United States Patent [19]

Breslow

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[54] SIMULTANEOUS LAUNCHING GAME

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[52] **U.S. Cl.** ..... **273/126 R**

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** 273/108, 118, 126, 273/127, 128

[56] **References Cited**

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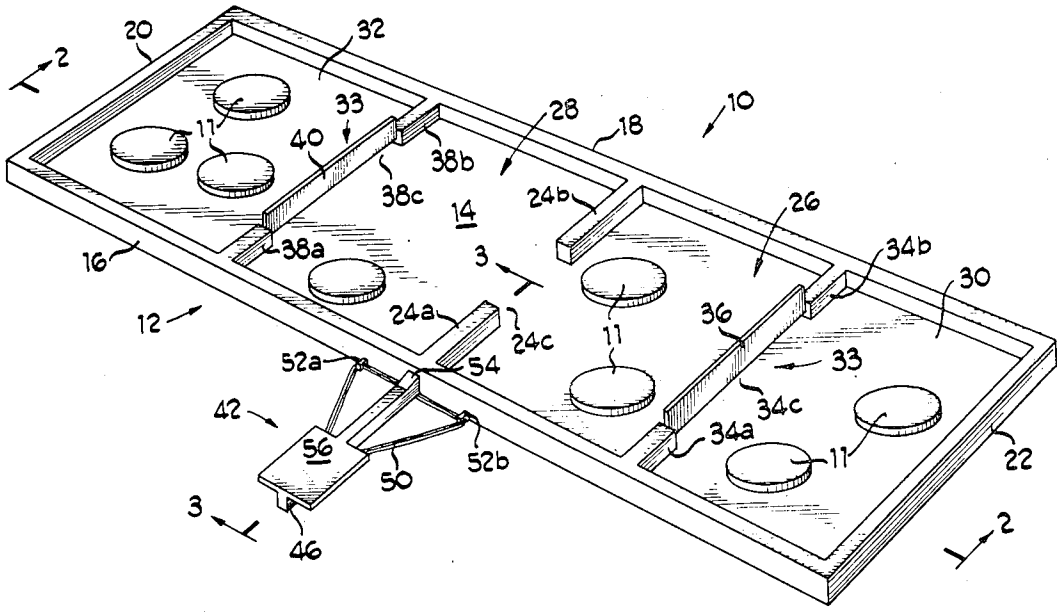
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Assistant Examiner—Theatrice Brown
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[57] **ABSTRACT**

A skill-type launching game including a game board divided into opposing zones, by means of a medial barrier having an opening therein with a gate for closing the opening in the medial barrier. Each opposing zone is further divided into launching zones, by means of transverse barriers having interruptions therein for permitting a playing piece to travel therethrough and a plurality of disc-like playing pieces for propelling from one end of the game board into the opposite end in an effort to place all of the playing pieces in an opponent's scoring zone.

