To all whom it may concern:

Be it known that I, CLARENCE ARTHUR COMSTOCK, a citizen of the United States, and resident of Madison, in the county of Dane and State of Wisconsin, have invented certain new and useful Improvements in Games; and I do hereby declare that the following is a full, clear, and exact description thereof.

This invention relates to games.

Objects of this invention are to provide a game which requires dexterity and skill of the player, which maintains an active interest, which may be readily played upon a table top, and which may be cheaply and rapidly produced.

An embodiment of the invention is shown in the accompanying drawings, in which:

Figure 1 is a fragmentary plan view of the game positioned upon a table top.

Figure 2 is a sectional view on the line 2—2 of Figure 1.

Figure 3 is an enlarged side view of one of the shoes.

Figure 4 is an enlarged side view of the operating instrument or flipper.

The game comprises two members each of which is composed of a square of felt 1. A central aperture is provided in these felt members, and a central stake or pin 2 projects upwardly through each of these apertures. This stake or pin may be readily maintained in position by means of a disk 3 secured to its lower end and positioned beneath the felt, as shown in Figures 1 and 2. This arrangement insures the correct positioning of the stake and the maintaining of it in its vertical position.

A plurality of shoes 4, which are preferably formed of hard rubber, bakelite, or similar material, are provided. These shoes are in the shape of ordinary horseshoes and are provided with beveled rear ends 5, as clearly shown in Figure 3.

The operating instrument or flipper is indicated at 6 and is similarly formed of hard rubber bakelite or similar material of light nature. It is an elongated member provided with beveled ends 7.

In playing the game the squares of felt 1, with the stakes 2 in position, are placed upon a table top at spaced points. Thereafter, a player selects one of the shoes or members 4 and places it in the position shown in Figure 1. Thereafter he grasps the flipper 6 and presses one of its tapering ends downwardly upon the rear portion of the selected shoe, as shown in Figure 1. This action compresses the felt beneath the shoe and also slightly bows the flipper. As the flipper is drawn rearwardly, the beveled edges of the shoe and flipper slide past each other and the shoe is shot forwardly towards the other felt pad 1.

The object of the game is to place as many shoes as possible upon the felt pad with the ultimate object of placing one of the shoes around the central stake. In counting or scoring, the shoes nearest the stake count 1 or 2, as previously agreed upon by the players, and those surrounding the stake count 3. A total score may be agreed upon, such for instance as 21, and the first player to attain this score wins the game.

It will thus be seen that a game has been provided which, although of extremely simple construction, nevertheless affords an opportunity for the exercise of considerable skill and at the same time maintains the interest of the players.

Although one form of the invention has been described in considerable detail, it is to be understood that the invention may be variously embodied and is, therefore, to be limited only as claimed.

I claim:

A game comprising a pair of felt mats, a stake carried by each of such mats and projecting upwardly therefrom, a plurality of horseshoe shaped members adapted to be projected from one mat towards the stake of the other mat, said members having beveled rear ends, and a projecting member comprising an elongated body portion having beveled ends.

In testimony that I claim the foregoing I have hereunto set my hand at Madison, in the county of Dane and State of Wisconsin.

CLARENCE ARTHUR COMSTOCK.