

[54] **TIC-TAC-TOE GAME**

[72] Inventor: **Gary F. Hauke**, 40 E. Main St., P.
O. Box 281, New Albany, Ohio
43054

[22] Filed: **Oct. 26, 1970**

[21] Appl. No.: **83,845**

[52] U.S. Cl. **273/127 D, 273/118**

[51] Int. Cl. **A63b 67/14**

[58] Field of Search.....273/108, 126, 127, 101, 118,
273/102 R, 102 S, 102.1 R, 102.1 E, 102.2 S

[56] **References Cited**

UNITED STATES PATENTS

2,085,933	7/1937	Vaughan	273/102 AP
2,427,434	9/1947	Whitehouse	273/127 D
1,667,086	4/1928	Strombeck.....	273/127 A

3,599,977 8/1971 Glass.....273/95 R

OTHER PUBLICATIONS

Amsco Toys Catalog, 3-10-1966.

Primary Examiner—Richard C. Pinkham

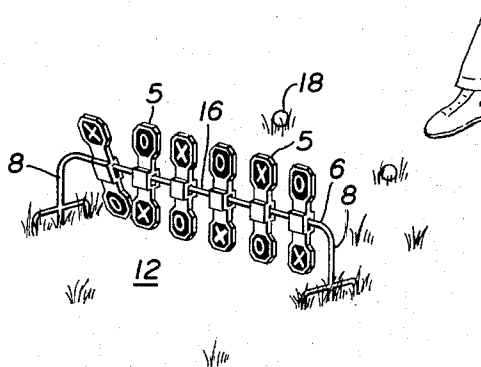
Assistant Examiner—Theatrice Brown

Attorney—Gordon C. Mack

[57] **ABSTRACT**

A game using flippers supported on a horizontal support (1) with different insignia in the upper and lower halves, or (2) with different insignia in the upper and lower halves and at the midpoint. By rolling a ball and turning the flippers, opponents strive to bring all of their insignia in line in the top or bottom halves of the flippers.

