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[54] GRAVITY PROJECTED BALL GAME WITH MANUALLY MANEUVERABLE TARGET OPENING

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[52] **U.S. Cl.** .....**273/101**, 273/1 R, 273/105 R

[51] **Int. Cl.** **A63f 7/02**

[58] **Field of Search** .....273/1 R, 95 R, 101, 120 R, 273/127 R, 127 D, 105 R

[56] **References Cited**

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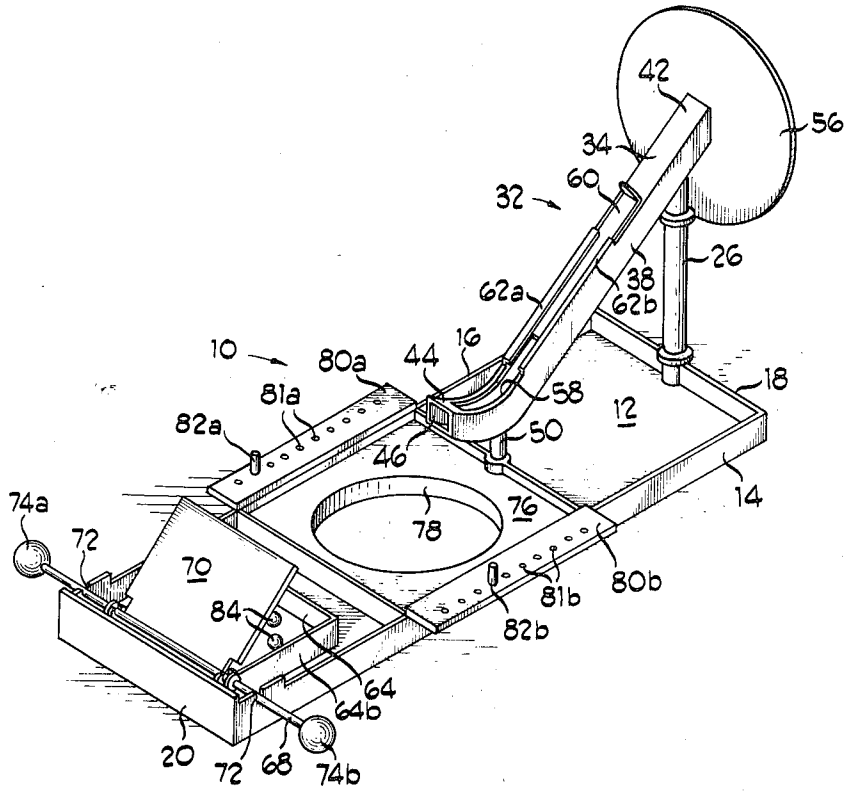
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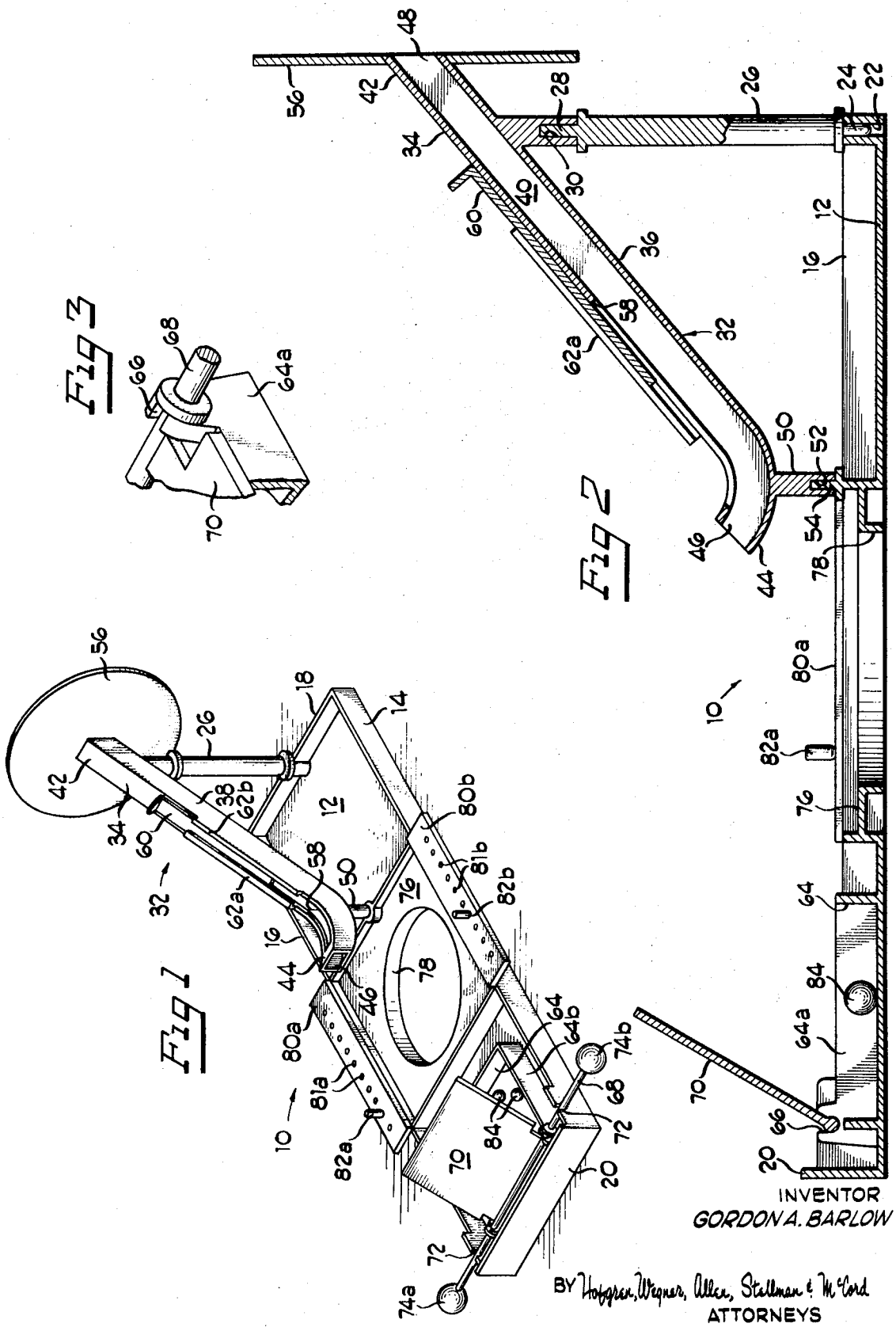
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[57] **ABSTRACT**

