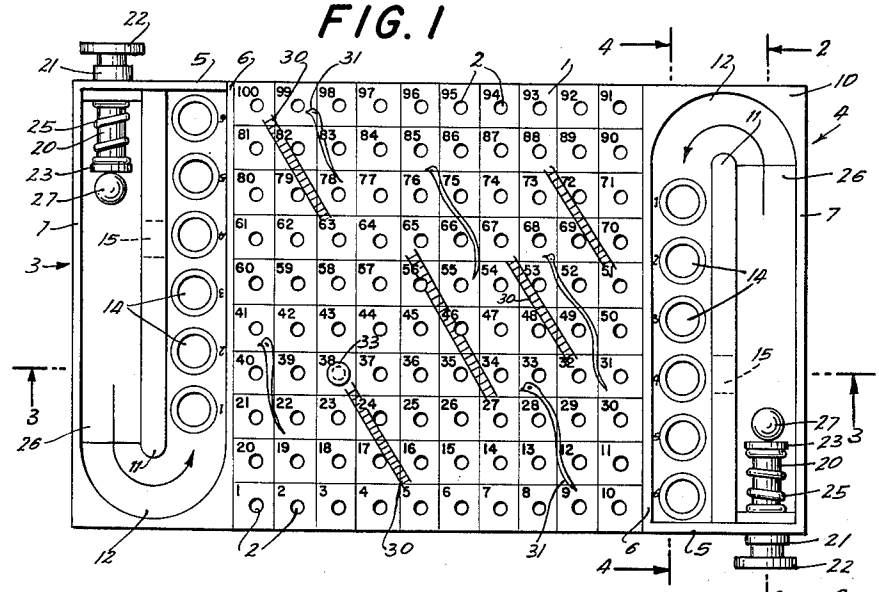
May 7, 1957 C. SCAROULIS 2,791,431

GAME DEVICE PROJECTORS

Filed Sept. 30, 1954

FIG. 1



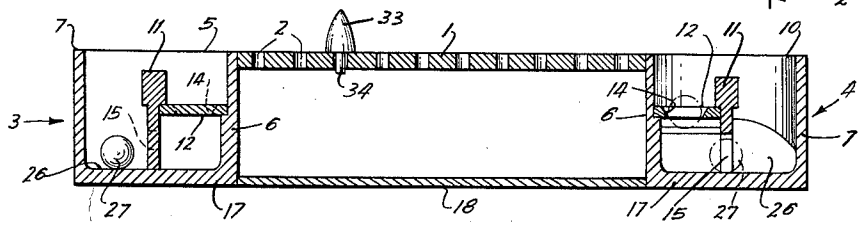


FIG. 3

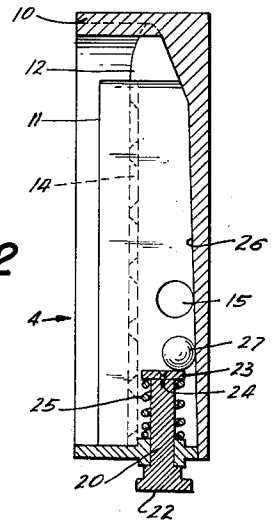


FIG. 2

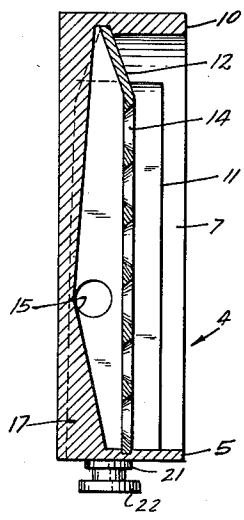


FIG. 4

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GAME DEVICE PROJECTORS

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2 Claims. (Cl. 273—134)

The present invention relates to games of the kind in which each player places a marker on a board which has a plurality of numbered field portions, and the markers are advanced as the game progresses according to certain game rules, the player whose marker first reaches the highest number on a field portion being the winner.

One object of the present invention is the provision of a game of the character described which has two ball projecting devices and two rows of numbered perforations through one of which one of two balls will pass each time it is projected, and the number of the perforation through which a ball has fallen indicates basically the amount of progress of a player's marker on the game board.

