M. A. AUDSLEY.

GAME.

APPLICATION FILED AUG. 2, 1916.

1,225,393.

Patented May 8, 1917.

2 SHEETS—SHEET 1.

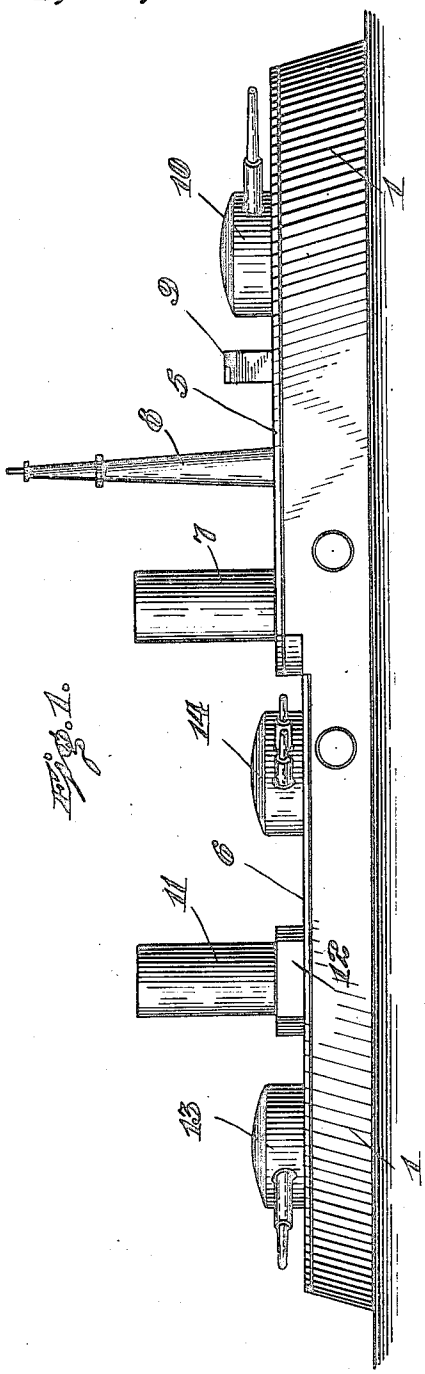


Fig. 1.

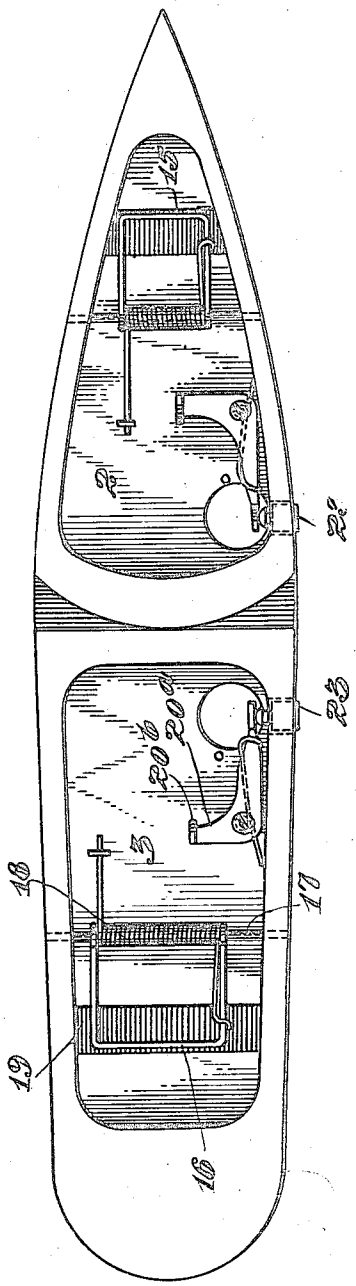


Fig. 2.