8 Claims, 9 Drawing Figures



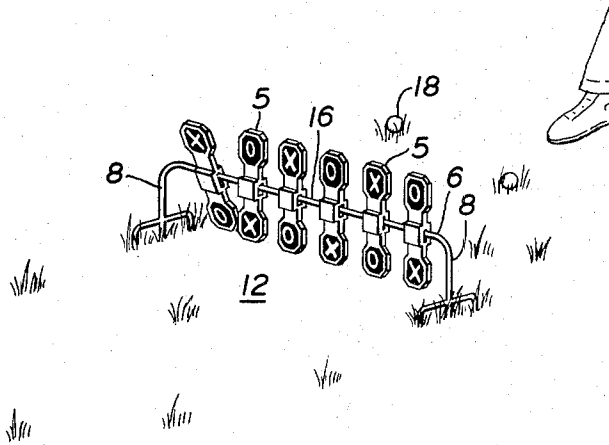


Fig 1

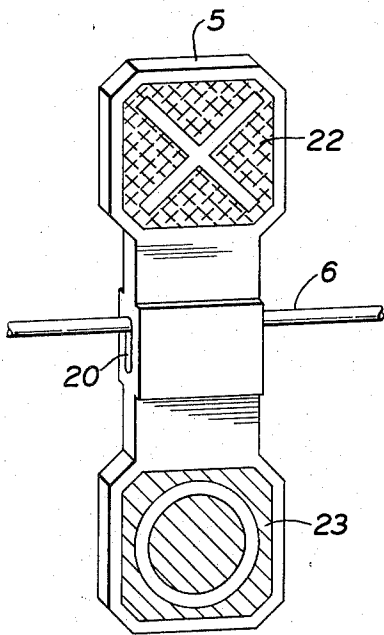


Fig 4

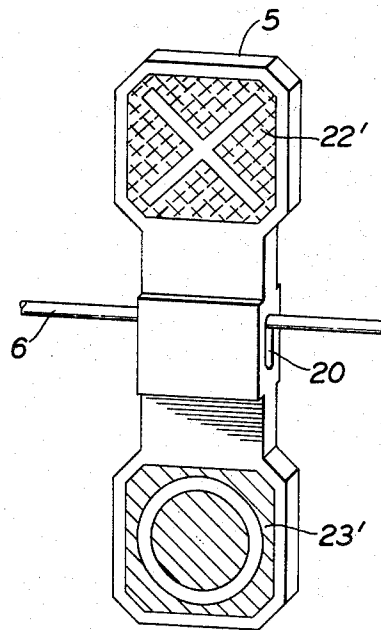


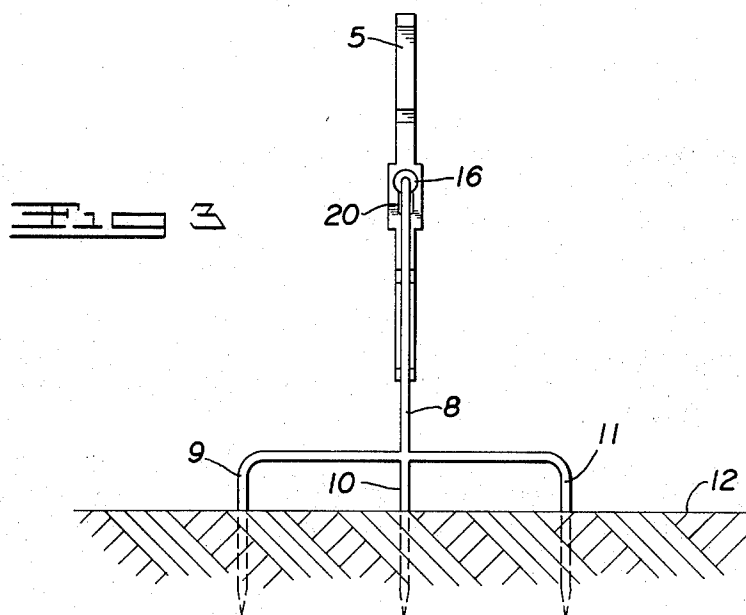
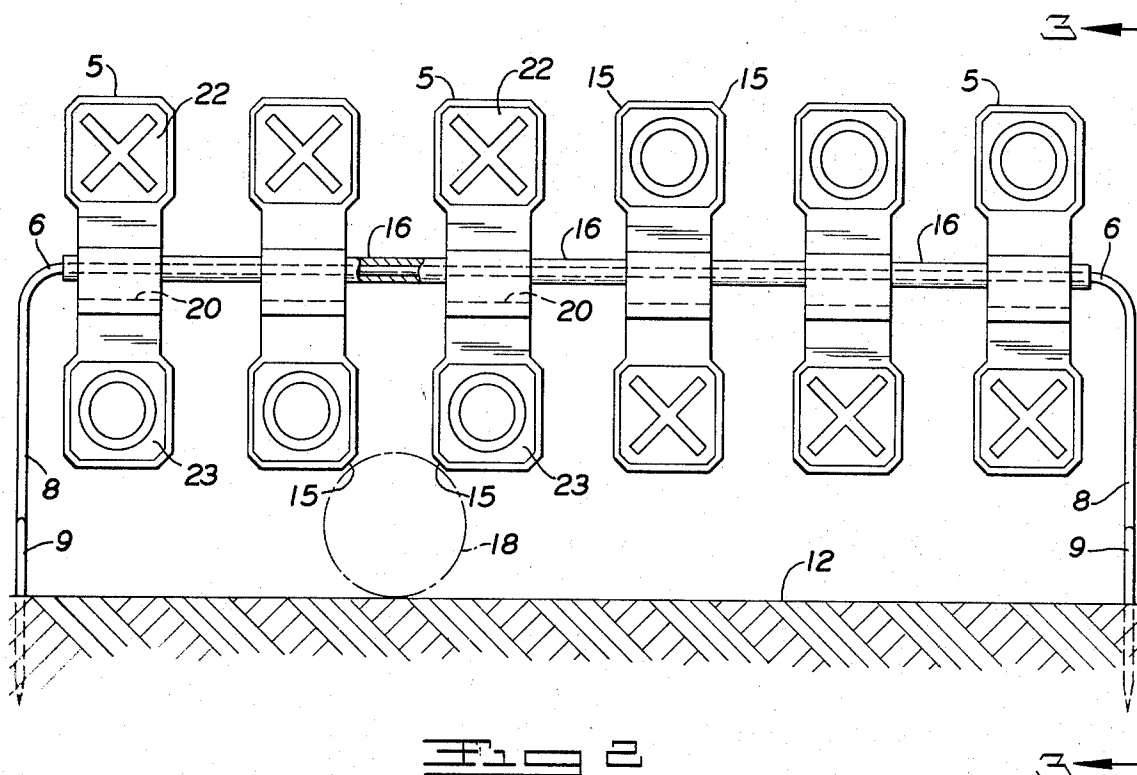
Fig 5

INVENTOR.
GARY F. HAUKE
BY *John C. Leach*
ATTORNEY

Patented Sept. 12, 1972

3,690,664

4 Sheets-Sheet 2



INVENTOR.

