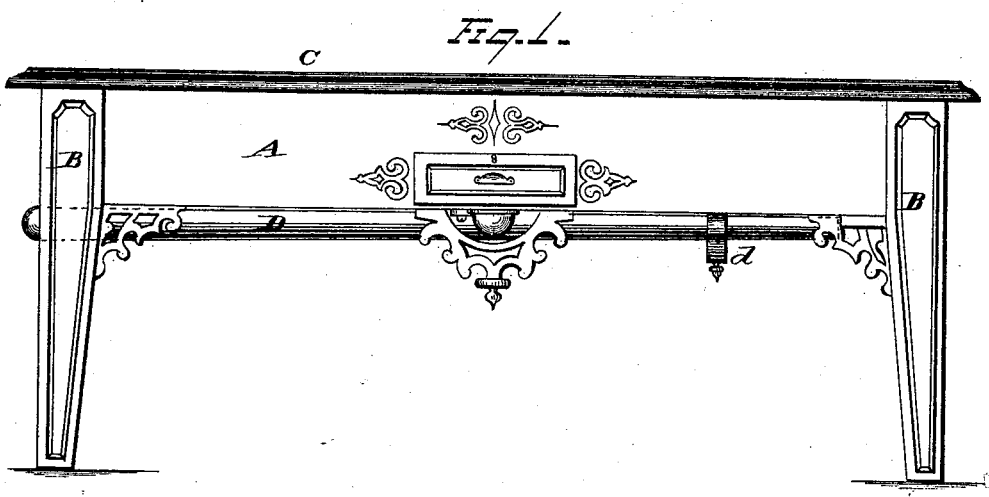


G. L. WITSIL.
Game Apparatus.

No. 202,318.

Patented April 9, 1878.



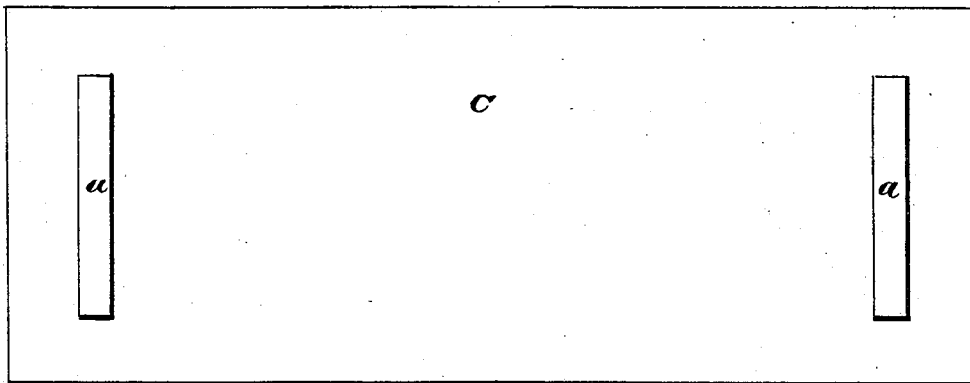
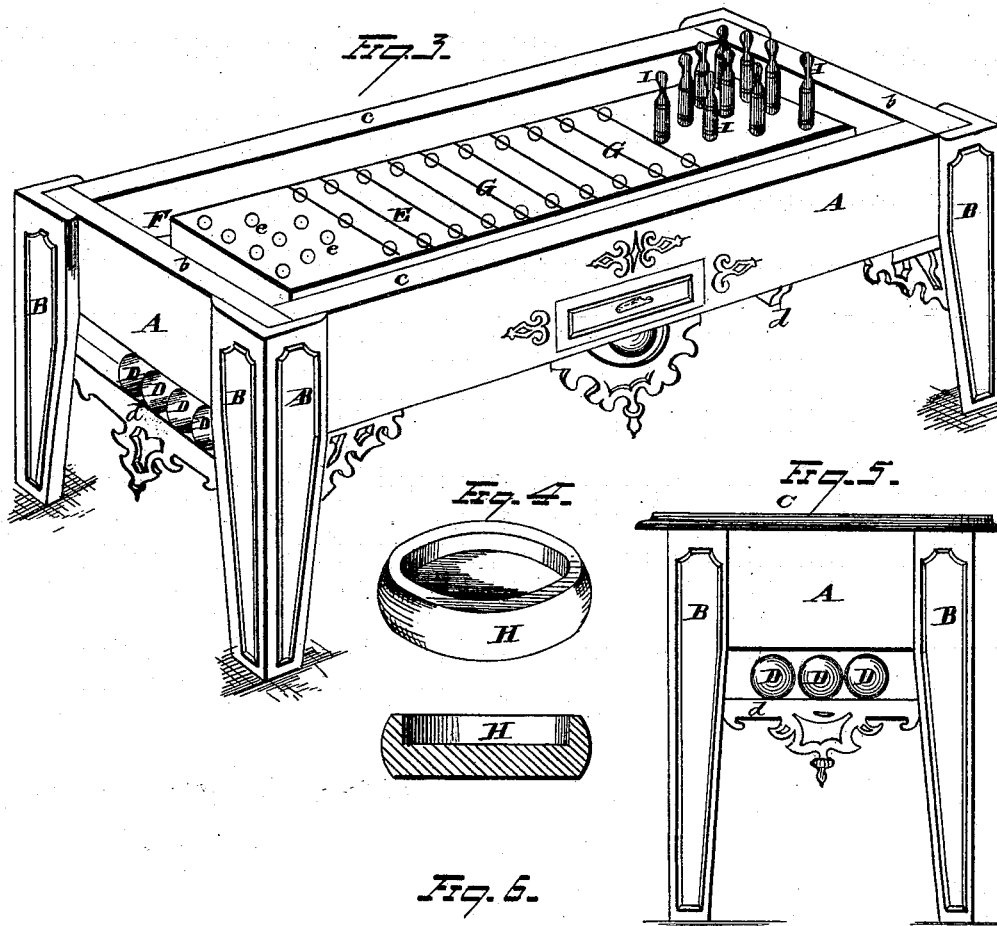
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UNITED STATES PATENT OFFICE.

