

June 24, 1930.

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1,768,016

GAME BOARD

Filed Dec. 17, 1928

Fig. 1.

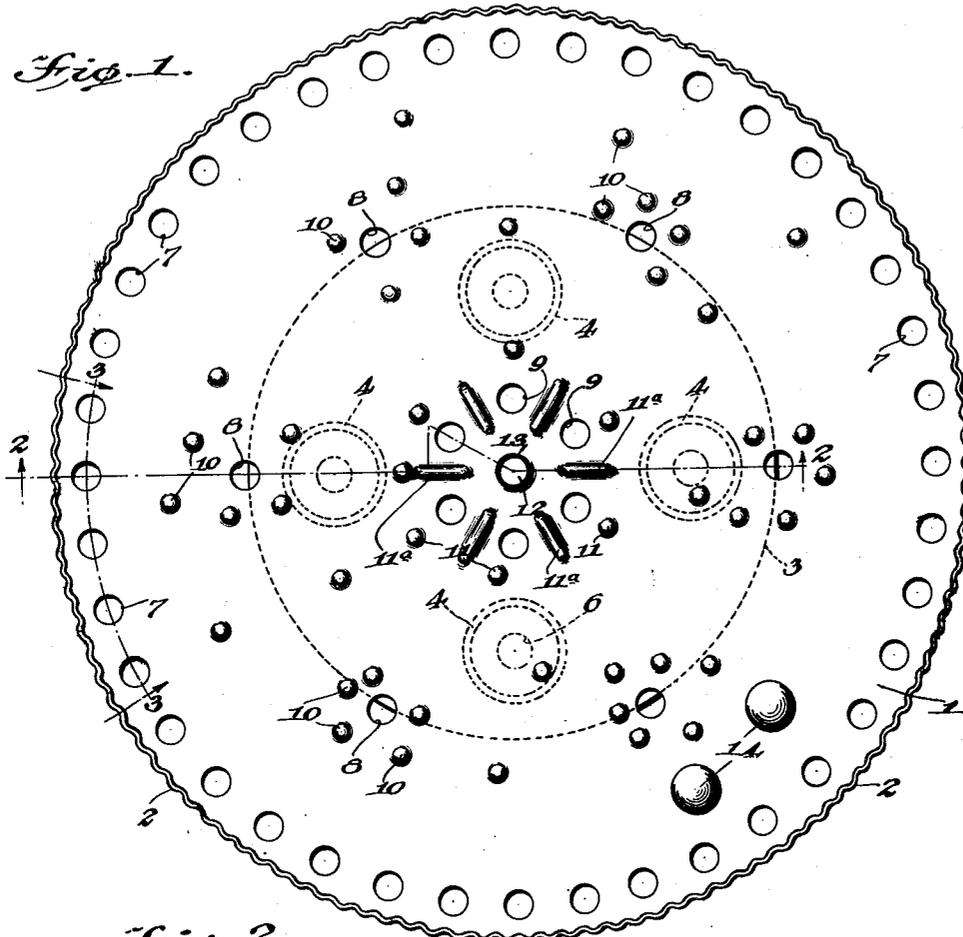


Fig. 2.

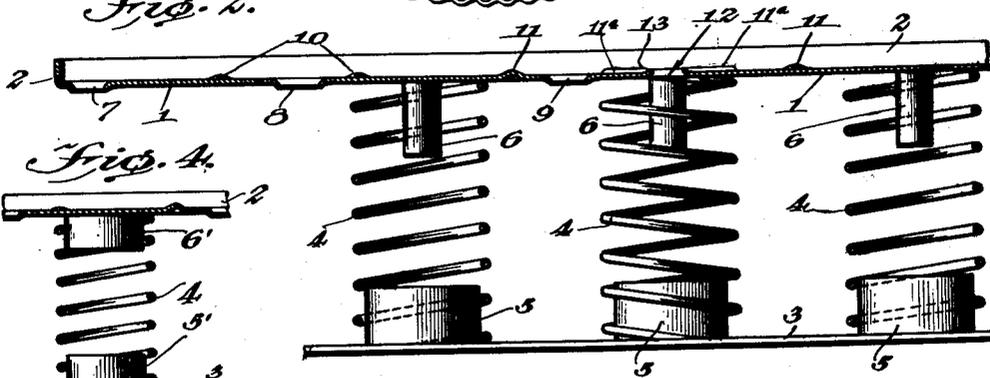


Fig. 4.

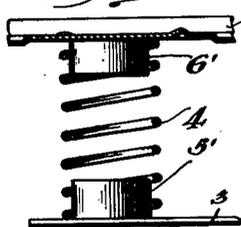
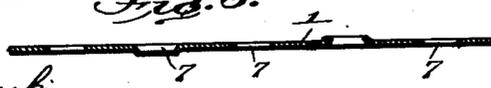


Fig. 3.



WITNESSES

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GAME BOARD

Application filed December 17, 1928. Serial No. 326,644.

This invention relates to games and particularly to that type in which objects moving about the surface of a game board are controlled by a player.

An object of the invention is the provision of a game board having a plurality of apertures for the reception of the moving game pieces.

A still further object of the invention is to provide obstructions adjacent the apertures of the board, thus rendering it more difficult to position the game pieces within the apertures.

Another object of the invention is the provision of a resilient mounting for the game board, thus providing a means for readily tilting of the game board through various angles and inclinations.