GARY F. HAUKE

BY *Andrew C. Mack*

ATTORNEY

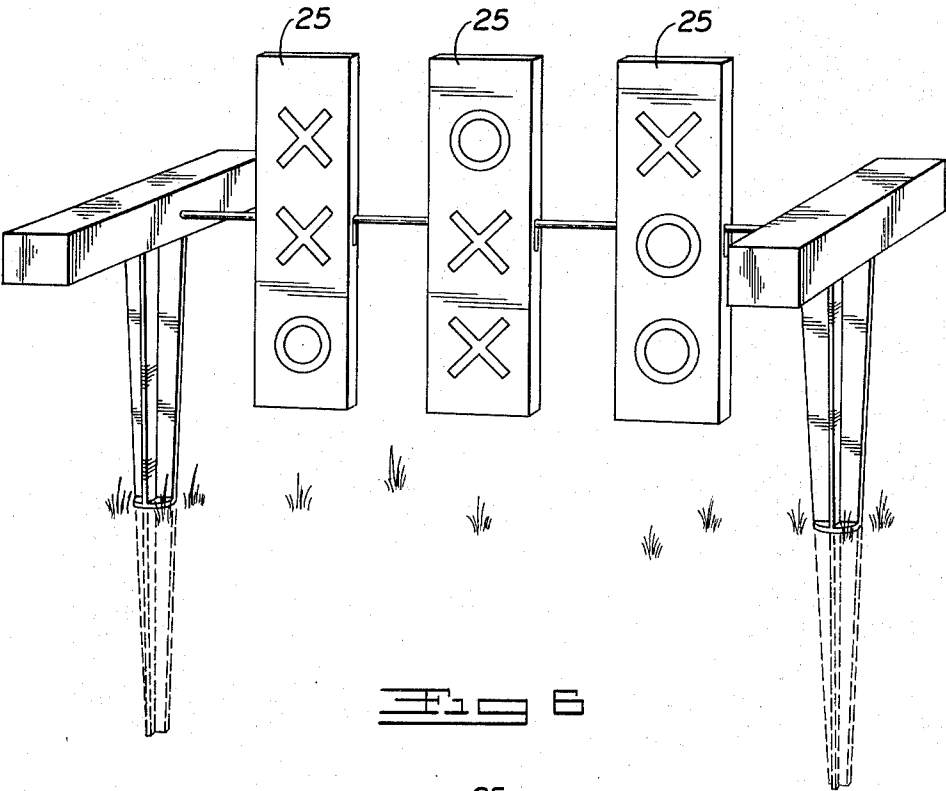


FIG. 6

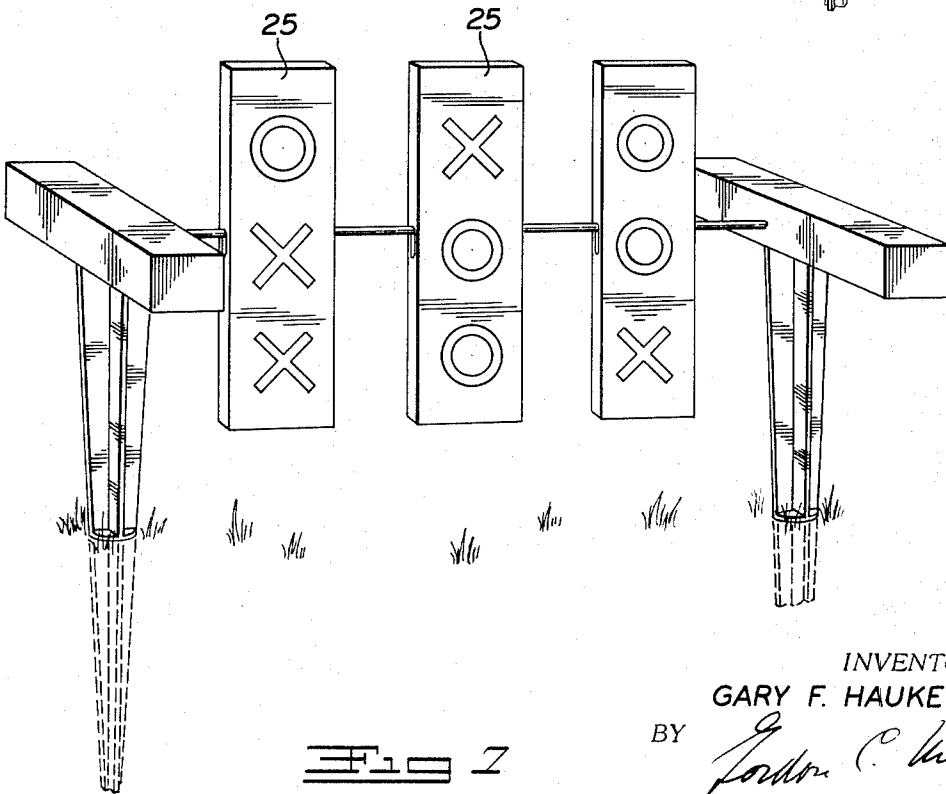


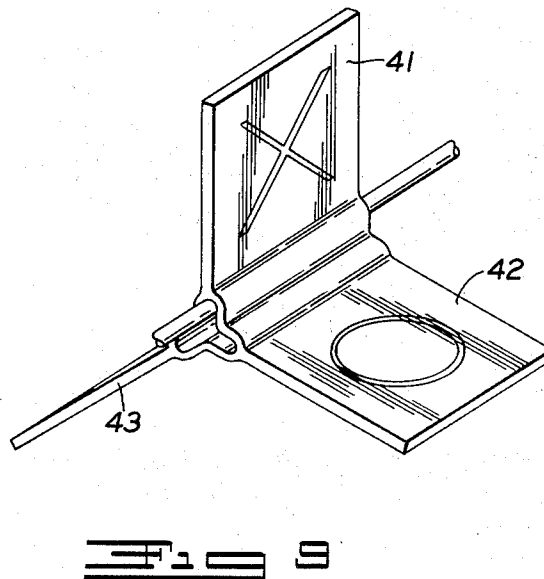
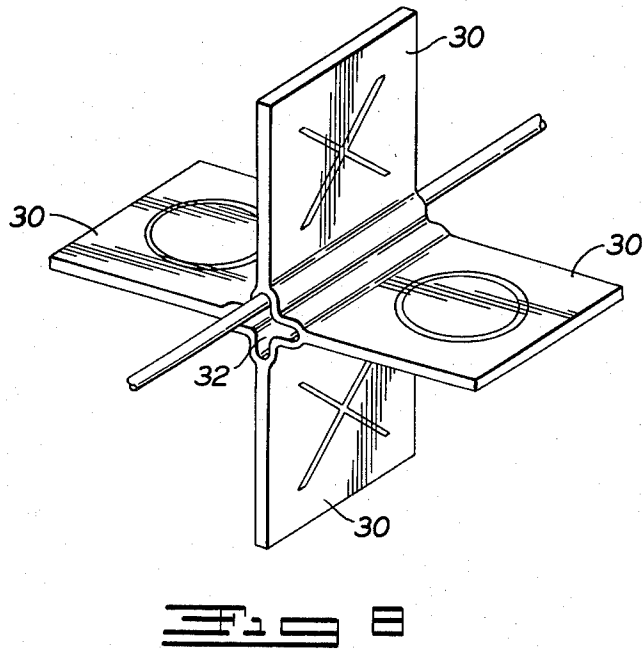
FIG. 7

INVENTOR.
GARY F. HAUKE
BY *John C. Mack*
ATTORNEY

Patented Sept. 12, 1972

3,690,664

4 Sheets-Sheet 4



INVENTOR.
GARY F. HAUKE
BY *Robert C. Haack*
ATTORNEY

TIC-TAC-TOE GAME

The game includes apparatus designed primarily to be played on the lawn, although it may be played on any suitable surface. It is designed primarily to be played by persons opposing each other on opposite sides of the apparatus but the opponents may be located on the same side, if preferred.

Two different types of apparatus are disclosed for playing modifications of the same type of game, referred to herein as the first game and the second game. For each game the apparatus comprises flippers, swivelly mounted on a pivotal horizontal support. The flippers carry different insignia. In the preferred game in which there are an even number of flippers, the insignia on both sides of the flippers are back-to-back the same. In the other game in which there are only three flippers, it is immaterial whether the insignia are back-to-back the same. The flippers are all of the same length. Either game is played by two persons or any larger number of persons divided into sides; usually with no more than two persons on one side.

