Jan. 20. 1925. 1,523,684

M. A. CANALE ET AL

PARLOR GAME APPARATUS

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FIG. 1.

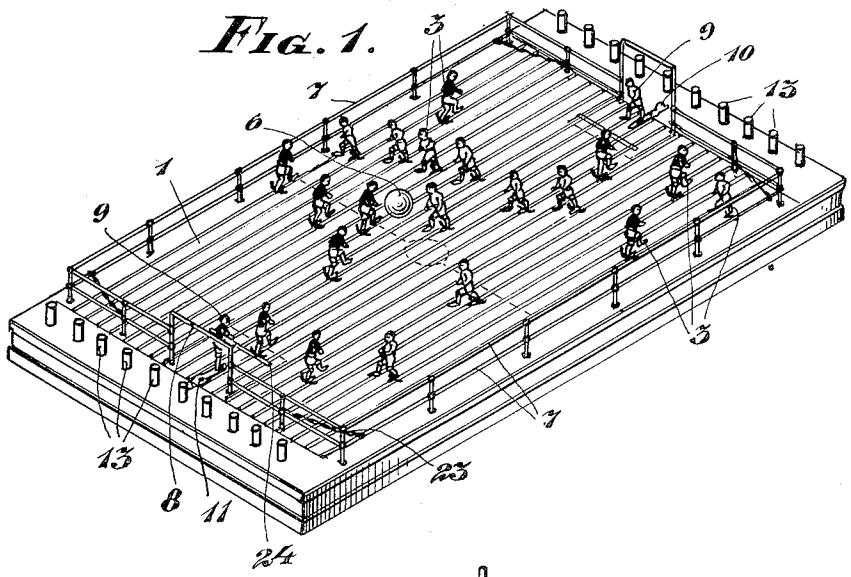
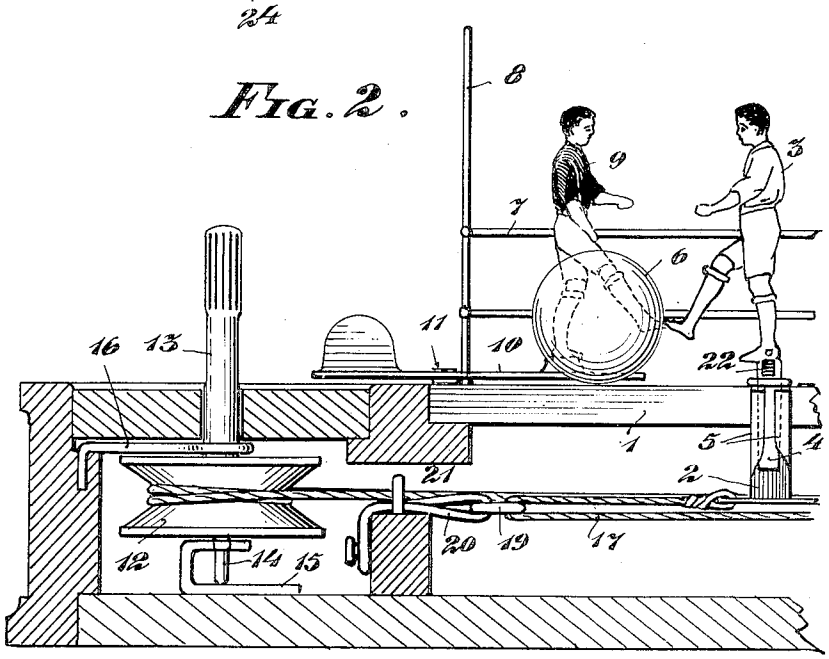


FIG. 2.



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FIG. 3.

