April 28, 1931. L. L. MALLARD 1,803,265

GAME APPARATUS

Original Filed April 22, 1929

Fig. 1.

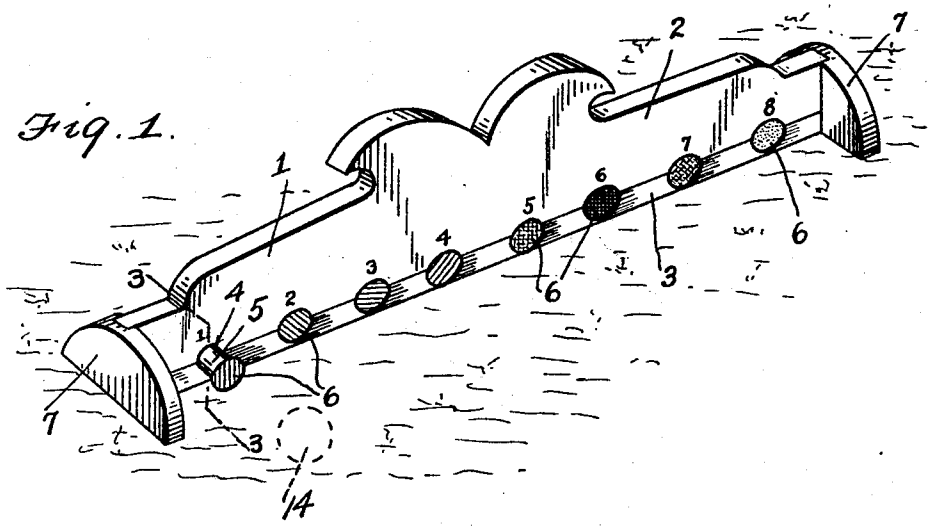


Fig. 2.

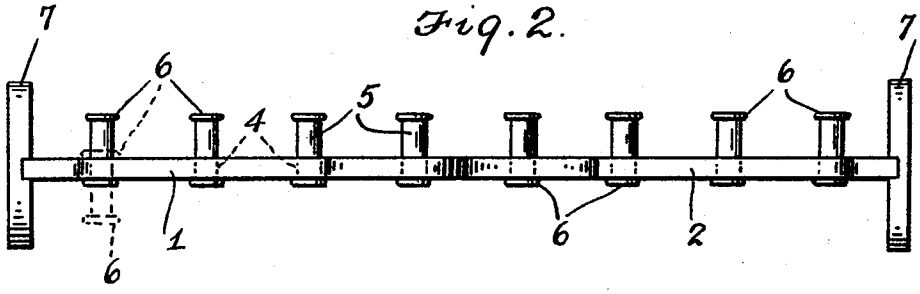


Fig. 3.

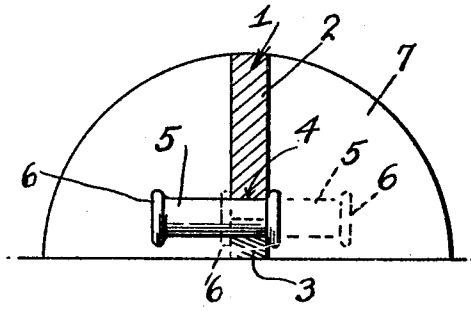


Fig. 5.

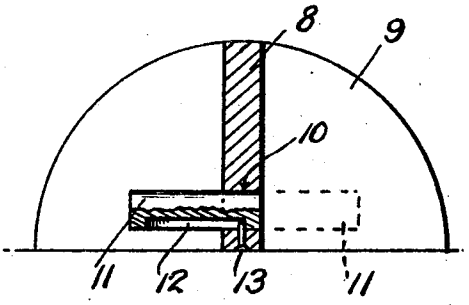
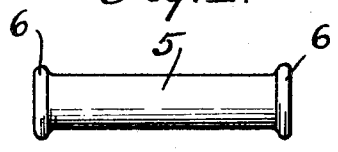


Fig. 4.



Inventor

Logan L. Mallard

By Jacobi & Jacobi

Attorneys

Patented Apr. 28, 1931 1,803,265

UNITED STATES PATENT OFFICE

LOGAN L. MALLARD, OF NORFOLK, VIRGINIA

GAME APPARATUS

Application filed April 22, 1929, Serial No. 357,287. Renewed February 19, 1931.

This invention relates to new and useful improvements in games and more particularly to a game of the target type utilizing spherical members or marbles as the missiles, and the primary object of the invention is to provide a game apparatus of the character mentioned which will be interesting, instructive, amusing and one which will require skill and accuracy.

A still further object of the invention resides in providing a game apparatus in which a number of sliding pieces are provided, having different colors and representing different numbers, which sliding pieces are capable of being actuated from either one end or the other by players.

Another object of the invention resides in providing these playing pieces with numbers consecutively applied from the lefthand end of each side of the game apparatus, so that a high number on one side of the apparatus will register with a low number on the opposite side thereof.

Still another object of the invention resides in providing a device which is simple and durable in construction, inexpensive to manufacture and one which will be very efficient in use.

With these and numerous other objects in view, my invention consists in the novel features of construction, combination and arrangement of parts as will be hereinafter referred to and more particularly pointed out in the specification and claims.

In the accompanying drawing forming a part of this application,

Figure 1 is a perspective view of my improved game apparatus;

Figure 2 is a plan view thereof;

Figure 3 is a vertical section therethrough as seen on the line 3—3 of Figure 1;

Figure 4 is a side elevation of one of the sliding playing pieces; and

Figure 5 is a vertical section through a slightly modified form of the invention.