A game device of the type including a chute-like element for launching a ball-like missile into a path of flight and a selectively closable aperture for receiving a ball-like missile, characterized by the provision of a masking means at the upper or depositing end of the chute-like element and the provision of missiles of different color, whereby a player manipulating the closable aperture may request the launching of the missile of a certain color and will be unable to determine such color until shortly before, or at the time that the missile is launched out of the end of the chute.

5 Claims, 3 Drawing Figures




Fig 1
Fig 2
Fig 3
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GRAVITY PROJECTED BALL GAME WITH MANUALLY MANEUVERABLE TARGET OPENING

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to toy and game devices.

2. Brief Description of the Prior Art

Generally speaking, there are many forms of toys and games involving a timing relationship between a thrown, launched or pendulum swinging projectile, missile or ball element and another element which may attempt to intercept, control or catch the first moving element. Such games, toys and the like usually require the exercise of coordinated skills of visual perception and accompanying physical manipulation of other elements and accordingly have the desirable attributes of sharpening the skills of the participants. Thus, there is a continuing desire in the art for the provision of such toys and games, particularly those which may be enjoyed by participants of diverse age groups, and it is to the satisfaction of this continuing desire that the present invention is directed.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved toy or game device of the type involving the interception or rejection of a thrown or launched projectile or missile.