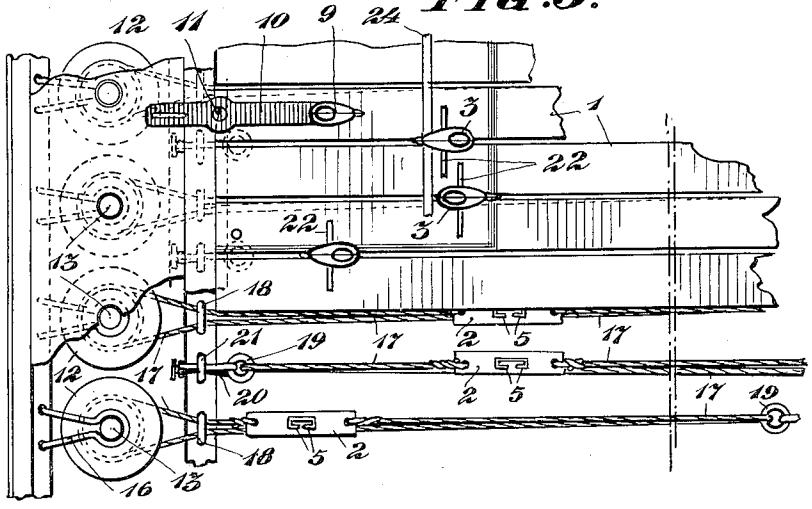
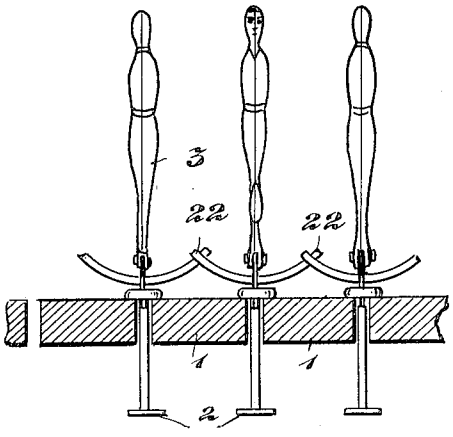


FIG. 4.



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UNITED STATES PATENT OFFICE.

MARIO AUGUSTO CANALE AND RICARDO FRIAS, OF BUENOS AIRES, ARGENTINA.

PARLOR-GAME APPARATUS.

Application filed January 12, 1924. Serial No. 685,808.

To all whom it may concern:

Be it known that we, MARIO AUGUSTO CANALE and RICARDO FRIAS, both citizens of the Argentine Republic, residing at Calle Maipu 671, Buenos Aires, Argentine Republic, have invented certain new and useful Improvements in a Parlor-Game Apparatus; and we do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to letters or figures of reference marked thereon, which form a part of this specification.

The present description treats of a mechanical apparatus designed for use as a parlor game in which a determined number of figures representing polo players, football players, etc., can be moved at will. By this means one or more persons acting for each team will be able to play a great variety of matches, in a way as exciting and interesting as in real games not only to those operating the figures, but also to the lookers-on.

As is described later the apparatus consists of a horizontal floor composed of a number of parallel laths or strips placed at equal distance from each other, the space between each lath forming a groove or slot along which the clips or holders containing the figures can be moved from one end of the board to the other. Underneath the board are the means to work each figure separately, by which the positions can be changed according to will without affecting the novelty and fairness of the game.

The means by which the figures are moved may be composed by ordinary rods extending beyond each side of the board or of wires running through pulleys, in fact, various contrivances can be thought of that will allow the figures to be made to run at will in any direction in order that their movements will propel the ball to any desired point.

Around the playing board can be placed barriers, hurdles, hoops or arches, or any other accessory that may be required for the game selected.

In the case of a game of football, a figure might be placed on a horizontal lever in front of the goal.

Figure 1 is a perspective view of a game board embodying our invention and illustrating a game of foot ball;

Fig. 2 is an enlarged detail side view partly in section showing the mechanism for moving the figures;

Fig. 3 is a partial plan view of the figure moving mechanism;

Fig. 4 is a detail end view partly in section.

In all the drawings the same numbers are used to indicate corresponding parts.

The apparatus consists of a board of any material and of convenient dimensions for the playing field.

