Nov. 27, 1962 J. GELENCSER 3,065,968

SURFACE PROJECTILE GAME

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Fig. 1

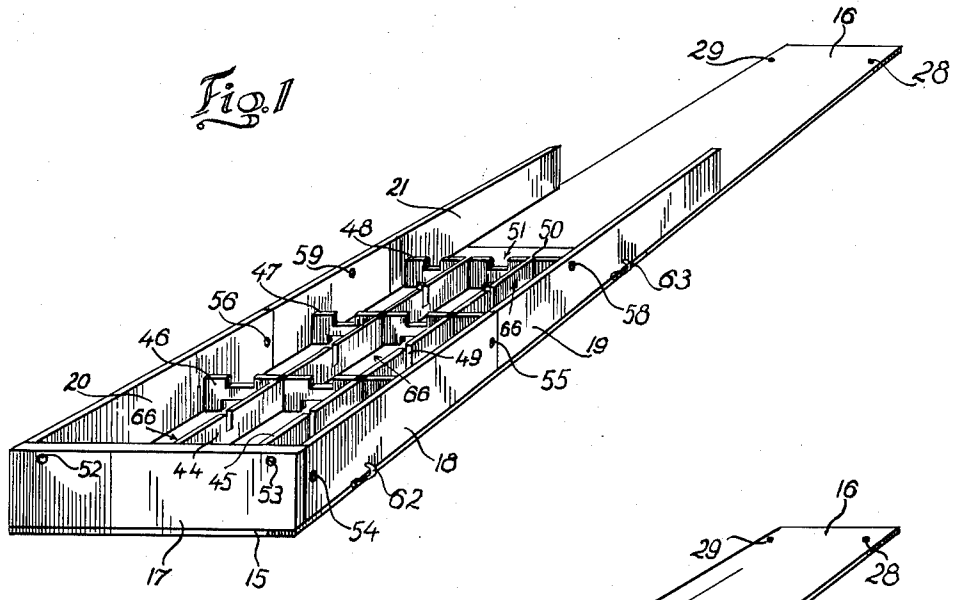


Fig. 2

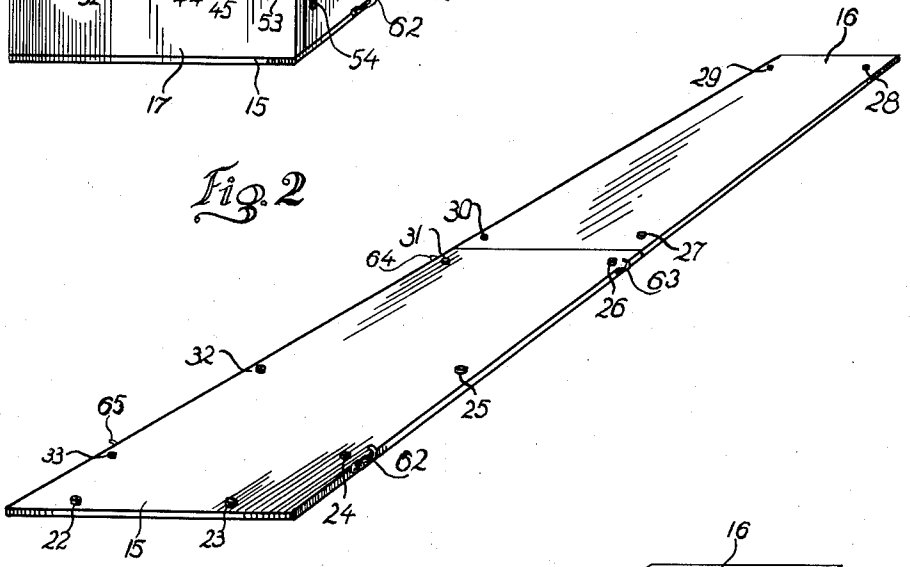
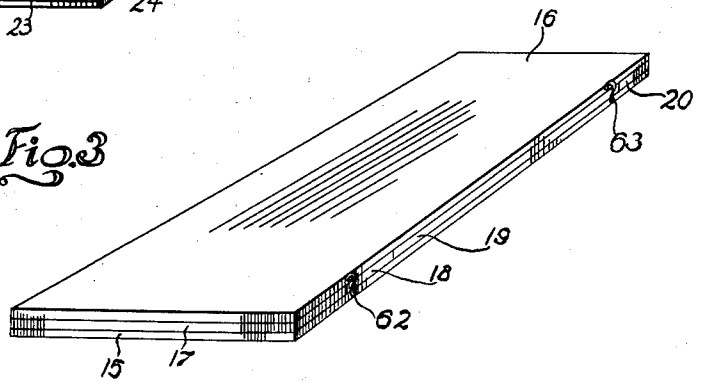