GEORGE L. WITSIL, OF PHILADELPHIA, PENNSYLVANIA, ASSIGNOR OF ONE-HALF HIS RIGHT TO N. M. BENNETT, OF SAME PLACE.

IMPROVEMENT IN GAME APPARATUS.

Specification forming part of Letters Patent No. **202,318**, dated April 9, 1878; application filed October 31, 1877.

To all whom it may concern:

Be it known that I, GEORGE L. WITSIL, of Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Table-Games; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it pertains to make and use it, reference being had to the accompanying drawings, which form part of this specification.

My invention relates to an improved table-game, the object being to provide a game-table of such a character that several different games may be played thereon, while the table, when not in use for recreation, may be covered by a removable top, and thus serve the purposes of any ordinary table.

In the accompanying drawings, Figure 1 is a side elevation of my improved game-table with the top secured in place. Fig. 2 is a plan view of the table with the top removed. Fig. 3 is a view in perspective of the table when in use for the game of ten-pins. Fig. 4 shows the weights employed in the different games which will be hereinafter fully described. Fig. 5 is an end view of the table. Fig. 6 shows the under side of the removable table-top.

A represents the body of the table, and B the legs by which it is supported. C is a removable top. The latter has secured to its lower surface the cleats *a*, which are attached to the top at a sufficient distance apart to fit closely against the end pieces *b*, while the cleats *a* are made of such a length that their ends will rest against the side pieces *c* of the table. Thus the top, when in place, is firmly secured against either lateral or longitudinal movement or displacement, and enables the table to be used for any desired purpose.

To the under side of the table, and at each end of the same, are secured the cleats or cue-supports *d*, to form a rack for the cues D.

The bed E of the table is surrounded by a channel, F, which insulates the bed from the sides and ends of the table. Channel F may be made of any desired width and depth, the object being to make it of sufficient size to serve as a receptacle for the weights or pins, so that such objects may fall into the

channel and not obstruct the progress of the game. Each end of the bed E is furnished with spots *e*, ten in number, and arranged in triangular form, the same as are the spots of an ordinary ten-pin alley. Spots *e* are numbered in any desired manner; but preferably the numbers indicated in the drawing are employed.