This is composed of a sufficient number of laths or strips 1 placed lengthways and parallel to each other, leaving a space between each to form a groove along which the clips or sockets 2 which hold the figures can be moved.

The figures 3 which are held either by a little tongue 4 inserted in the folds 5 of the holders 2, or by any other suitable means. A rail or frame 7 is constructed all round the board to prevent the ball 6 from rolling off. This may be of any shape or design. In the middle of each end of the playing field, supposing a game of football is to be played, is a goal 8 in front of which is a figure 19 kept in position by a lever 10 which turning on a pivot 11 allows the respective goals to be defended by trying to prevent the ball from entering.

The mechanism, which works each one of the figures 3 separately is constituted by a grooved pulley 12, fixed on a spindle 13 which when taken between the thumb and forefinger allows the pulley to be turned in either direction. At the opposite end of this spindle, is a pin 14, which is inserted in the perforation of the holder 15 and the spindle above the pulley is confined with the clamp 16, which keeps the clip in position.

Each clip or holder 2 is mounted in an endless carrier consisting of a cord or wire 17 which passes through a guide 18 and twice around one of the pulleys 12 located at one end of board and at the other end of the board said cord passes through a ring 19 which acts as a pulley or guide.

This ring is held by a spring or elastic band 20, which passes through the clamp 21, with the object of keeping the wire 17 stretched tight, in order to make the holders 2 with their respective figures 3, move in a straight line to coincide with the grooves formed by the space between the laths.

By this means, two persons, one at each end, by moving the knobs formed by the ends of the spindles 13, can easily make any of the figures of the respective teams move forwards or backwards, being able to use both hands at the same time to work the figures, and with these movements trying to direct the ball towards the opposite goal.

A rubber band or any other elastic material 22 runs through the lower part of each figure (3) to enable the latter to push the ball even if it is in the adjoining groove.

At the extreme angles an elastic band 23 may be placed, so that the ball may rebound and return to its position easily.

In order to prevent the players 3 in the centre from colliding with the goal keeper (9) a cross piece 24 is placed in front of the goal, which limits to that point the retirement of the one team and the advance of the other.

As has been said, the invention does not confine itself to one game only, nor to any special form or structure. The parts may be varied to suit the game selected and the size of the board according to requirements. The latter may be from the size of an ordinary board or card table up to one which could be used in a large drawing room or hall, and each one or two figures be operated by one person.

We claim as our exclusive invention and property the invention described and specified and the way of carrying it out in practice.

1. A game comprising a board having a plurality of parallel slots formed longitudinally therein, an object movable over the board, vertically projecting spindles journaled at opposite ends of the slots, endless bands extending longitudinally of the slots beneath the latter and operatively connected with the spindles, figures connected with the bands and movable along the slots to engage the object, and means for maintaining the carriers taut.

2. A game comprising a board having a plurality of parallel slots formed longitudinally therein, an object movable over the board, vertically projecting rotatable spindles mounted at the ends of the slots, grooved pulleys carried by the spindles, endless bands surrounding the pulleys and extending longitudinally of and beneath the slots, elastic members connected with each band adapted to stretch the latter, and figures connected with the bands adapted to engage the movable object.

3. A game comprising a board having a plurality of parallel slots formed longitudinally therein, a freely movable object on the board, a plurality of figures adapted to engage the object, carriers extending through the slots on which the figures are mounted, endless bands extending longitudinally of the slots on which the carriers are mounted, horizontal pulleys journaled at the ends of the slots and having the endless bands wound thereon, vertically extending spindles for rotating the pulleys, and means for maintaining the bands stretched.

4. A game comprising a board, a closed field formed thereon, an object movable on the field, a plurality of figures movable longitudinally of the field, means outside the latter to independently move the figures in opposite directions, and laterally extending yielding means carried by the figures and adapted to engage the movable object.

In testimony that we claim the foregoing as our invention, we have signed our names in presence of a subscribing witness.

MARIO AUGUSTO CANALE.
RICARDO FRIAS.

Witness:
W. MATHEE.