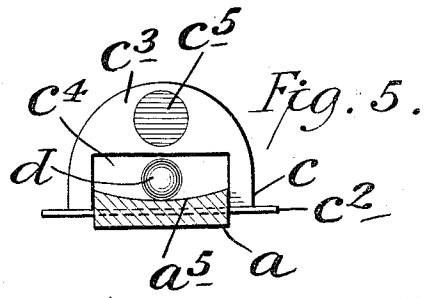
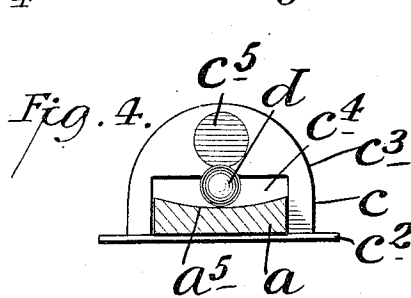
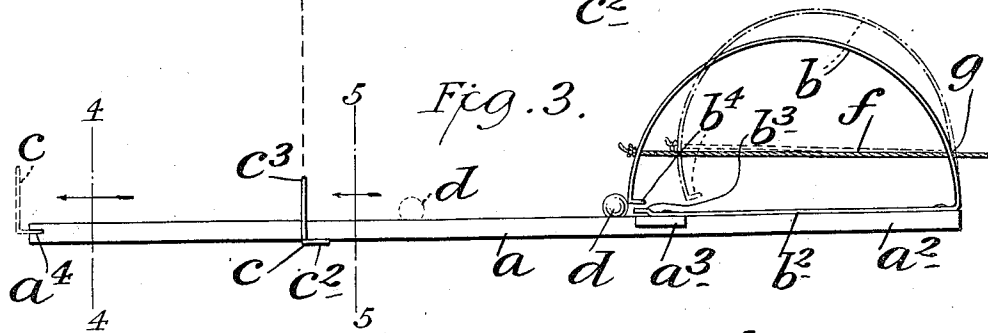
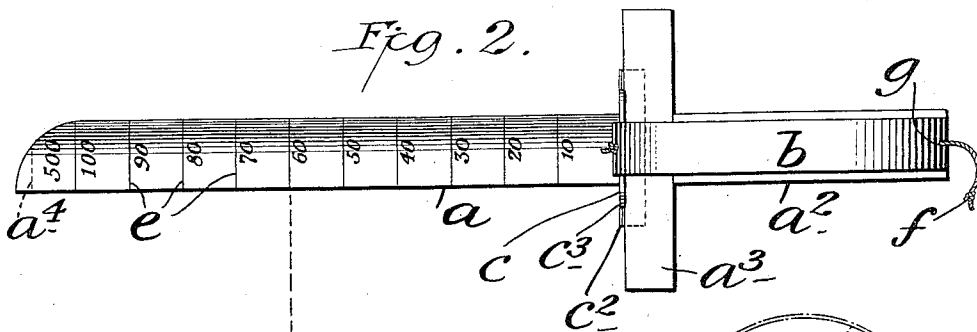
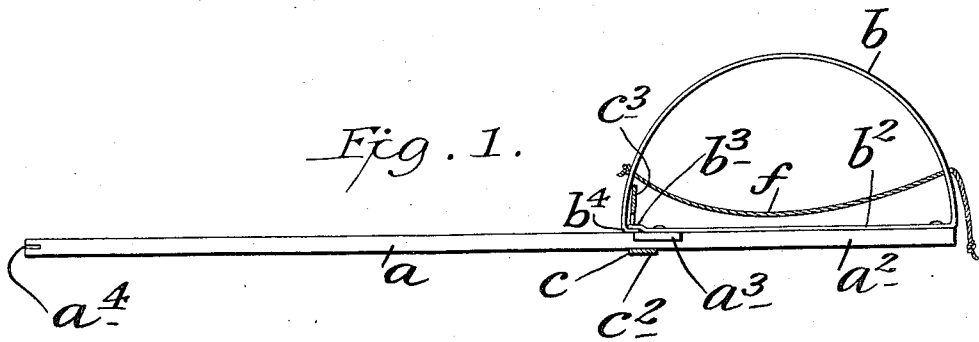


P. W. KOHLOFF.
TOY AND GAME DEVICE.
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1,046,805.

Patented Dec. 10, 1912.



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TOY AND GAME DEVICE.

1,046,805.

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To all whom it may concern:

Be it known that I, PAUL W. KOHLOFF, a citizen of the United States, and residing at Colonial Park, Larchmont, in the county of Westchester and State of New York, have invented certain new and useful Improvements in Toy and Game Devices, of which the following is a specification, such as will enable those skilled in the art to which it appertains to make and use the same.

This invention relates to toy and game devices and the object thereof is to provide an improved device of this class which may be used both as a toy sword and as a game device, in which latter use a game may be played which will be amusing and entertaining to both young and old.

The invention is fully disclosed in the following specification of which the accompanying drawing forms a part, in which the separate parts of my improvement are designated by suitable reference characters in each of the views, and in which;—

Figure 1 is a side view of my improved toy and game device partly in section; Fig. 2 a plan view thereof; Fig. 3 a view similar to Fig. 1 but showing the parts in a different position; Fig. 4 a section on the line 4—4 of Fig. 3, and Fig. 5 a section on the line 5—5 of Fig. 3, Figs. 4 and 5 being both enlarged.

In the practice of my invention I provide a blade member *a* having a handle portion *a*² between which and the blade member is a cross head or guard *a*³ and this part of the device is adapted to serve as a toy sword.