While it is obvious that different numbers may be used, still the purpose is to locate the highest numbers on the most difficult spots to score.

The bed E is subdivided into a number of spaces by the transverse lines G, which lines may be formed of different colored wood inlaid into the main body of the bed, or be designated in any manner desired. In the present example the bed is provided with ten transverse lines, G, which are numbered from 5 to 1, the outer lines being numbered 5, while the middle lines are numbered 1.

The several different games are played by means of the sliding weights H, which are formed of sections taken through the center of a sphere. One side of the weight is smooth, while the other side may be countersunk, or of any suitable configuration.

It will be observed that the periphery of the weights is curvilinear in form, so that the same "english" can be imparted the weights by the cue as can be imparted to a ball in the ordinary game of billiards.

When it is desired to play the game of ten-pins, the pins I are spotted on one end of the table, and the player places a weight, H, on the bed E at a point in rear of the line 5 on the opposite end of the table. The weight is then struck by the cue, and the game is counted by "ten strikes," "spares," &c., the same as in the ordinary game when played on a full-sized ten-pin alley.

Another interesting and fascinating game may be played with the sliding weights H. As an illustration, the weights are divided into sets of five, each set being differently colored. Each player is assigned a set of weights of a certain color. The player places a weight on one end of the bed E, and then strikes the same with the cue to force the weight to the opposite end of the table. If

the weight falls from the bed into the channel surrounding the bed, or if it fails to rest upon one of the spots, the player fails to count; but if the weight comes to a stop on the spot designated by the figure 100 the player is entitled to count one hundred on his score. The next player then shoots, and should his weight rest on an unoccupied spot he will be entitled to score the number of the spot upon which his weight should rest; but should he succeed in dislodging the weight of the former player from a spot and also succeed in having his weight remain on the same spot, he will in such case be entitled to score double the number of the spot.

Another game, called the "angular game," may be played in the following manner: Upon each end of the several transverse lines G is placed a weight, H. A player commencing at one end of the table strikes one of the weights, and should the driven weight strike the weight resting upon the opposite side of the table and both fall into the channel, the player takes nothing by his play; but should the player's weight dislodge the other weight, and also come to a standstill on the end of the line, the player counts one and is entitled to another play. The player continues until he misses a count, when the next player is entitled to play. The player counting the greatest number of points is of course the winner of the game.

Another game may be played as follows: The weights are placed at one end of the table, the object being to strike the weights in turn, and the player succeeding in depositing the greatest number of weights on the other end of the bed between its end and the first transverse line is entitled to the game.

The table may be also used as an ordinary shuffle-board and the weights moved by the cue or hand.

While I have described several of the many games which may be played on my improved table-game, I do not limit myself to the use of the apparatus for the identical number or style of games hereinbefore described, as it is evident that many different games may be de-

vised for this table and all subserve the object in view, namely, that of exercise, recreation, and pleasure.

The table may be carved or otherwise ornamented, and thus serve as an attractive and useful piece of furniture for any apartment of a household. By simply removing its top it is readily transformed into a game-table, and is adapted for a variety of games, as above set forth. Instead of making the top removable, it may be made in halves and the sections hinged to the side of the table. In this way the top could be turned over and folded against the sides of the table when desired to use the latter for the playing of games.

This apparatus is especially adapted for use on steamers, as the weights have sufficient frictional contact with the bed of the table to retain their position irrespective of the particular angle of the table caused by the rolling movement of the vessel.

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

1. A table provided with a bed and channel surrounding the same, said bed having numbered spots located at each end thereof, and numbered lines extending transversely across the table, substantially as described.

2. A table-game apparatus consisting essentially in a bed, the opposite ends thereof being furnished with numbered spots, while the remaining portion of said bed is subdivided by numbered transverse lines, and sliding weights, having curved peripheries, substantially as described.

3. A table-game apparatus consisting of the following parts: the bed E, provided with the numbered spots *e* and lines G, the cues D, pins I, and weights H, substantially as described.

In testimony that I claim the foregoing I have hereunto set my hand this 30th day of October, 1877.

GEO. L. WITSIL.

Witnesses:

F. O. McCLEARY,
ED. I. NOTTINGHAM.