United States Patent [19]

Hotchkiss

[11] **3,784,200**

[45] **Jan. 8, 1974**

[54] **PROJECTILE INCLUDING A CYLINDRICAL BODY WITH ONE FLANGED END AND A TARGET BOARD**

[76] Inventor: **Robert William Hotchkiss,** 8861 W. Albain Rd., Ida, Mich. 48140

[22] Filed: **Mar. 15, 1973**

[21] Appl. No.: **341,570**

[52] **U.S. Cl.** ..... **273/95 R,** 273/95 E, 273/106 R

[51] **Int. Cl.** **A63b 71/00**

[58] **Field of Search** ..... 273/95 R, 95 E, 95 F, 273/101, 102 R, 106 R, 95 C

[56] **References Cited**

UNITED STATES PATENTS

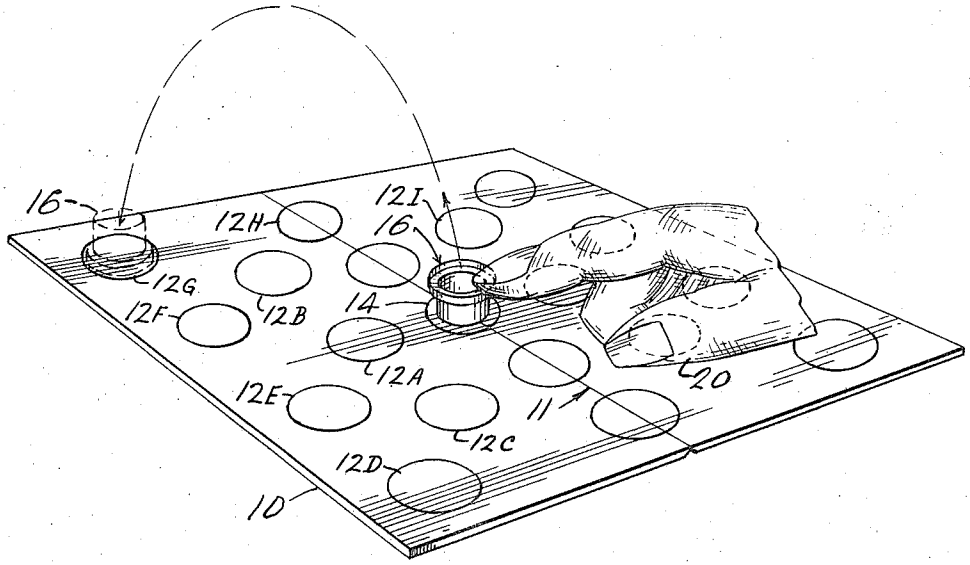
3,359,678	12/1967	Headrick	273/106 R
3,596,909	8/1971	Russ	273/101
3,661,389	5/1972	Harris	273/95 C
2,417,615	3/1947	Rothe	273/106 R
2,683,603	7/1954	Gackenbach	273/106 R

Primary Examiner—Anton O. Oechsle
Assistant Examiner—Marvin Siskind
Attorney—George R. Royer

[57] **ABSTRACT**

A multiplayer game for several persons which is comprised of and based around a square playing board which has on its upper playing and planar surface a plurality of circular target areas randomly distributed thereon and a centrally elevated launch area from and upon which a hollow cylindrical member, enclosed at one end, is propelled in a vertical path from a position with the open end upwards by a flip of a player's finger in order to cause the cylindrical member to land on one of the target circles in a position with its closed portion upright.