In describing the invention, I shall refer to the drawing in which similar reference characters designate corresponding parts throughout the several views, and in which 1 represents a body member arranged vertically and of any preferred design, this body member comprising an upper strip 2 and a lower strip 3 secured thereto. These strips together form the body member 1 which is provided at spaced intervals throughout its length with openings 4. Half of each circular opening is formed in each of the strips 2 and 3 which enable the headed cylindrical sliding members 5 to operate therethrough. These sliding members with the heads 6 formed on the ends thereof are preferably painted different colors, that is, each is colored differently and the heads 6 being larger than the openings 4, said sliding members are limited in their movement through said openings by means of these heads. The sliding members are introduced through the openings 4 prior to the securing of the elements 2 and 3 together, in view of the enlarged heads 6 formed on said members. These sliding members form playing pieces as will be hereinafter and more particularly set forth. The body member 1 is held in an upright vertical position by means of the end pieces 7 which are semi-circular in design, although I do not wish to be limited to this particular design.

The member 1 just above each of the openings 4 is numbered, starting from the left, consecutively from 1 to 8. This is applied to each side of the member 1 so that the openings are designated by these numbers, the number and the opening number 8 on the one side will be represented by number 1 on the opposite side. This is part of the game since it may be played from opposite sides by opposing players.

I have hereabove described the preferred form of the invention, but in Figure 5, I have shown a slight modification. The central body member is designated in this form by the numeral 8 and the end piece by the numeral 9. The openings through which the sliding members operate are designated by the numeral 10 and the sliding member itself is shown by the numeral 11. This sliding member in this modification has no heads on the ends thereof, which enables the central body member 8 to be made of one piece. In order to limit the sliding movement of the

member 11 through the opening 10, the cylindrical sliding member 11 is provided with a groove or channel 12 which extends longitudinally thereof and terminates short of the ends thereof. A pin 13 is extended upwardly through the bottom of the member 8 to enter the groove 12, as clearly shown, which forms a stop or limitation for the sliding movement of the member 11 through the member 8.

The game may be played by any number of players from either one side or both sides of the apparatus. In playing the game, spherical striking members or missles, such as marbles, designated by the numeral 14, are utilized. A player may be given a limited number of shots at the target. The sliding members are pushed outwardly in the direction of the player and it is the player's object to strike the sliding members or target members as they may be termed, to force them inwardly through the opening 4. Obviously, the player will endeavor to score the highest number of points and in so doing, he will endeavor to strike the sliding member 6 which operate in the openings having the highest numbers. After a player has taken his limited number of shots and scored his points, the player on the opposite side of the game apparatus will endeavor to strike back the sliding members which have been projected through the openings by the first player in order to reduce the first player's score. In view of the numbering of the openings from the left, however, it will be seen that the second player in an effort to reduce the score of the first player will only be able to score a low number himself in accomplishing the desired result. Of course, the second player may aim at the target having the highest scores, if he so desires, but in so doing, he will not reduce the score of the first player. This is the way the game may be played from opposite sides of the game apparatus. Obviously, if the game is played from the same side of the apparatus, after one player takes his shots at the apparatus, the playing pieces or sliding members 6 may be moved outwardly to permit the second player to have his chance at the targets on equal terms with the first player. The game may be varied as desired by the players and this appears obvious.

From the foregoing description of the construction of my improved game apparatus, the manner of constructing the same and applying it to use will be readily understood and it will be seen that I have provided a simple, inexpensive and efficient means for carrying out the numerous objects of the invention.

While I have particularly described the elements best adapted to perform the functions set forth, it is obvious that various changes in form, proportion and in the minor details of construction may be resorted to without departing from the spirit or sacrificing any of the principles of the invention.

Having described my invention, what I claim is:

1. In a game apparatus of the class described, a central supporting member playable from both sides thereof, target members slidable therethrough and adapted for engagement from both sides of said supporting member, means thereon for limiting the sliding movement of said target members with respect to the body member and spherical missiles for use in connection therewith.

2. In a game apparatus of the class described, a central supporting member playable from both sides thereof, target members slidable therethrough and strikable from both sides of said supporting member, said target members being designated by numerals for scoring purposes, means for limiting the sliding movement of said target members in both directions with respect to said central supporting member, and projectiles adapted for engagement with said target members, as and for the purposes described.

3. In a game apparatus of the class described, a central supporting member, target members slidable therethrough and strikable from both sides of said supporting member, said target members being designated by numeral and by color for scoring purposes, means for limiting the sliding movement of said target members in both directions with respect to said central supporting member, and projectiles adapted to engage the ends of said target members, as and for the purposes described.

4. In a game apparatus of the class described, a central supporting member playable from both sides thereof, target members slidable therethrough, heads formed on the ends of said target members forming striking faces thereon adapted to be struck from both sides of the supporting member, and simultaneously forming means to limit the sliding movement of said target members in both directions with respect to said central supporting member, said target members being numerically designated for scoring purposes, and missiles adapted to be projected against said target members from either side of said supporting member, as and for the purposes described.

5. In a game apparatus of the class described, a central supporting member having a plurality of circular openings therein, a plurality of target members of cylindrical design, slidable through said openings, means for limiting the sliding movement of said target members in both directions with respect to the central supporting member, the openings in said supporting member and correspondingly the target members therein being numbered on both sides of said supporting member, starting from the left, consecutively upwardly from the numeral 1, for

scoring purposes, and missiles adapted to be projected against said sliding target members, as and for the purposes described.

6. In a game, a supporting member playable from both sides thereof, a multiplicity of game pieces limitably slidable thereon and retained therein for engagement from both sides of said member, said game pieces being numbered and adapted to be engaged by striking with a movable spherical member from both sides of said supporting member.

In testimony whereof I affix my signature.

LOGAN L. MALLARD.