Fig. 3



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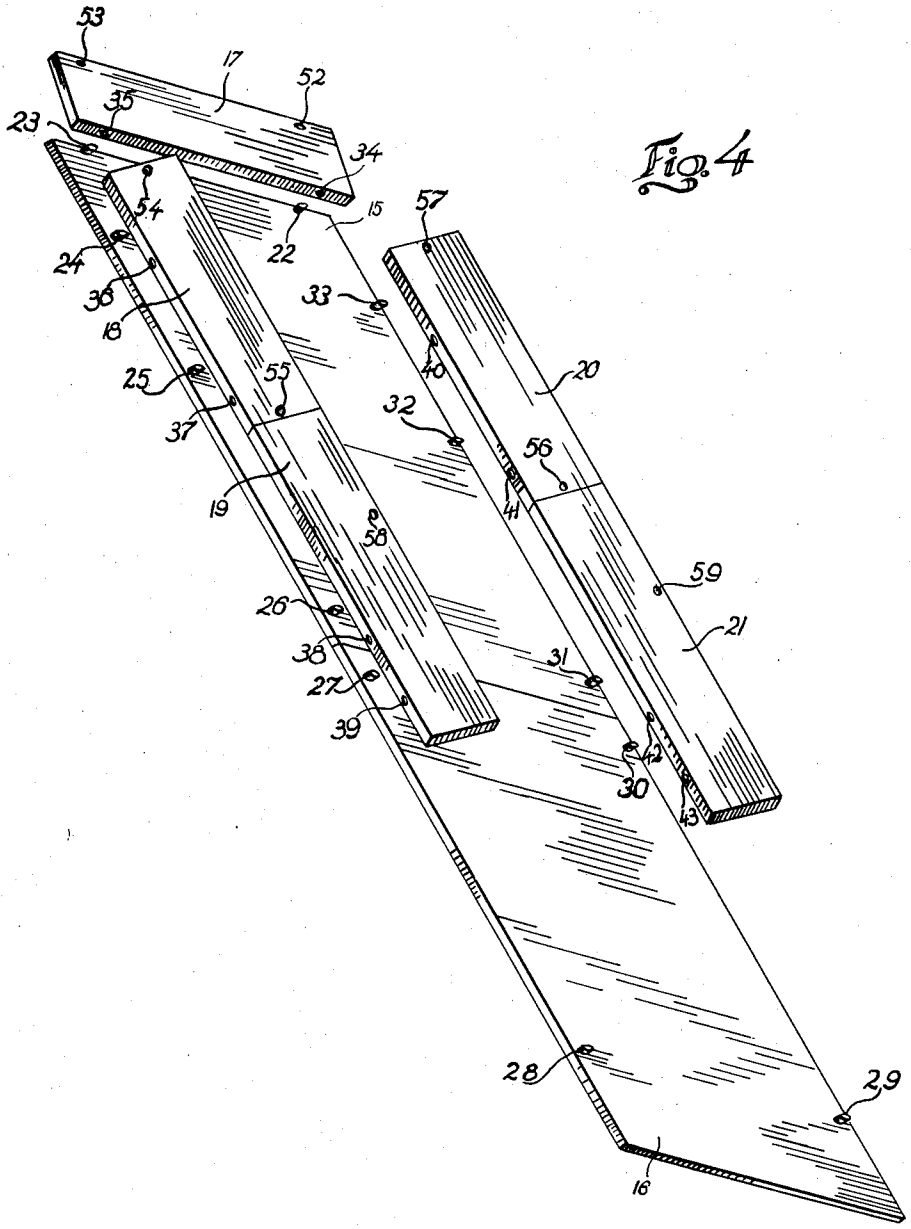