The best mode currently contemplated by me for carrying out the invention includes the provision of a substantially closed launching chute, the upper end of which is provided with a masking screen so as to hide from view the particular missile or projectile being inserted into the closed launching chute. Spaced opposite the open end of the launching end of the chute is a projectile or missile receptacle in the normal path of trajectory, and a closable cover is provided therefor. The intended projectiles or missiles are preferably in the shape of marble or ball elements and are of different colors. A player manipulating the cover to the receptacle or aperture may call for the launching of a missile or projectile of a particular color. The other participant may then select a missile or projectile of any color and deposit it into the substantially closed launching chute, and in the brief period of time in which the missile is launched out of the open end of the chute into a path of flight towards the receptacle, the player manipulating the door to the receptacle must decide if the launched missile is the color called for and must control the door accordingly.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

FIG. 1 is a perspective view of the game or toy apparatus of this invention;

FIG. 2 is a vertical section view of the toy or game apparatus of this invention; and

FIG. 3 is a fragmentary view of a portion of the hinge mechanism associated with the closable cover for the missile aperture or receptacle.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now to the drawings, the game or toy **10** of this invention includes a generally flat base member **12** and upstanding opposed side walls **14** and **16** and upstanding opposed end walls **18** and **20**.

Medially of the end wall **18** there is provided a socket **22** for receiving a reduced pin-like end **24** of standard or upright **26**. Upright **26** also has a reduced pin-like end **28** on the upper end thereof which is intended to be received in the depending socket portion **30** of chute or launching means **32**.

Chute means **32** is preferably a box-like substantially closed chute having upper and lower walls **34** and **36** and opposed side walls **38** and **40**. The chute means extends from an upper end **42** spaced well above or vertically offset from the end wall **18** to a lower or launching end **44** remote from the upper end and closely spaced above a medial portion of base **12**. The lower end of chute **44** terminates in an open end **46**, distal relative to the open infeed end **48** of the chute. Lower wall **36** comprises a projectile launching surface extending from an elevated infeed end to a lower outfeed end for gravity launching of a missile or projectile. A stub **50** depends from lower wall **36** near the lower end **44** and is provided with a socket opening **52** for receiving an upstanding pin **54** associated with the base **12** to assist in mounting the chute means **32** relative to the base **12**. A masking means, shroud, screen or the like **56**, is positioned about the upper infeed opening **48** at the upper end **42** of chute means **32** to generally mask from view activity adjacent the infeed opening **48**.

The upper wall portion **34** of chute **32** may be provided with a partial opening **58** therein and a movable cover **60** guided in track-like means **62***a* and **62***b* for selectively opening or closing portions of the partial opening **58** adjacent end **44**.

The portion of the base **12** opposite the chute means **32** is provided with a box-like receptacle or aperture **64** for receiving missile-like elements or projectiles launched out of the open end **46** of chute means **32**. It is intended that the receptacle or aperture means **64** would be positioned in the normal terminus of the path of flight of an object launched outwardly from the chute means **32**. Spaced walls **64***a* and **64***b* of the receptacle **64** are slotted at the rear ends thereof, as shown at **66**, for receiving a cross-spanning rod **68** which is connected at the rear end of a cover means **70** of a size and shape to cover the receptacle **64**. Rod **68** is also nestably received within slot **72** in portions of side walls **14** and **16** in alignment with the slots **66** in the receptacle side walls **64***a* and **64***b*. If desired, opposite ends of the rod **68** may be provided with ball-like enlargements **74***a* and **74***b* to provide a convenient means for grasping the same and controlling the movement of the lid or cover **70** with respect to the aperture or receptacle **64** to move the same between a closed position covering the receptacle and an open position permitting access to the receptacle.