3 Claims, 3 Drawing Figures



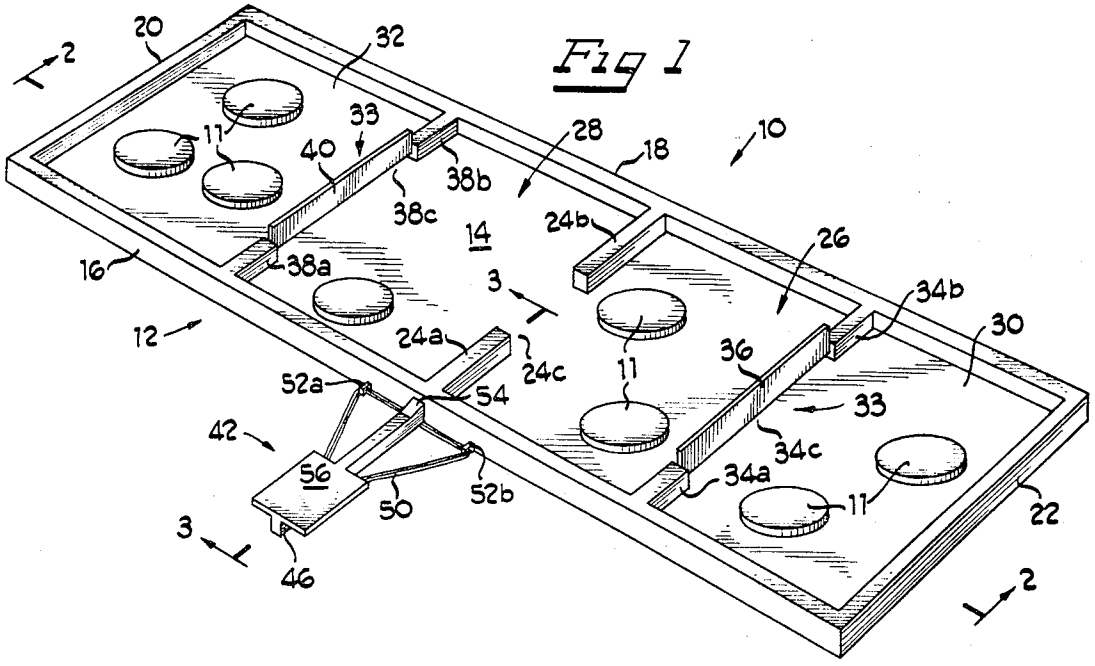


Fig 1

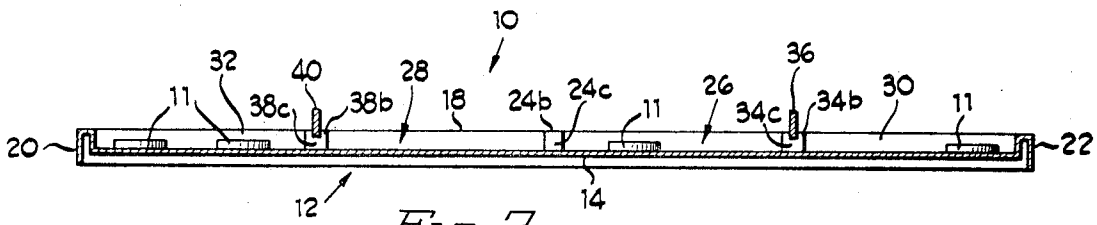


Fig 2

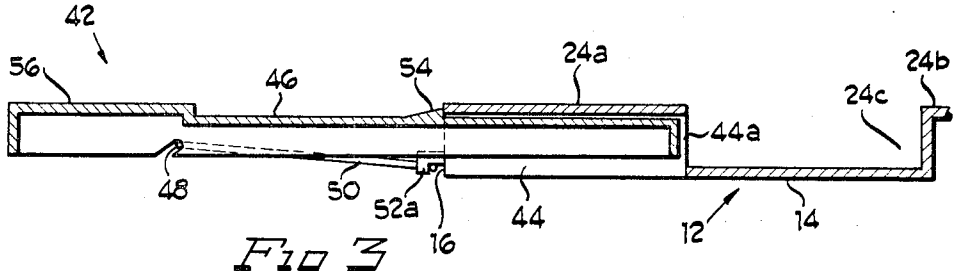


Fig 3

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SIMULTANEOUS LAUNCHING GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to skill-type launching games of the type including a game board having barriers and interruptions through which playing pieces are to be launched.

2. Brief Description of the Prior Art

Skill-type games wherein a playing piece is to be flipped or snapped into a scoring position, are well-received in the art in that the execution of play is relatively simple. Generally, such games occupy only a confined space as defined by the usually portable game board. Examples of such games are shown in the Riper U.S. Pat. No. 2,069,487 and Bronson U.S. Pat. No. 2,627,412. Generally speaking, each of these patents shows a game featuring a board and launchable playing pieces which must traverse barriers across the board for successful occupation in opposing scoring zone.

It is the object of this invention to provide an improved form of such type launching games, featuring a game board with barriers thereacross, through which playing pieces must pass.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved skill-type launching game featuring a game board with barriers having interruptions through which playing pieces must pass responsive to the manual manipulation of the playing pieces.

The best mode currently contemplated for carrying out the invention includes the provision of a generally planar game board bounded by peripheral barriers and intersected by a normally open medial barrier dividing the game board into opposing scoring zones. Each opposing scoring zone is further divided into a launching zone by a transverse fence having a vertically offset medial portions providing a path of travel beneath the underside of the offset portion and the game board through which disc-like playing pieces, may be fed. The medial barrier has a movable gate means, normally biased to a closed position, but having an offset shoulder for holding it in a retracted position. When a player has successfully positioned all of the disc-like playing pieces into the opponent's scoring zone, he then attempts to close the gate across the medial barrier by releasing it from its retracted position before the opponent can launch a playing piece back into his scoring zone.

BRIEF DESCRIPTION OF THE DRAWINGS

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

FIG. 2 is a section view taken generally along the line 2—2 of FIG. 1; and

FIG. 3 is a fragmentary enlarged section view taken generally along the line 3—3 of FIG. 1.

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

The game **10** of this invention includes a plurality of disc-like game pieces **11** for use with a game board, generally designated **12.** Game board **12** has a planar bottom **14** and is surrounded by upstanding side walls **16** and **18** and end walls **20** and **22** to define a shallow tray-like enclosure.