The handle part is provided with a spring bow guard *b* formed integrally or connected with a plate *b*² secured longitudinally of the handle part *a*², and the front end portion of which is raised to form a clip *b*³, and the free end portion of the bow guard is provided with a backwardly directed clip *b*⁴ adapted to engage the clip *b*³ as shown in Fig. 1.

Slidably mounted on the blade member *a* is a target device *c* comprising a flat base part *c*² and an upright part *c*³ having an oblong aperture *c*⁴ through which the blade member *a* is passed, and the vertical dimensions of the aperture *c*⁴ are greater than the thickness or corresponding dimensions of the blade member, and said blade member is also provided at its free end and parallel with one side thereof with a slot *a*⁴ adapted to receive the base part *c*² of the target de-

vice *c*, and one side of the blade member *a* is provided with a longitudinal groove *a*⁵, or said side of said blade member is made concave in cross section so as to provide a shallow trough in which a ball *d* may freely roll.

The side of the blade member *a* which is concave in cross section is divided at regular intervals with transverse lines *e* which are numbered by ten and multiples thereof beginning with the handle end portion of said blade, the said transverse lines being numbered ten, twenty, thirty, and so on up to one hundred, and the next transverse line being numbered five hundred in the arrangement shown.

A cord or other flexible device *f* is connected with the free end portion of the bow guard *b* and passed backwardly and loosely through the other end portion thereof at *g*, and when the free end of the bow guard *b* is detached as shown in Fig. 3 it may be drawn backwardly by means of the cord *f* and released and allowed to spring out or forwardly, which operation will be sufficient to propel the ball *d* along the blade member *a* as indicated in Fig. 3.

The game contemplated may be played and counted in a number of ways one of which is as follows: The target device *c* may be adjusted on the blade member as indicated on the line 60. The free end of the bow guard *b* is drawn back to the position indicated in dotted lines in Fig. 3 and the ball *d* is placed as shown in said figure after which the cord *f* is released and the free end of the bow guard springs forwardly and strikes the ball which is projected along the blade. If the ball strikes the target device and stays on the blade the player counts sixty, and in playing the game according to this method the player may begin by placing the target device at any line on the blade member preferably at the line or lines having the lowest number and then moving the said target device outwardly at each shot or each manipulation of the ball and bow guard.

It must be understood that if a number are playing the game the target device must be moved in exactly the same manner by each, or in other words, if the first player begins with the line marked twenty and then moves the target device outwardly successively to each successive line, the other

players must all do the same, and if the ball fails to strike the target at any point along the blade or rolls off of the blade after striking the target the player loses all that he has made or counted up to this time, and must begin over. When a player reaches the transverse line marked one hundred and is successful in hitting the target at the next play and keeping the ball on the blade, he next places the target as shown in Fig. 3 in which the ball *d* may be projected through the aperture *c*⁴ and if the player succeeds in doing this he adds five hundred to his score.

As hereinbefore stated, however, the method of playing and counting the game may be varied according to the desire or inclination of the players, and it will be observed that the target device *c* or the operative part thereof is provided at the front side thereof with a target *c*⁵ at which the ball *d* is projected, but the ball *d* never strikes this target exactly, but is supposed to strike immediately below it and in a vertical line therewith as indicated in Fig. 4, or to pass through the aperture *c*⁴ under the target *c*⁵ as indicated in Fig. 5 when the target device is at the end of the blade member *a*.

The normal position of the parts of the device with the exception of the ball *d* is that shown in Figs. 1 and 2 in which the target device *c* is held in connection with the transverse cross head or guard *a*³ by the spring bow guard *b*, and in this position of the parts the device represents and may be used as a toy sword, and in order to play the game or to use the device as a game device all that is necessary is to detach the free end of the bow guard *b* as shown in Fig. 3 as hereinbefore described.

Having fully described my invention what I claim as new and desire to secure by Letters Patent is:—

1. A device adapted to serve as a toy sword and as a game device, and comprising a blade member provided at one end with a handle and a spring bow guard secured at the outer end of the handle, and adapted to be detachably connected with the inner end portion thereof, one side of said blade member being concave longitudinally thereof and being provided at intervals with transversely arranged numbers, a target device movable longitudinally on said blade member, and a ball adapted to be projected

along said blade member by said spring bow guard.

2. A device adapted to serve as a toy sword and as a game device, and comprising a blade member provided at one end with a handle and a spring bow guard secured at the outer end of the handle, and adapted to be detachably connected with the inner end portion thereof, one side of said blade member being concave longitudinally thereof and being provided at intervals with transversely arranged numbers, a target device movable longitudinally on said blade member, and a ball adapted to be projected along said blade member by said spring bow guard, said target device being provided with an aperture through which the blade member passes and adapted to be connected with the end of said blade member opposite the bow guard.

3. A device of the class described, comprising a blade member, a handle member and means for projecting a ball along one side of the blade member.

4. A device of the class described, comprising a blade member, a handle member, a target device movable longitudinally of the blade member and means for projecting a ball along the blade member.

5. A combination device of the class described adapted to serve both as a toy sword and a game device, and comprising a blade member provided at one end with a handle, and one side of which is grooved longitudinally and provided with transversely arranged number marks, a target device movable longitudinally on the blade member and a spring bow guard secured to the outer end of the handle.

6. A combination device of the class described adapted to serve both as a toy sword and a game device and comprising a blade member provided at one end with a handle, said blade member being concave in cross section on one side, and the handle being provided with means for projecting a ball along said blade member.

In testimony that I claim the foregoing as my invention I have signed my name in presence of the subscribing witnesses this 29th day of February, 1912.

PAUL W. KOHLOFF.

Witnesses:

C. E. MULREANY,
A. C. STARCK.