The opposing sides usually face each other at a distance of 25 or 30 feet, each side being the same distance from the apparatus.

The game may be played with a single ball, but usually each side will have two balls and in each turn a side will roll both balls and then the other side will roll both balls. Then the sides will pick up the balls that have been rolled and continue the game until one side wins. Alternatively, a single ball may be used. Any suitable number of balls may be used.

The one or more balls are all of the same size and the bottoms of the flippers are spaced from the lawn or other playing surface such a distance that when the ball is rolled over the playing surface it hits the flipper squarely so that it may flip it. The flippers at the level contacted by the ball should be spaced sufficiently so that a ball can roll between two flippers without touching either one, or not making sufficient contact to rotate the flipper. Thus, the ball may never flip a flipper.

The rules of each game are somewhat different, as will be explained.

THE FIRST GAME

In the one game, different types of insignia may be used, and the term "insignia" is used in a broad sense to include letters, designs, and even colors. The preferred insignia are X's and O's, and the game may be considered a modification of tick-tack-toe. The insignia on all of the flippers may be the same, but this is not necessarily so. For instance, the insignia on one-half of the flippers may be the banners of different girls' schools and on the other half different banners of boys' schools. Or the insignia on one-half of the flippers may be different birds and the insignia on the other half may be different four-legged animals.

In this game there will be an even number of flippers—usually six, although there may be only four or as many as eight or ten. Before actual play begins, each side selects which of the two different insignia will be its own. Also, before play starts, the flippers are pre-arranged with the same insignia at the top of half of the flippers and the other insignia at the top of the other half. Alternatively, the insignia at the top of the flippers

may alternate. Thus, if the insignia are X's and O's, the X's will be at the top of half of the flippers and the O's will be at the top of the other half. Then the sides take turns, usually flipping a coin to see who starts. By rolling the balls, each side in turn endeavors to flip the flippers to bring all of its insignia to the top half of the flippers. The side which does this first is the winner.

THE SECOND GAME

In this game the insignia are usually X's and O's. There are three insignia on each side of each flipper. If the insignia are back-to-back the same, each side chooses its insignia and endeavors to bring all of these to the top (or the bottom) of the flippers. If the insignia are not back-to-back the same, the object of the game is simply to bring all of the X's and O's in line.

The games are further described in connection with the accompanying drawings, in which:

FIG. 1 is a view of two persons playing the first game;

FIG. 2 is a front view of the apparatus with the flippers showing the X's and O's in line;

FIG. 3 is an end view of the apparatus;

FIGS. 4 and 5 are front and rear views of a flipper for the first game;

FIGS. 6 and 7 are front and rear views of apparatus that may be used for playing the second game; and

FIGS. 8 and 9 are perspective views of modified flipper constructions.

The game apparatus shown in FIG. 1 comprises six flippers 5 on a horizontal support 6. The ends 8 of the horizontal support are bent down and are branched to provide three prongs 9, 10 and 11 (FIG. 3) which are pushed into the ground 12. If the game is to be used indoors a suitable support of a different type will be provided.

In the preferred type of flipper the outside corners are beveled as at 15. The flippers are spaced so that a ball can pass between beveled corners so that a player may miss the flippers altogether. It is not necessary that the corners be beveled. The flippers are spaced by the spacers 16.

As shown in FIGS. 4 and 5, the flippers are somewhat thickened at the midpoint, but this is not necessary. In this preferred flipper structure, the support 6 passes through the elongated opening 20 in the midpoint of the flipper. Thus, if one of the flippers is hit and spins, the fact that the opening 20 is elongated permits the flipper to slide on the support and quickly come to rest in the vertical position with the support passing through the top of the opening; whereas if the support passed through a circular opening the flipper would not come to rest as exactly or as quickly. The flippers carry the insignia X and O. The background 22 of the X as shown in FIGS. 4 and 5 is shaded for orange, and the background for the O is shaded for green. The coloring is not essential.

Before the play starts the flippers are arranged as shown in FIG. 1, so that the X's and the O's alternate at the tops and bottoms of the flippers, or alternatively, the flippers are turned so that the X's and O's alternate. By a flip of a coin or other means, it is decided which side starts the play. The side then rolls one or two balls as predetermined, in an effort to turn the flippers so that all of its insignia (either X or O) are at the top. Then the other side rolls and endeavors to bring all of

the other insignia to the top. As shown by FIGS. 4 and 5, the back-to-back insignia are the same on each flipper. The side that turns all of the flippers so that its insignia are at the top wins. This is a preferred manner of play. Variations may be agreed upon.

