Feb. 14, 1928.

1,658,888

A. J. FORSETH

GAME

Filed July 18, 1927

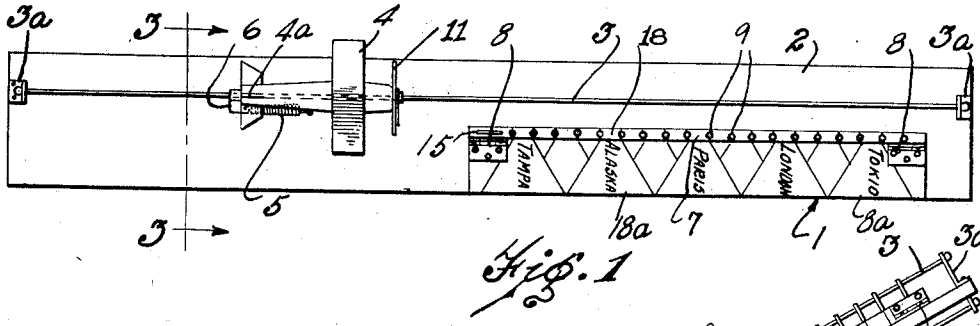


Fig. 1

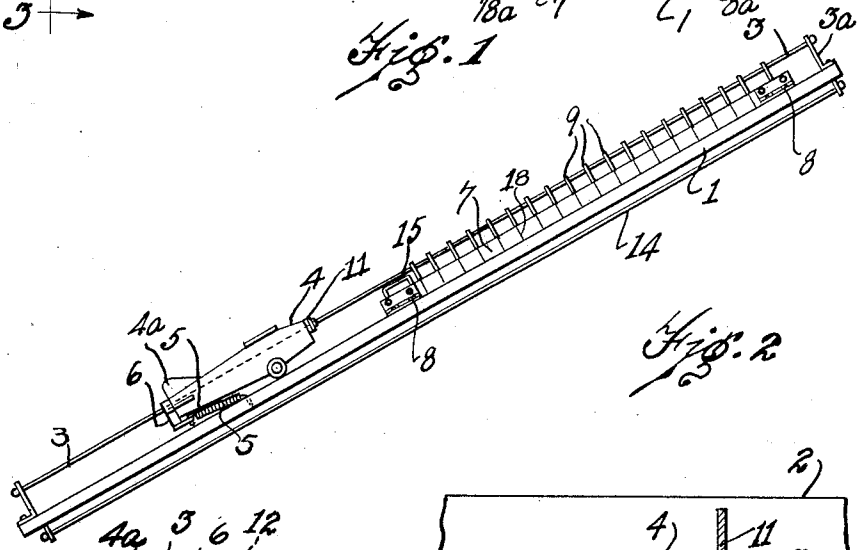


Fig. 2

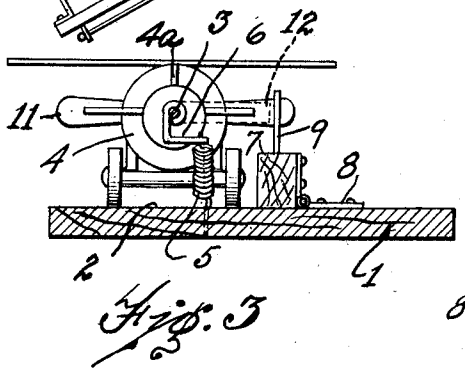


Fig. 3

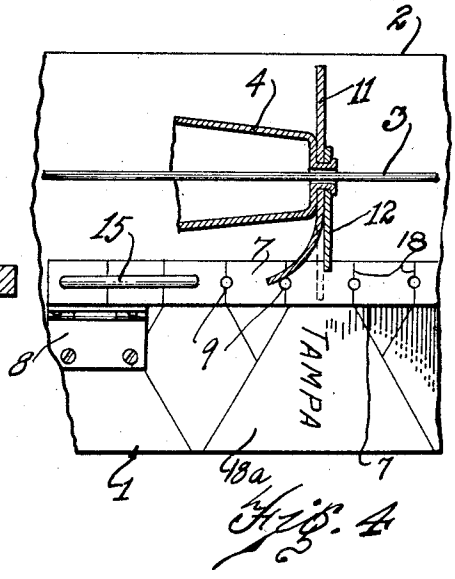


Fig. 4

INVENTOR.
Albert J. Forseth

BY

Grace J. Baldwin

ATTORNEY.