Intermediate the receptacle **64** and launching means **32** there is provided a generally central storage area defined by the offset planar surface **76** and the generally circular cylindrical depression **78** which may be open at the bottom thereof. The area defined by the opening **78** may be utilized to store projectiles or missiles for future use or may be utilized to deposit such projectiles or missiles which have been incorrectly selected for reception into the receptacle **64** as will be explained later. In this same general intermediate area, there is provided, on the top of walls **14** and **16**, a scoring means in the form of a shelf-like area **80***a* and **80***b*, each of which is provided with several apertures or openings **81***a* and **81***b* for receiving peg-like markers **82***a* and **82***b* to provide a means for keeping score. A plurality of missiles or projectiles such as the ball-like elements or marbles **84** are provided for selective feeding down the open end **48** of the normally closed chute **32** for launching out of the open end **46** thereof. It is preferred that the several marbles or the like **84** are to be of at least two different colors. To play the game, one player who manipulates the opening and closing of cover **70** for aperture **64** elects to catch only one of the colors of the missiles or marbles **84** to be launched, and the other player who is depositing the same down the open end of chute **32** will feed the marbles, one by one, into the chute in any order he chooses. As the marble or element **84** is launched out of the open end **46** of the chute **32**, the player manipulating the cover **70** for receptacle **64** has only a limited period of time to decide if the element **84** is the same color as the one he called for, and in this limited period of time, he must close the cover **70** if he decides that the element **84** is not of the desired color, or leave the cover open if he decides that it is the desired color. In either event, no point is received if the player manipulating cover **70**

fails to trap an elected color of marble in receptacle **64**, and a point is awarded for a correct decision and corresponding movement of cover **70** to trap the right marble. A modification of the scoring system would include that the opponent feeding the marbles into chute **32** could get a point for an incorrect decision on the part of the player manipulating cover **70**.

The movable cover **60** on the chute provides a means for increasing or limiting the amount of visual exposure of the element launched down the closed chute **32**. If the cover **60** completely encloses the opening **58** in the chute, the only observation of the launched element **84** is for that limited period of time after its exit through the open end **46**. However, the difficulty of the game can be eased by moving the cover **60** upwardly of the chute means **32** so that the opening **58** affords some visual observation of the moving element **84** prior to its exit out the open end **46** of the chute means.

Thus, the toy or game of this invention provides a unique game involving skills of visual perception and timing. The game is simple enough to be enjoyed by persons of diverse age groups and to be easily and quickly understood. In addition, the simple post and socket arrangement for the elevated components thereof makes it easily assembled by the users of the game, and also easily disassembled for convenient storage thereof.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

I claim:

1. A projectile interception game comprising: means defining a base; a projectile launching member connected to the base and having a projectile launching surface originating in an elevated infeed end and terminating in a relatively lowered outfeed launching end disposed above said base; means substantially enclosing the projectile launching surface from view; projectile receiving means spaced from the launching end of the launching member in a position to normally receive a projectile launched through the air by said launching member, a plurality of projectile elements of different viewable characteristics, and interdiction means associated with the projectile receiving means for selectively and manually preventing access of a launched projectile to the receiving means.

2. The game of claim **1** wherein the launching member further includes a masking element about the infeed end thereof.

3. The game of claim **1** wherein the chute-like member is generally enclosed but includes a top opening therein with a closable cover for the opening for selectively increasing or eliminating the view to the interior of the chute.

4. The game of claim **3** wherein the projectile receiving means includes a receptacle-like member and the interdiction means includes a movable cover associated therewith.

5. A projectile interception game comprising: means defining a base having opposite ends; a substantially enclosed chute extending above the base near one end thereof and originating in an elevated infeed end and terminating in a relatively lower launching end vertically adjacent the base; the upper wall of said chute having an opening therein and cover means for the opening to selectively increase or decrease the visual observation of the projectile launched by the chute; a plurality of projectile elements of a size and shape to be received in, and launched by the chute, the projectile elements having different viewable characteristics; and a projectile receiving means spaced from the launching end of the chute in the path of travel of a projectile launched therefrom with a cover movably connected to the receiving means for selectively opening and closing the receiving means for acceptance or rejection of a projectile launched outwardly from the chute.

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