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J. A. SEEDE

AMUSEMENT DEVICE

Filed March 31, 1920

Fig. 1.

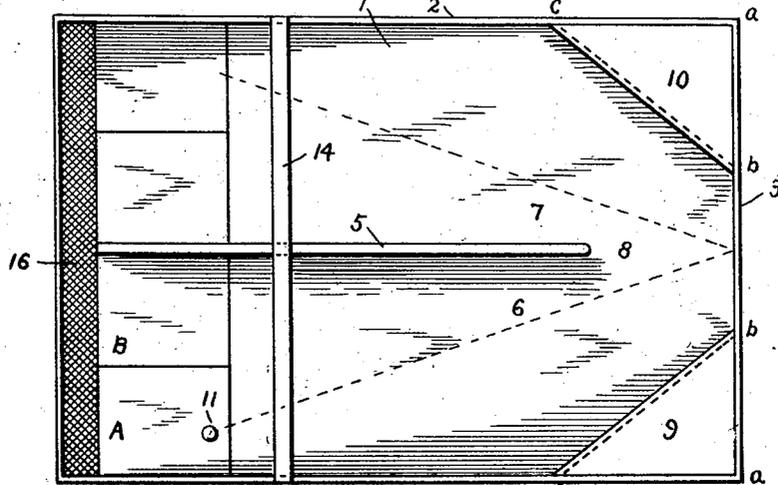


Fig. 2.

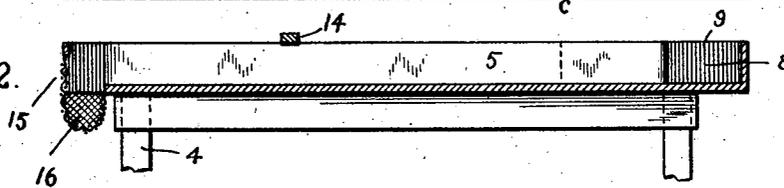


Fig. 3.

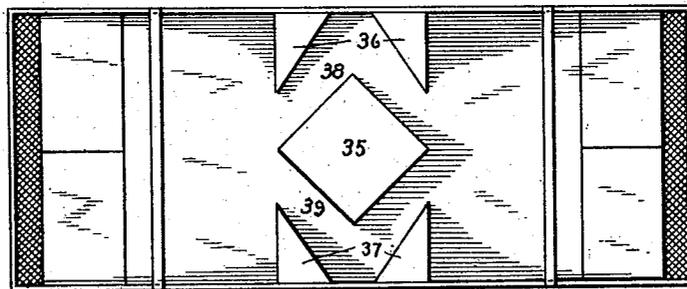


Fig. 6.

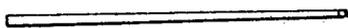


Fig. 4.

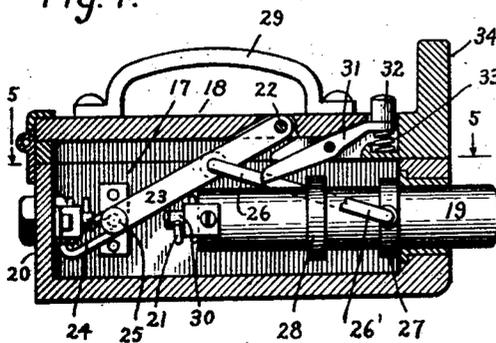


Fig. 5.

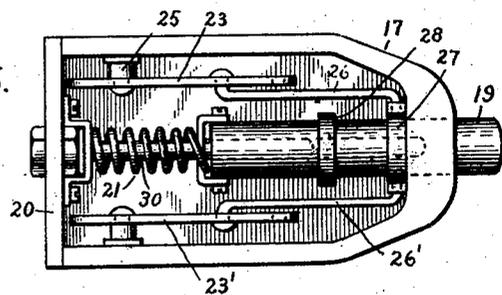
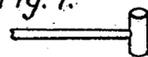


Fig. 7.



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by W. G. Gartner, Atty.

UNITED STATES PATENT OFFICE.