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UNITED STATES PATENT OFFICE.

ALBERT J. FORSETH, OF DETROIT, MICHIGAN.

GAME.

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This invention relates to improvements in games, and refers more particularly to a game of skill.

It is an object of the invention to provide a game from which none of the parts normally become detached during the play, so that there are no pieces to be picked up and connected from time to time, neither is there any tendency for some of the parts to become lost.

Another object of the invention is to provide a game which presents entirely novel features, and which may be cheaply manufactured and easily installed.

With these and other objects in view which will become apparent as the specification proceeds, the invention is hereinafter more fully described with the aid of the accompanying drawings, in which:

Figure 1 illustrates a plan view of the invention.

Figure 2 is a side elevation thereof,

Figure 3 is an enlarged section on the line 3—3 of Figure 1, and

Figure 4 is an enlarged detail.

Referring to the drawings, 1 designates an inclined board having a longitudinal runway 2 on one side thereof. A wire 3, which is preferably held taut between brackets 3^a, extends substantially the full length of the runway, and is preferably arranged centrally above the latter. The wire passes longitudinally through a vehicle 4, which is usually in the form of an aeroplane, thereby forming a guide for the latter so as to insure its travelling along the runway. Towards the lower end of the runway one end of a coil spring 5 is secured, the opposite end of which is fastened to a striker plate 6 through which the wire 3 also passes.

Substantially centrally of the width of the board 1 and on one side of the runway a recording strip 7 is longitudinally arranged; hinges 8, which are secured both to one side of the strip 7 and also to the board 1 on the side remote from the runway, permit the strip being moved pivotally. On the upper surface of the recording strip and on the side of the latter to which the hinges are attached a plurality of transverse divisions 18 are marked off, usually in different colors. The upper and lower extremities of these divisions are also further indicated by upwardly projecting pins 9 fixed in the upper surface of the said strip. On the side of the board remote from the runway divisions 18^a are also provided; these are usually displayed in the same colors as the transverse divisions 18 opposite which they are located. While all the divisions 18 are generally of uniform height it is usual to incline the margins of the divisions 18^a so as to form larger spaces at desired intervals. On these larger spaces names of places, such as "Tokio", "London" and "Paris", or any other designation, may be employed.

On the vehicle, usually towards its front end, a flexible arm 11, in the present case in the form of a propeller blade, is provided, and immediately in front of this arm is a rigid member 12, so that while the arm may be rearwardly flexed to pass the pins 9 as the vehicle travels upwards when it has reached its limit of upward travel it is prevented from sliding down again by the first pin below the place where it has stopped as the flexible arm is prevented from bending in the opposite direction by the rigid member 12. In order to release the arm 11 from the pin 9 against which it rests and allow the vehicle to travel down again it is merely necessary to turn the recording strip 7 on its hinges 8, for which purpose a handle 15 is provided towards the lower end of the strip.

On the underside of the board the latter is usually braced by a longitudinal wire 14 to counteract any warping or bending tendency the wire 3 might exert as the latter is generally well tightened so that the vehicle may travel better.

The object of the game is to try to send the vehicle up the runway so that it will stop opposite a predetermined division 18 and 18^a. The vehicle is preferably pulled downwards against the striker plate 6 so that the spring 5 is stretched sufficiently to exert enough force to drive the vehicle upwards; I therefore usually provide an upward projection or tail 4^a on the vehicle to afford a handhold. The striker plate itself may be pulled downwards though in that way the amount of force exerted on the vehicle cannot be so accurately gauged. As the vehicle travels upwards each pin 9 in turn flexes the arm 11 rearwardly as the latter passes but when the vehicle comes to rest it cannot back down below the first pin beneath it for the reason previously given. The method of releasing the vehicle to allow it to travel down to starting position has also been recited.

While in the foregoing description the

preferred embodiment of the invention has been described and shown, it is understood that the construction is susceptible to such modifications as fall within the scope of the appended claims.

What I claim is:

1. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, a flexible arm projecting laterally from said vehicle, a plurality of pins arranged on said board substantially parallel with said runway and to one side thereof, each of said pins in turn being adapted to flex said arm rearwardly as the vehicle travels up said runway, means on said vehicle for preventing said arm being forwardly flexed by said pins so that said vehicle may travel in a downward direction, means for moving said pins clear of said arm so that said vehicle is free to travel downwards, and means for exerting sudden upward pressure on said vehicle.

2. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, a flexible arm projecting laterally from said vehicle, a plurality of pins arranged on said board substantially parallel with said runway and to one side thereof, each of said pins in turn being adapted to flex said arm rearwardly as the vehicle travels upwards, a rigid member on said vehicle in front of said arm for preventing the latter flexing forwardly and passing said pins in a downward direction, means for moving said pins clear of said arm so that the vehicle is free to travel downwards, and spring means for exerting sudden upward pressure on said vehicle.

3. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, means for guiding said vehicle so that it travels up and down said runway, a flexible arm projecting laterally from said vehicle, a plurality of pins arranged on said board substantially parallel with and to the side of said runway, each of said pins in turn being adapted to flex said arm rearwardly as the vehicle travels upwards, means on said vehicle for preventing said arm flexing forwardly and passing said pins when the vehicle commences to travel in a downward direction, means for moving all of said pins clear of said arm simultaneously, and means for exerting sudden upward pressure on said vehicle.

4. In a game, the combination of an inclined board having a runway thereon, a wire arranged longitudinally of said runway, a vehicle adapted to travel up and down said runway, said wire passing through said vehicle and acting as a guide therefor, a flexible arm projecting laterally from said vehicle, a plurality of pins arranged on said board in a row substantially parallel with and to one side of said runway, each of said pins in turn being adapted to flex said arm rearwardly as the vehicle travels up said runway, means on said vehicle for preventing said arm being forwardly flexed by said pins so that said vehicle may travel in a downward direction, means for moving said pins clear of said arm so that the vehicle is free to travel downwards, and means for exerting upward pressure on said vehicle.

5. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, a flexible arm projecting laterally from said vehicle, a strip pivotally mounted on said board to one side of and substantially parallel with said runway, a plurality of pins projecting upwards from said strip by each of which in turn said arm is adapted to be rearwardly flexed as the vehicle travels upwards, means for preventing said arm from being forwardly flexed by said pins when said vehicle commences to travel downwards, thereby halting said vehicle, said strip being so mounted on said board that it and said pins may be turned to allow said vehicle to travel down said runway, and means for exerting upward pressure on said vehicle.

6. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, a wire arranged longitudinally of said runway, said wire passing through said vehicle and acting as a guide therefor, a flexible arm projecting laterally from said vehicle, a plurality of pins arranged on said board in a row substantially parallel with and to one side of said runway, each of said pins in turn being adapted to flex said arm rearwardly as the vehicle travels up the runway, means on said vehicle for preventing said arm from being forwardly flexed by said pins so that said vehicle may travel in a downward direction, means for moving all of said pins clear of said arm simultaneously so that said vehicle is free to travel downwards, a striker plate around said wire towards its lower end, and a spring having one end fastened to said runway and its opposite end to said striker plate so that when the vehicle is pulled downwards against said plate and suddenly released said spring drives said vehicle upwards along the runway.

7. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, a flexible arm projecting laterally from said vehicle, a strip pivotally mounted on said board to one side of and substantially parallel with said runway, said strip having transverse divisions marked on its

upper surface and on its side remote from said runway, the side of the board remote from said runway also having divisions marked thereon, each latter division being located so as to form a continuation of the division on said strip, a plurality of pins projecting upwards from said strip by each of which in turn said arm is adapted to be rearwardly flexed as the vehicle travels upwards, means for preventing said arm from being forwardly flexed by said pins when said vehicle commences to travel downwards thereby halting said vehicle, said strip being so mounted on said board that it and said pins may be turned to allow the vehicle to travel downwards, and spring means for exerting upward pressure on said vehicle.

8. In a game, the combination of an inclined board having a runway thereon, a vehicle adapted to travel up and down said runway, a flexible arm projecting from said vehicle, a plurality of projecting members arranged on said board substantially parallel with said runway, each of said projecting members in turn being adapted to flex said arm rearwardly as the vehicle travels up said runway, means on said vehicle for preventing said arm being forwardly flexed by said projecting members so that said vehicle may travel in a downward direction, means for moving said projecting members clear of said arm so that said vehicle is free to travel downwards, and means for exerting sudden upward pressure on said vehicle.

ALBERT J. FORSETH.