Another object of the present invention is the provision of a game of the character described which has on its board certain signs which indicate either an advance of a marker further than is indicated by one of the aforementioned perforation numbers, or which even may indicate is reverse movement of the marker, thus making my new and improved game more exciting to play than if the marker movement were controlled exclusively by said perforation numbers.

A further object of the present invention is the provision of a device of the character described which has the aforementioned ball projecting devices and rows of perforations arranged on opposite sides of the game board in such a manner that players sitting opposite each other can actuate said ball projecting devices without shifting or turning the game device.

Still another object of the present invention is the provision of a game of the character described which allows the movements of the balls to be seen as they pass from a ball projecting means over a portion of the device and into a perforation, but which prevents the balls from jumping off the device and from getting lost, and which automatically causes the balls to move back to positions in which they can again be projected.

Yet a further object of the present invention is the provision of a game of the character described which can be played by two or more persons, which is comparatively small in size and light in weight, so that it can be moved easily from place to place, and which is simple in construction, so that it can be manufactured and sold at a reasonable price, but which is also sturdy, durable, and well adapted for withstanding the rough usage to which devices of this type frequently are subjected.

With the foregoing and other objects in view which will appear as the description proceeds, the invention consists of certain novel details of construction and combinations of parts hereinafter more fully described and pointed out in the claims, it being understood that changes may be made in the construction and arrangements of parts without departing from the spirit of the invention as claimed.

In the accompanying drawing a preferred form of the invention has been shown.

In said drawing:

Figure 1 is a top plan view of a preferred embodiment of my invention;

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

Fig. 3 is a sectional view on the line 3—3 of Fig. 1; and,

Fig. 4 is a sectional view on the line 4—4 of Fig. 1.

Similar reference characters refer to similar parts throughout the several views.

In the drawing the numeral 1 denotes a flat game board provided with a plurality of numbered fields, which in the present instance are consecutively numbered from 1 to 100 and each of which is provided in its center with a hole 2. The board 1 preferably is supported at two opposite sides by box-like members 3 and 4. Each of the members 3 and 4 has three straight side walls 5, 6 and 7 as well as a curved end wall 10, and an intermediate wall 11 which is parallel to the walls 6 and 7 and extends from the wall 5 to a point which is in spaced relation to the wall 10. A top wall 12 provided with a plurality of numbered perforations 14 extends from the wall 6 to the wall 11, and the walls 6, 10 and 11 protrude beyond the upper side of the perforated top wall 12. The wall 11 is provided with an opening 15, and beneath the top wall 12 there is a first bottom 17 which is inclined downwardly toward the opening 15. A flat base portion 18 (Fig. 3) preferably connects the bottom portions of the box-like members 3 and 4 to each other, so that the device will be reinforced and that there will be available a box-like empty space, which can be used as a small storage space between the parts 1, 3, 4 and 18.

Any suitable ball projecting means is mounted on each of the walls 5 intermediate the walls 7 and 11. In the instance shown each one of said ball projecting means consists of a plunger 20 slidably extending through a flanged portion 21 of one of the walls 5 and having at one end an increased knob portion 22, and at its other end a disk 23 secured to the plunger 20 by means of a screw 24 or the like. A spring 25 is interposed between each wall 5 and each one of the disks 23, tending to force the plungers 20 into the box-like members 3 and 4 respectively as far as the knob portions 22 will permit it. A second bottom 26 between the walls 7 and 11 is upwardly extended from each of the plungers 20 to each of the top walls 12. As may be seen in Figs. 1 and 3 the member 3, together with its ball projection means and perforated top 12, is turned one hundred and eighty degrees relative to the member 4, and the ball projection means of the member 4, so that players seated opposite to each other can actuate the ball projection means without changing the position of the game for each manipulation of each ball projecting means. This arrangement has been found to be much more satisfactory than the provision of only one ball projection means along one side of the game board. Moreover, this arrangement results in a structure of great sturdiness, symmetry and practicability.