Fig. 4

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Fig. 5

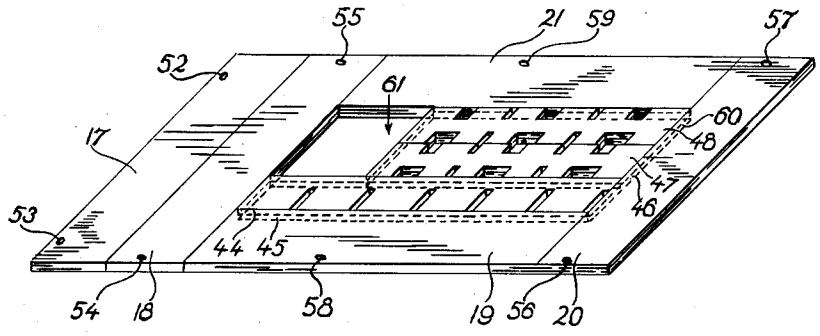
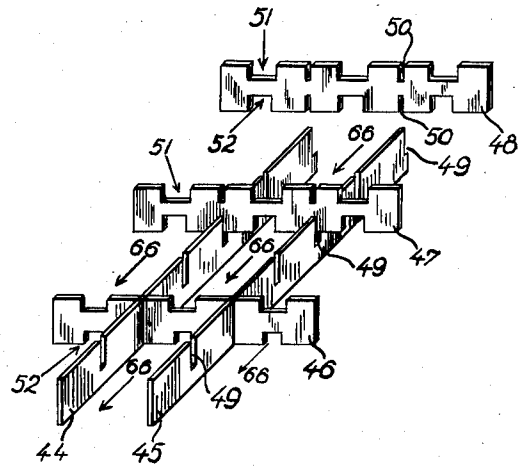


Fig. 6



United States Patent Office 3,065,968 Patented Nov. 27, 1962

3,065,968

SURFACE PROJECTILE GAME

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2 Claims. (Cl. 273—126)

This invention relates to games of skill and contest and more particularly to a new type of game which can be played by one person and/or in a contest-like manner by two or even more persons.

It is a primary object of the present invention to provide a game for adults and children alike, that is highly entertaining and which affords the excitement and thrill of a contest and in addition helps to develop the combinative capacities of its players.

Another object of the invention is to provide a game of this type in which discs are caused to travel along three separate fields, each of which can be divided into more compartments by transversal dividing walls containing gaps on their edges and the discs can slide from one compartment located nearer into a more distant one only through these gaps.

Still another object of the invention is the possibility of applying discs of different sizes at the same round if the chance of a greater success renders it desirable.

A further object of the invention is to provide gaps of different sizes on the transversal dividing walls in order to offer the possibility to the players to make the game more colorful.

Another object of the invention is to provide such a construction to the playing apparatus that the length of the compartments of the playing board can be changed by the rearrangement of transversal dividing walls at different distances.

Still another object of the invention is to provide a game device which is simple in construction, portable, may readily be set up, and when out of use, put together by applying pegs fitting into holes and in addition which can be manufactured and sold at a reasonable cost.

For further comprehension of the invention and of the objects and advantages thereof reference will be had to the following description and accompanying drawings and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

FIG. 1 is a perspective view of the game apparatus when set up for playing;

FIG. 2 is a perspective view of base boards assembled showing the pegs which keep the base and peripheral walls together;

FIG. 3 is a perspective view of the playing apparatus in a folded together condition, when out of use;

FIG. 4 is a perspective view of the base and peripheral walls when they are asunder showing how to put them together by means of holes drilled into edges of peripheral walls and by means of pegs protuberant from base boards.

FIG. 5 is a perspective view of the peripheral and longitudinal walls as well as the transversal dividing walls showing the way they are put together and placed between the two base boards when the apparatus is out of use.

FIG. 6 is a perspective view of the longitudinal and three of the transversal dividing walls showing how they can be fit together by means of scissors-joint.

FIGS. 7–14 are the top and front views of parts of the toy instrument, also showing their dimensions.

The game device shown in FIG. 1 comprises a long base composed of two boards **15, 16**. This base is framed rectangularly on one of its ends and partially on its sides with end and side peripheral walls **17, 18, 19, 20, 21** fixed onto base boards **15, 16** by pegs built on base boards **15, 16**. These pegs interlock with holes of the same size, drilled into the edges of end and side peripheral walls **17, 18, 19, 20, 21** as shown in FIG. 4. Peg **22** interlocks the hole **34**, peg **23** hole **35**, peg **24** hole **36**, peg **25** hole **37**, peg **26** hole **38**, peg **27** hole **39**, peg **30** hole **43**, peg **31** hole **42**, peg **32** hole **41**, peg **33** hole **40**. The space formed above the base by the end and side peripheral walls at the closed end of the board is divided longitudinally into three fields by dividing walls **44, 45** shown in FIG. 6. These longitudinal fields can be divided into compartments **66** by means of different number of transversal dividing walls. In FIG. 1 and FIG. 6 three transversal dividing walls **46, 47, 48** are applied. On both the longitudinal and transversal dividing walls there are incisions **49, 50** of identical width and depth. The incisions **50** being on the transversal dividing walls can be pressed onto incisions **49** on the longitudinal dividing walls thus forming a scissors-joint and holding the walls together firmly and dividing the three longitudinal fields into compartments **66** mentioned above, also shown in FIG. 6 and FIG. 1. By application of two longitudinal and three transversal dividing walls the space between the end and side peripheral walls is divided into nine compartments three being behind one another. Each of the transversal dividing walls has three gaps **51** on its upper and three gaps **52** on its lower edge providing a passage from one compartment into the next one behind it. The gaps on the various dividing walls are lined up exactly behind each other at the middle of the transversal wall of each compartment. The transversal dividing walls can be made with gaps of different sizes on their upper edge, they can be inverted and thus the game can be played with gaps of different sizes.