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AMUSEMENT DEVICE.

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The present invention comprises a new game or amusement device. It is the object of my invention to provide a recreation device which will permit two or more players to enter into direct contest with each other in a game wherein the difficulties will depend partly on the player and partly on his opponent, thereby requiring a moderate degree of physical effort and encouraging the acquisition of skill, quickness and judgment.

In a device embodying my invention, a ball, or other movable object, is served by a player against an obstacle from which it rebounds and passes by an indirect path to the playing space of an opposing player, who will endeavor to return the ball while in motion to the playing space of the serving player. In its preferred embodiment my new game device is constituted by a frame provided with deflectors extending at an angle to the general direction of play and also individual projectors for each player. In some cases my new game may be arranged by constituting the floor of a room as the plane surface upon which the game is played. In this case, the projector for the ball may be provided with a handle for greater ease or comfort of players, or may resemble a croquet mallet. The novel features of my invention will be pointed out with greater particularity in the appended claims.

In the accompanying drawing, Fig. 1 is a plan view of a device embodying my invention; Fig. 2 is a vertical section; Fig. 3 is a plan view of a modification; Fig. 4 is a vertical longitudinal section of a spring-operated propelling device suitable for use with my invention the mechanism being in part broken away; Fig. 5 shows a horizontal section of this device taken on line 5-5 of Fig. 4; Fig. 6 and Fig. 7 illustrate propelling devices operated by the muscular force of the player.

The device shown in Fig. 1 comprises an oblong rectangular frame comprising a base or floor 1, vertical side walls 2, and an end wall 3. This frame rests on suitable supports or standards 4. A vertical partition 5 extends longitudinally from one end of the frame to a point short of the opposite end of the frame, thereby providing playing spaces 6, 7, on its opposite sides for op-

posing players, connected by a passage 8. The width of this passage preferably should be equal to $\frac{1}{3}$ to $\frac{1}{4}$ the total width of floor 1. On either side of this passage are located abutments or deflectors 9, 10 extending at a suitable angle so that a ball or other projectile striking one of these abutments may be caused to rebound, and if properly aimed will be deflected through the passage 8. The end wall 3 and deflectors 9, 10 preferably consist of hard resilient material, such as hard wood, hard rubber, bakelite, or the like. The ball may or may not pass through the passage 8, depending on the skill of the player, the geometric relation of the deflectors and partition wall determining the degree of skill required. For example, the ball may strike the end wall 3, thence rebound to the side wall 2 of the opposite playing space. The ball may strike the end wall 3 and return directly to the player serving the ball. The ball may strike the deflector 9, rebound to the partition 5, and return to the court of the server. It may even strike the deflector 9, rebound to the deflector 10, and again rebound into the playing space 6. The difficulty of getting the ball into the opposite playing space may be increased by constituting or covering the side walls 2 wholly or in part with suitable yielding material such as cloth, to penalize the player striking these side walls instead of the deflectors 9, 10, the end wall 2 and partition 5. The angle which the deflectors 9, 10 make to the end wall 3 may be varied in any suitable way. For example, different triangular inserts may be used to make the task of shooting a ball through the opening 8 more or less difficult. In general, it will be easier to cause the ball to rebound into the opposite playing space by making the angle abc about 45 degrees. Greater or lesser angles than 45 degrees will increase the difficulty. For active players an angle of about 60 degrees is to be preferred.

A ball 11 consisting of suitable resilient material may be projected or served, say from court A constituting a suitable part of the playing space 6 by a simple cue, as shown in Fig. 6, by a mallet, as shown in Fig. 7, or by a mechanical projector, as shown in Figs. 4 and 5. If properly directed it will rebound either from the deflector 9 or the end wall 3, preferably the