The balls 18 are of such a size that they can pass between two flippers without touching. Thus, a player may miss the flippers altogether or a ball may not hit a flipper hard enough or squarely enough to flip it. By bevelling the outside corners of the flippers, they may be placed closer together than would otherwise be possible.

FIGS. 1 through 5 illustrate a preferred type of game. FIGS. 6 and 7 illustrate an alternate type where there are only three flippers 25 and each flipper includes a third letter at its midpoint, on both sides. Each flipper is different. Three letters are used on each flipper to more fully incorporate a feature of the well-known Tick-Tack-Toe game which is played with a marker. The letters may be back to back the same, in which case each side of the players will elect its letter and try to bring that letter to the top or bottom of all three flippers.

It will be seen in the drawings that the letters are not back to back the same, but the arrangements of the letters are the same on the opposite sides of the flippers, at least insofar as the top and bottom letters are concerned. With this arrangement of the insignia on the flippers, it is only necessary for one side to bring all of one of the letters to the tops of the flippers in order to win the game. All of the letters will then be the same at the bottoms of the flippers also. Thus, this game is similar in some respects to the preferred game described above, but not as exciting.

FIGS. 8 and 9 illustrate modified types of flippers. In FIG. 8 there are four blades 30, on two of which the letter X is on the front and back sides, and the letter O is on the front and back sides of the other two blades. Where the blades are joined there is an opening 32 with extensions in four directions paralleling the blades so that the blades will always settle with two blades vertical and two horizontal, whether the X's be up or the O's be up. The game is played just as illustrated in FIGS. 1 to 5, the only difference being the different type of flipper used.

Similarly, in FIG. 9, in which the flipper comprises three blades 41, 42 and 43, the letters X and O are back-to-back on two of the blades 41 and 42, and the third blade 43 may, if desired, be a blank, or a set of in-

signia different from X and O. The game will be played the same as the game of FIGS. 1 to 5 but if the flipper comprises a blade carrying blanks, the game becomes somewhat more interesting; or the three-bladed flipper, with different insignia on the different blades may be played by three persons or teams.

It will be seen that in FIGS. 6 and 7 the flippers are not beveled or rounded at the bottom edges, but are spaced so that the top of a ball can pass between two of them without touching the flippers or by touching one flipper insufficiently to cause it to flip.

I claim:

1. Game apparatus which comprises a horizontal pivotal support and a plurality of aligned flippers each individually swivelly supported at their midpoints on the support so as to come to rest with either end up, each flipper being divided longitudinally into first and second parts, said first part having a front side and a back side and said second part having a front side and a back side, a first insignia on said front side of said first part of each flipper and on said back side of said first part, all of said first insignia being similar, a second insignia on said front side of said second part of each flipper and on said back side of said second part, all of said second insignia being similar to one another and being different from said first insignia, the insignia on the front side and back side of the first part of a flipper being the same, and the insignia on the front side and back side of the second part of a flipper being the same.

2. The apparatus of claim 1 in which each flipper is flat throughout its length.

3. The apparatus of claim 2 in which there are only three flippers.

4. The game apparatus of claim 1 in which the insignia in the first parts of all of the flippers are the same and the insignia in the second parts of all of the flippers are the same, said first and second parts being equidistant from said midpoints.

5. The game apparatus of claim 4 in which the insignia first parts on both sides of each flipper are large X's back-to-back and there are large O's back-to-back in the surfaces of the second parts of all of the flippers.

6. The apparatus of claim 1 in which there are an even number of flippers.

7. The game apparatus of claim 6 in which there are six flippers.

8. The game apparatus of claim 1 in which there are three flippers.

* * * * *

50

55

60

65

UNITED STATES PATENT OFFICE
CERTIFICATE OF CORRECTION

Patent No. 3,690,664 Dated September 12, 1972

Inventor(s) Gary F. Hauke

It is certified that error appears in the above-identified patent and that said Letters Patent are hereby corrected as shown below:

Claim 5, line 2, insert -- in the -- before "first"

Signed and sealed this 29th day of May 1973.

(SEAL)
Attest:

EDWARD M. FLETCHER, JR.
Attesting Officer

ROBERT GOTTSCHALK
Commissioner of Patent