A pair of transverse ribs **24***a* and **24***b* extend inwardly in opposition to each other, from the opposite side walls **16** and **18,** respectively, generally across the midportion of the game board **12.** Each of the ribs **24***a* and **24***b* terminates short of each other leaving a space **24***c* therebetween. The ribs define a medial partition or medial barrier with the space **24***c* affording a playing piece barrier passage therethrough and the medial barrier divides the game board into opposing scoring zones, **26** and **28.**

Each opposing scoring zone includes a launching section **30** and **32** which is defined by a fence means **33** that extends across each scoring zone. For example, scoring zone **30** is provided with a transverse fence defined by inwardly extending ribs **34***a* and **34***b*, separated by space **34***c*. A raised bar **36** spans space **34***c*, but is vertically offset relative to the bottom **14** so that the space **34***c* between the ribs **34***a* and **34***b*, and below the bar **36,** defines a playing piece fence passage in the scoring zone **30.** Similarly, the same structure is afforded by ribs **38***a* and **38***b*, space **38***c* and raised bar **40,** which spans ribs **38***a* and **38***b* to define the launching zone **32** in scoring zone **28.**

The game of this invention is further provided with a gate means **42** associated with the medial barrier defined by ribs **24***a* and **24***b* with the gate means **42** being movable between a retracted position, wherein the playing piece barrier passage **24***c* is unobstructed, to an extended position, wherein the playing piece barrier passage **24***c* is obstructed by the closure thereof. More specifically, to provide the gate means **42,** rib **24***a* has a hollow interior **44** with an open end **44***a*, facing to the passage **24***c*. A plunger **46** occupies the interior **44** of rib **24***a* and extends laterally outwardly from the side **16** of the game board **12.** A pin **48** is provided on the underside of plunger **46** and a suitable elastic or biasing means, such as a rubberband **50,** is connected to the pin **48** and also to brackets **52***a* and **52***b* on the side walls **16** of the game board **12.** Plunger **46** is provided with a small upstanding shoulder **54** which abuts side wall **16** just above the opening defined by the hollow interior passage **44** to normally hold the plunger **46** in a retracted position against the urging of the biasing means **50.** A platform-like member **56** is mounted on the end of plunger **46** for receiving a vertical blow from the hand of a participant. When this occurs, the shoulder **54** will be moved downwardly, free of its abutting engagement with the side wall **16** to a position wherein the plunger **46** may extend forwardly through the rib space **44** responsive to the urging of the biasing means **50.** This will cause the plunger **46** to move across the space **24***c* until the plunger **46** abuts the opposite rib **24***b*, thereby obstructing the barrier passage **24***c*.

To play the game, contesting participants seek to place all of the game pieces **11** in the opponent's scoring zone. This must be done by launching the playing pieces **11** from the launching zones **30** and **32.** It is intended that launching would be accomplished by strik-

ing the discs with a finger-flipping movement which causes the discs to slide under the bar **36** through the space **34***c*, or under bar **40** through the space **38***c* in each of the fence means **33** which defines each of the launching zones **30** and **32.** The playing piece would then have to pass through the barrier passage **24***c* to occupy the opponent's scoring zone. At the same time, an opposing player attempts to clear his zone of playing pieces by flipping the playing pieces **11** in reverse fashion from behind fence means **33.** To successfully complete the game, one participant must have flipped all of his playing pieces **11** into the other participant's defending zone **26** or **28** by launching them from his own launching zone, either **30** or **32,** following which the participant must strike the platform **56** to cause movement of the gate means **42** to the blocking position, closing the space **24***c* before the opposing participant is able to clear at least one of the playing pieces **11** out of the zone he is defending and into the other participant's zone.

Thus, it can be seen that the game of this invention provides a game which is basically simple in structure and execution, and which requires rapid competitive action by the participants to successfully play the game. The unique arrangement afforded by the closable gate, as an element which must be successfully executed in order to successfully win the game, adds to the excitement and competitive activity of the game.

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 skill-type launching game comprising: a plurality of launchable playing pieces; means defining a game board including a generally medial barrier having an opening therein affording a playing piece barrier passage therethrough, said medial barrier dividing the game board into opposing scoring zones; fence means in each scoring zone defining a launching zone therein, each fence means having an interruption therein defining a playing piece fence passage therethrough; and a gate means associated with said barrier for movement between a retracted position, wherein said playing piece barrier passage is relatively unobstructed, to an extended position, wherein said playing piece barrier passage is obstructed said gate means being normally urged to the closed position and being provided with releasable retaining means for holding the gate means in the retracted position.

2. The game of claim **1** wherein said playing pieces are provided with at least one surface capable of sliding engagement with a generally planar surface and wherein the game board has a generally planar base along which said playing pieces may slide.

3. The game device of claim **2** wherein the fence passage in each fence means is between the planar base of the game board and a vertically offset portion of the fence.

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