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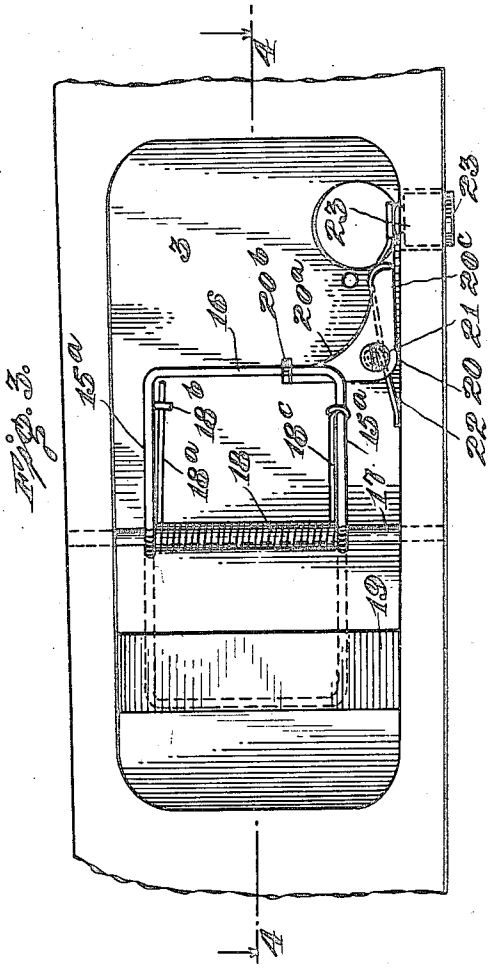


Fig. 3.

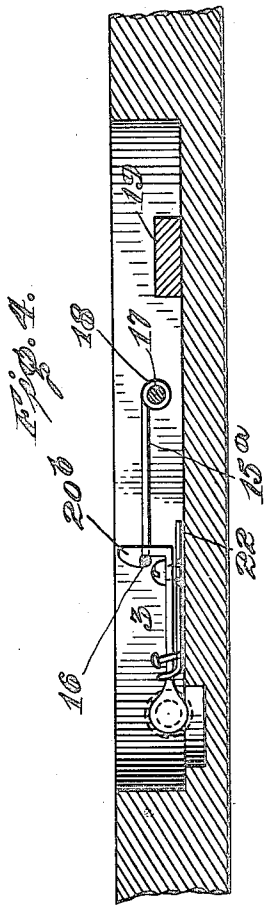


Fig. 4.

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UNITED STATES PATENT OFFICE.

MAURICE A. AUDSLEY, OF WEST PHILADELPHIA, PENNSYLVANIA.

GAME.

1,225,393. Specification of Letters Patent. Patented May 8, 1917.

Application filed August 2, 1916. Serial No. 112,847.

To all whom it may concern:

Be it known that I, MAURICE A. AUDSLEY, a subject of King George V, and resident of West Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games of skill, and my present improvements, which are based upon my original Patent No. 1,134,579, have particular reference to the construction and arrangement of parts in a toy battle ship, as a target, wherein, through spring action, and release mechanism that may be operated through the impact of a projectile, loose elements of said battle ship may be thrown upwardly in the manner of an explosion.

Further my invention comprehends the arrangement of the loose elements upon the battle ship into separate groups, each group having a spring and release means therefor, so that the actuation of the release means for one spring, as by the impact of a projectile, will cause a portion only of the battle ship to simulate the effect of an explosion, while other portions of the battle ship remain intact, until they too are disrupted by corresponding attacks. The grouping of loose elements aforesaid also involves an arrangement of individual actuating springs for each group in such wise that the release of a spring to throw upwardly the group of elements it controls will not affect the group of loose elements on another part of the battle ship, because the force of each spring will be exerted to throw its particular group of loose elements away from an adjacent group of loose elements, so that the latter may not be disturbed by the flying elements of the thrown group.

A still further object of my present improvements is to provide a variety of loose elements, of different game values, upon the battle ship, whereby hits which remove certain of said loose elements may be made to score variably in favor of the marksman, according to the arbitrary valuation represented by said elements. These elements, in their respective game values in scoring, may be represented, for example, by smoke stacks, fighting mast, bridge, and turrets, which are all loosely mounted upon deck sections, to be struck off the latter; said deck sections being themselves loosely fitted upon the hull, to be thrown upwardly by their respective springs, as stated.

In the drawings accompanying this application:

Figure 1 is a side elevation of a toy battle ship embodying my improvements.

Fig. 2 is a plan view of the same, with the decks removed.

Fig. 3 is an enlarged, detail plan view of the spring mechanism for the after deck portion, and

Fig. 4 is a section on the line 4—4 of Fig. 3, (reversed).

In the construction of my improved toy or game battle ship, which may be of wood, or other suitable material, I provide a hull, as 1, having a forward depression or hold 2 and an after depression or hold 3, each to contain separate spring mechanism. The hull may be shaped conventionally in the lines of a modern battle ship, or, obviously, may be representative of other craft. As shown, the forward portion is raised above the after portion. A flat deck section 5, whose perimeter follows the lines of the forward hull portion, fits loosely upon the latter, to cover the depression or hold 2; and a flat deck section 6, whose perimeter follows the lines of the after hull portion, fits loosely upon the latter, to cover the depression or hold 3. The deck section 5 may have loosely placed thereon such elements as a smoke stack 7, fighting mast 8, bridge 9 and turret 10; and, similarly, the deck section 6, may loosely support a smoke stack 11, with base 12, and the turrets 13 and 14.