If a ball 27 is placed before one of the disks 23 and a plunger 20 is first pulled out of the box-like member 3 or 4 as far as possible and is then released, so that it will be withdrawn rapidly by the spring 25, the ball 27 is projected toward the curved wall 10 and is reflected into the space between the walls 6 and 11 above the top plate 12; it then will fall through one of the numbered perforations 14, will roll on one of the first bottoms 17 until it reaches the opening 15, through which it will pass, thus reaching a second bottom 26 and rolling toward said disk 23, so that it again is ready to be projected.

In the instance shown the perforations 14 of each row

of said perforations are consecutively numbered with numerals one to six inclusive. The number of the perforation through which a ball 27 passes indicates the number of fields for which a player can advance his marker 33 on the board 1. The marker 33 preferably is a taper member having at its base a cylindrical protruding portion 34 which fits into the holes 2 (Fig. 3). I prefer to provide the board 1 also with representations indicating a further advance of the marker 33 than is indicated by the perforations 14, or even indicating a reverse movement of the marker 33. In the instance shown there are provided on the board 1 representations of ladders 30, which indicate further advances of the markers from the bottom to the top of each ladder; and representation of snakes 31, which indicate a reverse movement of the markers from the head to the tail of each snake. For instance, if a player's marker has reached the field 63, he can advance to 100, thus winning the game; while if a player's marker has reached 99 he must go back to 78.

Since certain changes may be made in the above article and different embodiments of the invention could be made without departing from the scope thereof, it is intended that all matter contained in the above description or shown in the accompanying drawing shall be interpreted as illustrative and not in a limiting sense.

It is also to be understood that the following claims are intended to cover all of the generic and specific features of the invention herein described, and all statements of the scope of the invention which as a matter of language might be said to fall therebetween.

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

1. In a game having a game board provided with a plurality of numbered field portions, a scoring device comprising a pair of parallel side wall portions, a flat end wall portion joined to one end of said side wall portions, a curved end wall portion opposite said flat end wall portion joined to the other end of said side wall portions so as to form therewith and with said flat end wall portion a box-like member, an intermediate wall portion provided with an opening and being parallel to said side wall portions and extending from said flat end wall portion to a point which is in spaced relation to said curved end wall portion and forming with one of said side wall portions a longitudinal channel, a top wall provided with a straight row of numbered ball receiving perforations extending lengthwise from one side of said intermediate wall portion toward one of said side wall portions, a first bottom portion beneath said top wall being inclined downwardly toward the opening in said intermediate wall portion, ball projecting means mounted on said flat end wall portion between said intermediate side wall portion and the other one of said wall portions, a ball being so dimensioned that it can pass through said longitudinal channel as well as through each of said perforations and through said opening, a second bottom portion upwardly inclined from said ball projecting means to said top wall, said side and end wall portions protruding upwardly beyond said top wall, and said ball projecting means being constructed and arranged for receiving said ball when it has passed through said opening and for projecting it into the spaces encompassed by those sections of said side walls which protrude beyond said top wall, so that the ball may be received by, and pass through, any one of said numbered ball receiving perforations for scoring purposes, at each operation of said ball projecting means the number of a perforation through which a ball passes determining the movement of a marker from one numbered field portion on the game board to another one of said numbered field portions.

2. In a game having a game board provided with a plurality of numbered and perforated field portions, a scoring device consisting of a U-shaped channel member having a pair of longitudinal hollow flange portions and a curved hollow web portion, an end wall at the extremities of said flange portions opposite said web portion, an intermediate wall between said flange portions having an opening and extending from said end wall to a point which is in spaced relation to said web portion, a horizontal wall provided with a row of ball receiving perforations extending through the first one of said flange portions of said U-shaped channel member, a first bottom portion beneath said horizontal wall being inclined downwardly toward the opening in said intermediate wall, ball projecting means mounted on said end wall extending into the second one of said flange portions, a ball so dimensioned as to pass through said channel member and through each one of said perforations as well as through said opening, and a second bottom upwardly inclined from said ball projecting means to said horizontal wall, said first flange portion protruding upwardly beyond said horizontal wall, and said ball projecting means being constructed and arranged for receiving said ball when it has passed through said opening and for projecting it into the space encompassed by those sections of said flange portion which protrude beyond said horizontal wall, so that the ball may be received by, and pass through, any one of said numbered ball receiving perforations for scoring purposes.

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