1 Claim, 3 Drawing Figures



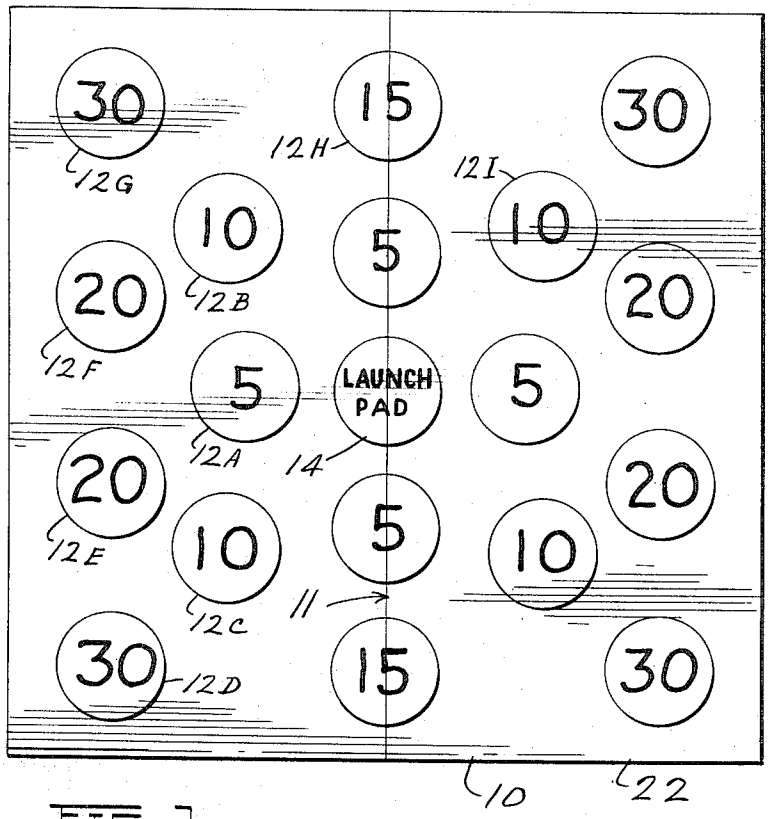


FIG-1-

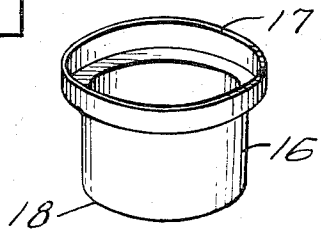


FIG-2-

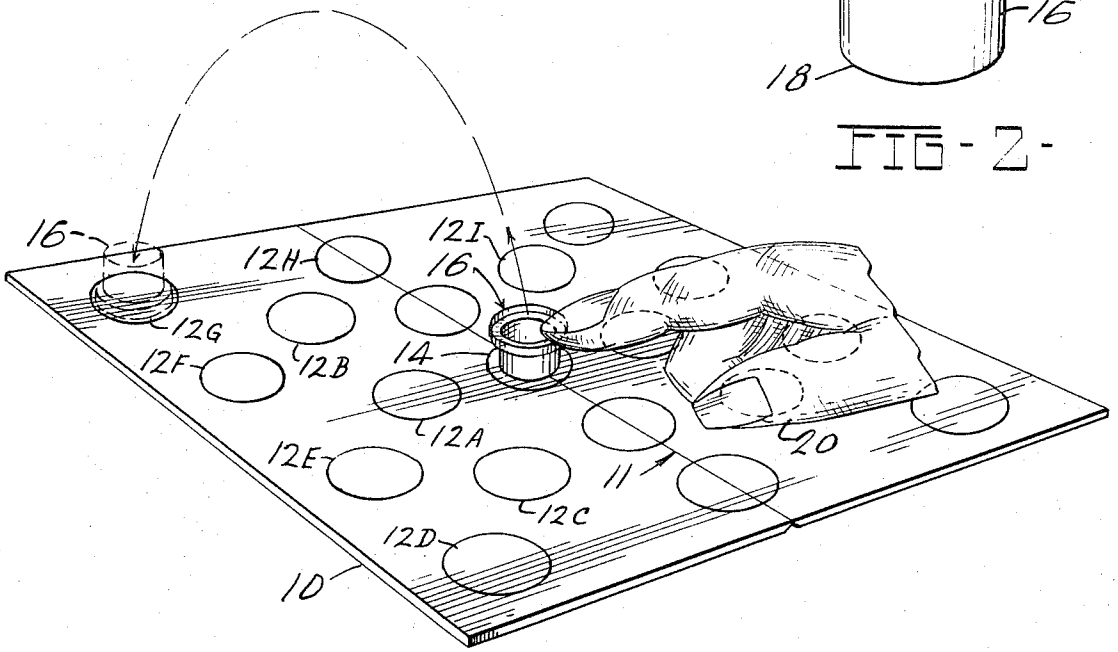


FIG-3-

PROJECTILE INCLUDING A CYLINDRICAL BODY WITH ONE FLANGED END AND A TARGET BOARD

BACKGROUND OF THE INVENTION

There are no known games in the prior art of the type which combine the elements of the subject invention, namely, the use of an elevated launch area from which a projectile-like object is flipped vertically upwardly through finger dexterity to cause the projectile-like object to light on a circle target. A myriad of games utilizing a chance element are known in the prior art. In this general area there are a particular group of games which utilize a planar surface playing board upon which the players concentrate the game's activity. Many such games use a chance element in the form of a roll of the dice, while others utilize some skill of the player such as by the motivation of some projectile to land in a given target area so as to cause a score or determine another move. However, no game is known in the prior art by which a player is to combine the skill and dexterity of a finger movement in order to propel a cylindrically-shaped projectile upwardly and thence onto the playing board so as to cause a score to be counted only when the projectile lands upright.

In view of the foregoing differences in the prior art, it is therefore an object of this invention to provide an improved game of skill using finger dexterity skills;

It is also an object of this invention to provide an improved game;

It is a further object of this invention to provide an improved multiplayer game utilizing both chance elements and skill elements.

Other and further objects of this invention will become manifest from the following description taken in conjunction with the drawings, in which:

FIG. 1 is a top elevational view of the playing board.

FIG. 2 is a perspective view of the cylindrical projectile which is flipped into the air.

FIG. 3 is a perspective view showing the playing board showing how the game is played.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The invention is a game of both chance and skill, being comprised of a planar surfaced playing board having multiple scoring targets thereon and a central launch area thereon from which a cylindrically shaped projectile is flipped vertically into the air by a flip of the player's finger.

Referring now to the drawings in which a preferred embodiment is shown a square planar surfaced playing board **10** is shown in FIG. **1**. Playing board **10** is preferably of a planar cardboard construction and can be folded in one half in the middle as indicated in FIGS. **1** and **3**. On the upper surface of playing board **10** are placed a plurality of randomly placed circular target areas **12A**, **12B**, **12C**, **12D**, **12E** and **12F**. Each such circular target zone has a scoring number placed