The object of the game is to slide a number of discs determined in advance, from the non-circumferenced end of the play instrument through the gaps into possibly one of the furthest compartments using discs of different sizes so that when the passage through the gap from one compartment into the following one is blocked by discs of larger sizes already thrown out, discs of smaller sizes can still be caused to get through the gaps. Each compartment has a different point value, the furthest one having the highest. The discs also have different point values according to their sizes, the largest size is of the highest value. Summarizing the points gained by discs of different sizes tossed into compartments of different values, that player will become the winner who will have achieved the highest number of points.

In order to save room and for easy transportation the play instrument can be put together when out of use by means of pegs on the base boards **15, 16** and holes **52, 53, 54, 55, 56, 57, 58, 59** perforating the end and side peripheral walls. Boards **17, 18, 19, 20, 21** are placed on baseboard **15** so that peg **22** enters the hole **52**, peg **23** the hole **53**, peg **24** the hole **54**, peg **33** the hole **55**, peg **26** the hole **56**, peg **31** the hole **57**, peg **25** the hole **58**, peg **32** the hole **59**. Between boards **18, 19, 20, 21** placed onto board **15** there is a place for the longitudinal dividing walls **44, 45** and also for the transversal dividing walls **46, 47, 48** and for a spare transversal dividing wall **60**. These dividing walls are half as thick as the peripheral walls, therefore when two of them are placed on top each other, they together are of identical thickness with one peripheral wall. The peripheral walls and the longitudinal and transversal dividing walls being placed together in this manner are shown in FIG. 5. Between peripheral walls **18, 21** and dividing walls **44, 45, 46, 47, 48, 60** there is a spare **61** provided for the discs used for playing. When thus put together the peripheral and dividing walls are covered by base board **16** in such way that pegs ex-

tending from the latter will enter the holes on boards **18** and **20**. The peg **27** enters the hole **56**, peg **30** the hole **57**, peg **28** the hole **54**, peg **29** the hole **55**. After the parts of toy are put together as described above, the boards **15** and **16**, having all the other parts placed between them, will be fastened to each other by means of four hooks **62**, **63**, **64**, **65** showing in FIGS. 2 and 3.

While I have illustrated and described the preferred embodiments of my invention it is to be understood that I do not limit myself to the precise constructions herein disclosed and the right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claims.

Having thus described my invention, what I claim and desire to secure by Letters Patent is:

1. A game comprising a base formed by two boards disposed end to end, said base having at one end and along adjacent parts of its sides peripheral walls which are fixed to the bottom boards by a number of pegs protruding from the surfaces of the bottom boards and interlocking into holes bored int the edges of the said peripheral walls, two longitudinal partition walls dividing the space at the said one end of the game board into three longitudinal fields, both of the said longitudinal walls having six incisions therein, a number of invertible and exchangeable transversal partition walls each having two incisions on both longitudinal sides thereof, said transversal partition walls being interlocked with said longitudinal walls at right angles thereto by means of said incisions, thereby forming three rows of compartments from the three longitudinal fields formed by the two longitudinal partition walls, each of the transversal partition walls having three recesses on each of their longer sides each located so that each of

said recesses is centrally located with respect to a compartment, the recesses on the transversal partition walls on their one side being of different size thereby making possible the combination of passages of different sizes, the said transversal partition walls being invertible thereby making possible the application of twice as many recesses, the matching of incisions on the transversal partition walls with incisions at different distances on the longitudinal partition walls enabling the provision of compartments of different lengths.

2. The combination of claim 1 wherein said peripheral walls have holes formed therein and located so that the game can be folded for storage, pegs protruding from the surface of one of the two baseboards extending into said holes to half their depth, pegs protruding from the other baseboard extending into said holes from the other side of the peripheral walls, the baseboards and peripheral walls when so assembled providing a space for storage of the longitudinal and transversal partition walls and the discs used for playing.

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