Additional objects, advantages and features of invention will be apparent from the following description and accompanying drawings, wherein—

Figure 1 is a top plan view of my game board.

Figure 2 is a cross section on the line 2—2 of Fig. 1.

Figure 3 is a fragmentary section on the line 3—3 of Figure 1.

Figure 4 is a fragmentary detail of a further form of mounting for the coil springs.

In carrying out my invention, I provide a board 1 having a circumscribing flange 2. In the present instance, I have illustrated the board as being of circular shape and having a corrugated flange 2 formed integrally therewith, but it will be understood, of course, that the board may be of any shape desired, and that the flange may be separate from the board.

The board 1 is supported upon a base 3, a plurality of helical coil springs 4 being interposed between the board and the base, the springs being held in proper position by projections 5, secured to the base 3, and are of a size to be snugly received within the springs, as clearly illustrated in Fig. 2.

Upon the under side of the board 1 there are provided stud members 6 around which the springs 4 are disposed.

Reference is now made to Fig. 2, wherein it will be seen that the stud members 6 are of such diameter as to be loosely received within the springs 4, thus permitting lateral sliding movement of the game board with respect to the base 3.

Figure 4 illustrates a further form of mounting of the spring 4, wherein the stud members 5' and 6' are of the same size, and adapted to be snugly received within the springs 4.

The game board 1 is provided with a plurality of apertures 7, 8, and 9, the apertures 7 being disposed close together in an annular row and closely adjacent the flange 2 and concentric therewith, while the apertures 9 are arranged in circular formation centrally of the board. The apertures 8 are disposed substantially midway of the apertures 7 and 9.

A plurality of raised portions 10 and 11 are formed in the board 1, closely adjacent the apertures 8 and 9, respectively, thus providing obstructions to the direct passage of game pieces to the apertures. It will be noted that the obstructions 10 which are circular teats or projections are not disposed about the apertures 8 uniformly being eccentrically disposed thereto, and by this arrangement a different manipulation of the board is required for causing the game piece such as balls 14 to reach the desired aperture, thereby requiring the exercise of skill in maneuvering the game piece.

Radial struck-up ridges 11^a are arranged between the aperture 9, as clearly shown in Figure 1, and the raised portions 11 positioned between the ridges 11^a. It will be apparent that careful manipulation of the game-board will be required to bring the game-piece through the passage-ways formed by the raised portions 11 and ridges 11^a so as to clear the apertures 9, and finally enter the central aperture 12.

A central aperture 12 is provided, and is surrounded by an upwardly turned flange portion 13, this portion offering obstruction to seating engagement of the game piece within the aperture 12 by rolling movement. In order to dispose the game piece

14 within the aperture 12, it will be necessary to cause the piece to jump the flange 13, which may be accomplished by pressing downwardly on the game board against the action of the springs and suddenly releasing the board.

The game may be played in many ways but the principal idea is to balance the board upon its resilient support in such manner as to direct a game-piece 14 into close proximity of the aperture 12, and then by tilting movement of the board cause the game piece to seat itself upon the flange 13 of aperture 12, and then by further tilting movement of the board cause the other game pieces to engage within the apertures 9. For those players who feel inclined to further complicate manipulation of the game-piece, the game board may be caused to produce a jumping effect to the game-piece. This is accomplished by giving the board 1 a downward pressure, thus compressing the springs 4, and then suddenly releasing the board. It will thus be seen that the game piece will be projected upwardly, and with skill a player can dispose the game-piece within the aperture 12.

A plurality of balls or game-pieces 14 may be involved in the game, say for instance, seven; six of these being disposed within the apertures 9, while it is endeavored to roll the seventh piece into the central aperture 12, without disturbing those game-pieces surrounding the aperture 12.

From the foregoing it will be seen that I have provided a game requiring skill and patience, and one which will be amusing to both young and old.

I claim:

1. A game apparatus including a base board, a plurality of helical springs mounted thereon in a circular row, a circular game board having a corrugated outer rim and supported on said springs, said board having stud members extending downwardly therefrom and loosely fitting within said springs whereby to permit lateral sliding movement of the board, said board having a central aperture adapted to receive and seat a game piece or ball, said board also provided with a plurality of projections and apertures located between the rim and central aperture, whereby to act as deflectors to the game pieces.

2. A game apparatus comprising a base board, a circular game board having a corrugated rim surrounding the same, and resiliently supported on said base board, and adapted to have lateral and up and down movements, said game board having a central aperture surrounded by an upwardly turned flange, rolling game pieces carried on said game board, a series of radial ridges disposed about the central aperture, apertures in said game board arranged concen-

trically around the central aperture and disposed symmetrically between the said radial ridges, other projections disposed adjacent the concentric row of apertures and irregularly disposed relatively to the radial ridges and the concentric row of apertures, a second concentric circular row of apertures in the game board disposed intermediate the central row of apertures and the rim, projections grouped irregularly around each aperture of said second row of apertures, and a concentric row of apertures disposed adjacent the rim of the game board.

3. A game apparatus comprising a base board and a game board, a plurality of studs on said base, helical springs fitting snugly at their lower ends on said base studs said game board having reduced studs projecting downwardly therefrom and loosely engaging the helical springs at their upper ends whereby to permit lateral sliding movement of the game board.

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