therein, as represented, and these numbers may become progressively larger as each such circular target reaches to the outer, upper periphery of the board. In the center of playing board **10** is a central launch **14**, which preferably may be circular. In a preferred arrangement of the subject invention the launch pad may be elevated to a degree above the planar surface of the playing board **10**, however, it may be on the same planar surface as the board **10**. A cylindrically shaped cup-like projectile **16** is provided, with an open end having a lip **17** surrounding said upper circumferences. The lower portion **18** of projectile **16** is enclosed, as shown. For purposes of playing the game, each player would preferably have a differently colored cap in order to provide optimal differentiation.

Projectile **16** is initially placed on the launch area **14** and a player **20** may start the game by using his finger or fingers to flip the projectile **16** vertically upwardly so that projectile **16** will land with enclosed end **18** upright on one of the target areas. In scoring the game, if the projectile **16** lands with the enclosed end upwards the player will get a score, for instance, of five. If, in addition, the projectile lands with the enclosed end upwards, wholly within a target zone **12**, the player gets a score of five plus the indicated score in the respective target zone. No additional score is registered if the cap lands just partially in a target zone. If the projectile lands thusly within a target zone **12** in such a way that the enclosed end **18** is upright, the player obtains a score of five and the additional score indicated in the target zone **12**, and, in addition, get a repeat turn, and thus continues until a flip of the cap is in the position with the enclosed end downwards. At this latter point, the player loses his turn if the cap lands with the enclosed end downward. Furthermore, if the cap is flipped into the air and misses the board, the player gains no score and loses his turn completely. The game is played to a predetermined score with the persons having the highest score winning the game. Any number of players can play, but play must be conducted in alternate fashion.

The forescoring description is for the purpose of describing the preferred embodiment and is not intended to limit the scope of the following claims.

What is claimed is:

1. A game comprising:

a. a planar surfaced board with a plurality of scored circular targets on the upper surface;

b. a hollow cylindrical projectile having and enclosed end and an open end, said open end having a flange extending outward around the circumference of said open end, said cylindrical projectile being adapted to be placed on said playing board in a position with the open end upward so that the projectile can be flipped upwardly by a player manipulating the flanged lip portion so as to land into one of the circular targets on the board with the open end of projectile being downward.

* * * * *