latter, in such a manner as to dart into playing space 7 of the opposing player. The ball can pass under the foul stop 14 which, as will be later explained, is intended to limit the space within which the projector shown in Figs. 4 and 5 can be used, either when serving or returning the projectile. The receiving player must exercise skill and judgment when moving his own projector into such position that the projectile will not only be successfully received but will be successfully shot back into the playing space of the opponent. Should the receiving player fail to return the ball to the playing space of the propelling player the ball may spend its energy by striking the yielding back stop 15 and drop into the pocket 16 at the serving end of the frame. In some cases, by successive ricocheting the ball may come to a standstill without reaching this pocket, even though it is not returned, but this is avoided as far as possible in design. The ball may now be served again, this time from court B against the deflector 9 or the end wall 3, preferably the former, thus distributing the service and making the contest more varied. When a set is completed the initiative may pass to the opposing player. The score may be counted in various ways, and rules may be substituted by agreement of the players.

The spring-actuated projector shown in Fig. 4 comprises a housing 17 having a hinged cover or lid 18 and containing a reciprocating plunger 19. The plunger 19 is movable longitudinally and when moved against the rear wall 20 will compress a spring 21. The spring has not been illustrated in Fig. 4 for the sake of clearness. The cover 18 is movably connected on each side of the housing by pins 22, to levers 23, 23'. As shown in Fig. 4, the lever 23 is provided with a slot 24 in which slides pin 25, the lever 23' having the same construction. This pin 25 is fastened to the side wall of the housing. The levers 23, 23' in turn are connected by levers 26, 26' on each side of the device to a collar 27 sliding on the plunger 19. Between this collar 27 and the spring 21 is a second collar 28 rigidly connected to the plunger 19. The vertical axis of a section of the plunger is preferably longer than the horizontal axis, and being otherwise shaped to prevent the plunger from lifting the ball or driving it against the table so as to prevent it going over the side walls.

When a player desires to set the projector he grasps the base of the projector with one hand and grasping the handle 29 affixed to the cover with the other hand, raises the lid. This causes the plunger to be pulled backward, compressing the spring 21, the alignment of the plunger being

maintained by a rod 30 sliding within the hollow plunger 19. When the collar 28 passes under the trigger lever 31 the plunger is prevented from returning. The projector is now set. A push button 32 working against a spring 33 is provided to enable the player to release the plunger 19 while the projector is stationary so as to aim it to serve or return the ball. A horn 34 on the front end of the projector is provided to prevent the player from moving the projector beyond the foul stop 14, thus preventing a player in his eagerness to strike the ball beyond the allotted space.

As shown in Fig. 3, the device may be modified within the spirit of my invention by placing the opposing players at opposite ends of a frame in the center of which is located a deflector containing angular passages through which the ball may be sent by an indirect path by one player to the opposing player who will endeavor to return the same with his own projector. The arrangement shown in Fig. 3 comprises a centrally located deflector 35 cooperating with laterally located deflectors 36, 37, and separated therefrom by passageways 38, 39. The ball must be shot in such a way against the deflector 35 that it will by successive rebounds reach the court of the opposing player.

The game is of deceptive simplicity. A slight difference in the angle of incidence and point of impingement of the ball together with a secondary rotation of the ball about a vertical axis as might be imparted by a player of superior skill, will completely change the course of the ball. In one case it will reach the opponent's court successfully, but the next shot although apparently made in the same way and causing the ball to apparently hit the target at the same spot will cause the ball to return to the player. As the ball always remains substantially in the same plane even though moving about with considerable speed, the game is suited for playing in a room without damaging fragile articles in the room.

What I claim as new and desire to secure by Letters Patent of the United States, is:—

1. A game comprising a frame, one or more partitions whereby said frame is separated into playing spaces which are connected by a passage so placed that an object cannot be readily projected therethrough from the end of one playing space to the corresponding end of another playing space without deflection, means capable of releasing energy while held in a fixed position whereby a movable object projected by one player from a playing space may be propelled and pass by deflection into the playing space of an opposing player and means for deflecting said object through said passage by an indirect path into the playing space of an

opposing player, where the opponent may receive said object and cause the same to return into the playing space of the first player.