In playing a game with competitive shooting at the battle ship, as a target, using a toy pistol or other projectile ejecting instrument, varying numbers of points may be gained according to whether a smoke stack, fighting mast, bridge, or turret is struck and displaced. The main object of the game, however, is to cause the simulation of an explosion to occur, throwing upwardly an entire deck section with all the loose elements thereon. This is accomplished through the following instrumentalities and means:

Independent spring mechanisms are located in each of the depressions or holds 2 and 3, and therefore a description of one will answer for both; excepting that the operating bails work in opposite directions, in the exercise of an important function

in the apparatus, for which reason the bail in the depression or hold 2 is indicated by the numeral 15, and the bail in the depression or hold 3 is indicated by the numeral 16, whereby said bails may be differentiated in the description of said function.

Referring then to the mechanism in depression or hold 3, I place a strong shaft 17 transversely therein, anchoring it in the opposite walls, and mount the bail 16 on said shaft by means of its angular arms 15^a. A coiled spring 18 surrounds shaft 17, having one end 18^a anchored, as at 18^b, to the base of the depression or hold, and its opposite end 18^c in engagement with the bail, which it presses normally, to the thrown piston, toward the stern of the battle ship, as shown in dotted lines in Fig. 3, where it makes impact, and lodges upon a block 19, that elevates said bail above said base, and affords a clearance which enables the bail to be grasped by the operator for the purpose of re-setting it. The spring setting, or re-setting means consists of a bell-crank-lever 20, pivoted at 21, to oscillate horizontally, and located at that side of the spring, toward the middle of the battle ship, which requires the spring to be compressed in the action of moving the bail thereto. One arm 20^a of lever 20 has an upstanding hook 20^b, which is normally held, by a spring 22, in position to engage the bail 16, and thus to hold said bail in readiness for action with the spring under compression. The other arm 20^c of lever 20 is pressed by spring 22 against the inner end of a detent 23, which is slidably fitted, transversely, through an aperture provided therefor in the side wall of the battle ship, the outer end or head of said detent being exposed, as a target in the outer surface of the hull, where it may be struck by a projectile aimed thereat. The detent 23, when struck with sufficient force, will vibrate the lever 20, causing the hook 20^b to release bail 16 therefrom, whereupon said bail will be thrown backwardly by spring 18, the arc described by said bail in this action causing it to strike against the under surface of the deck section 6, while the energy of the spring enables said bail to throw said deck section, with the loose elements thereon, violently up in the air.

It should be particularly noted that the respective springs for the bails 15 and 16 exert their propulsive force against their respective deck sections 5 and 6, in opposite, outward directions with respect to the middle of the battle ship, whereby interference between the respective thrown loose elements is avoided, and whereby a group of loose elements on one deck section may be thrown with that deck section without disturbing the loose elements on the other deck section.

I claim:—

1. A toy or game vessel having a loosely fitting deck portion and loose elements thereon, in combination with spring mechanism contained in said vessel, beneath said deck portion, a release for said spring mechanism whereby the latter is caused to create a sharp impact against the under surface of said deck portion to throw it and the loose elements thereon upwardly, and a detent exposed through the vessel side, as a target, to, when struck, operate said release mechanism.

2. The combination in a game, of a toy battleship comprising a rigid hull, a deck loosely fitting thereon, and target elements consisting of smoke stack, fighting mast, bridge and turret loosely fitting on said deck, together with spring mechanism to throw upwardly said deck and the target elements, a release for said spring mechanism, and a detent, visible at one side of said toy battleship, to receive the impact of a projectile and thus to actuate said release mechanism.

3. The combination in a toy battleship, having a rigid hull, of forward and after loosely fitting deck portions therefor, an individual spring to react upon each deck portion, release means for each spring, and a separate detent for each release means, said detents being visible as targets at the side of the battleship, to separately receive the impact of a projectile, and thus to actuate the release mechanism, said springs being arranged, respectively, to exert their force in opposite directions, whereby the deck portion which is thrown upwardly is directed in its projected movement away from the other deck portion.

Signed at Philadelphia, in the county of Philadelphia and State of Pennsylvania, this 19th day of July, A. D. 1916.

MAURICE A. AUDSLEY.

Witnesses:
CHARLTON V. HOWE,
JANE E. CLEGG.