2. A game comprising a platform having a plane surface, an oblong frame enclosing the same, a partition in large part dividing said frame to provide playing spaces on said platform for opposing players, leaving a restricted passage connecting said spaces, and extending at an angle to said playing spaces, and trigger actuated, energy storing means for each of said playing spaces whereby an object may be served by a player upon said plane surface against a portion of said frame and thereby projected in an indirect path in a horizontal plane through said passage into the playing space of an opposing player, said means being also adapted to return said object when received by said opposing player.

3. A game comprising a frame having playing spaces for opposing players, a longitudinal partition extending past the centre of said frame and leaving constricted passage through which an object may pass from one space to the other by an indirect path, a deflector adjacent said passage so as to enable an object projected against said deflector in a horizontal plane by one player to be deflected into the playing space of an opposing player, and individual mechanical propelling means which are capable of releasing energy while held in a fixed position, said means being freely movable in a playing space and being adapted to drive said object against said deflector at any desired angle.

4. A game comprising the combination of a frame, upright partition thereon extending past the centre of said frame and separating said frame into playing spaces connected by a passage out of direct line between said players, a ball of resilient material, spring-actuated propelling means for each playing space movable in a horizontal plane for projecting said ball and deflectors positioned with respect to said playing spaces to enable a ball striking a deflector from one playing space to rebound into another playing space and also affording other angular deflections whereby said ball will be returned to the first named playing space.

5. A game comprising a frame having a substantially plane horizontal surface, a longitudinal partition extending past the centre of said frame and separating said frame into playing spaces located side by side but leaving at one extremity a constricted opening between said spaces, energy-storing propelling devices for said playing spaces for projecting a movable object and means for deflecting said object through an indirect path from one playing space to another.

6. A game comprising a platform, a longi-

tudinal partition extending part way between the extremities of said platform and separating playing spaces for opposing players, a projectile, a vertical abutment positioned opposite said playing spaces and located at an angle to said partition whereby said projectile shot by one player from a playing space on one side of said partition may be deflected by an indirect path into a playing space on the opposite side of said partition to be received by an opposing player, but affording also numerous angular deflections causing said projectile to return to the first player and a bar dividing each of said playing spaces without interfering with the motion of said projectile.

7. A game device comprising means providing a plane surface, a vertical frame enclosing said surface, a vertical partition dividing said surface longitudinally except for an opening, vertical deflectors opposite said playing spaces positioned at an angle to said partition, a freely movable projector for each of said playing spaces whereby an object may be caused to impinge by a player upon said deflector and thereby directed to an opposing player, if properly aimed, and a barrier for preventing said projector from being moved outside of a designated area.

8. A game comprising means providing a plane surface, a frame enclosing the same, a partition separating said surface into playing spaces for opposing players, a projectile, individual propelling means respectively movable upon each of said playing spaces at the will of each player for shooting said projectile from one playing space to another, a foul stop for each of said spaces arranged to divide the plane surface to provide a space thereupon on which the propelling device can be operated but preventing said device from moving beyond said stop.

9. A game device comprising the combination of means providing a frame having individual playing spaces located side by side, a vertical partition separating said spaces except for an opening at one end of said frame, trigger-actuated propelling means for each player adapted to drive an object from his own playing spaces to his opponent's playing space, a deflector adjacent the opening between said playing spaces spaced to permit an object striking said deflector from one playing space to rebound into the neighboring playing space through the opening in said partition, and a back stop of yielding material for said playing spaces.

10. A game comprising a playing surface, a longitudinal partition extending part way from one extremity of said surface to a point spaced away from the opposite extremity whereby playing spaces are defined con-

ected by a passage, vertical deflectors positioned at an angle to said partition adjacent said passage, a projector for each of said playing spaces adapted to be moved on said playing surface, a foul stop comprising a bar spaced away from said playing surface so as to permit the passage of a projectile but intercepting said projectors, a yielding backstop for said playing spaces, and a pocket for receiving a projectile striking said backstop. 10

In witness whereof, I have hereunto set my hand this 30th day of March 1920.

JOHN A. SEEDE.