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GAME

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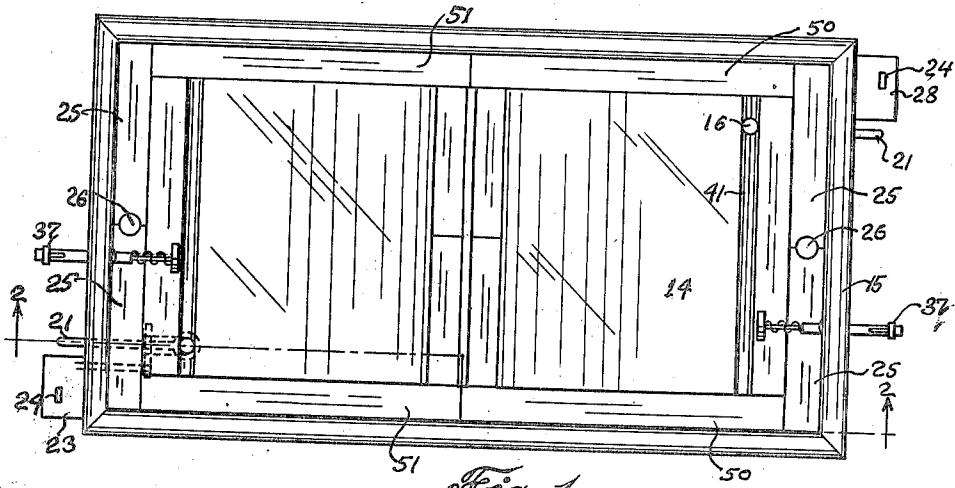


Fig. 1.

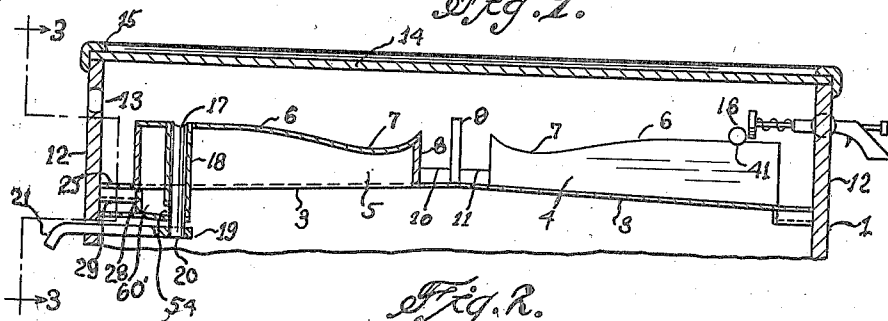


Fig. 2.

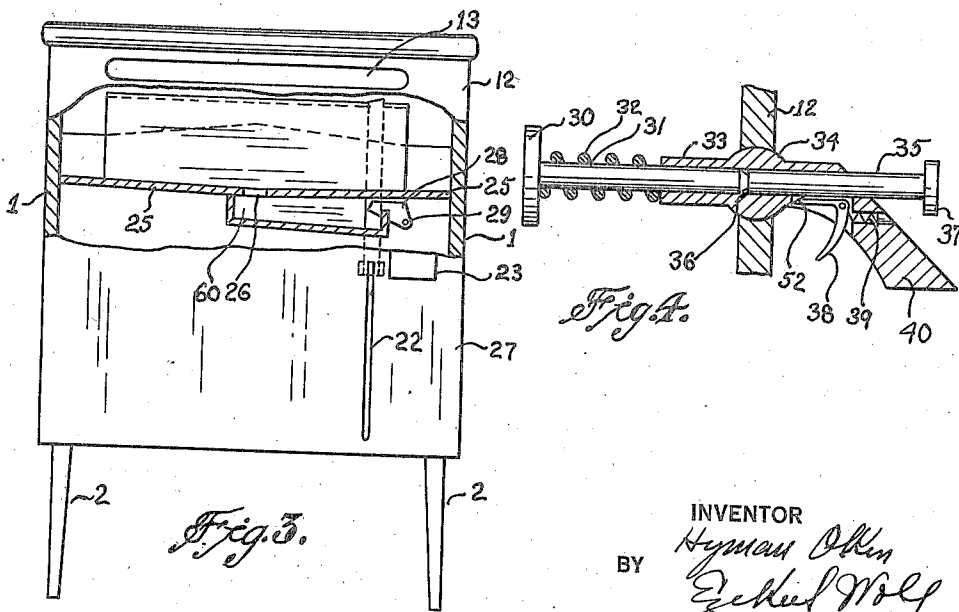


Fig. 3.

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## UNITED STATES PATENT OFFICE

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## GAME

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9 Claims. (Cl. 273-85)

The present invention relates to a game or toy which may be operated or played either in connection with a coin mechanism for limiting the time of play or the amount of games played.

5 The present invention is a game which is preferably played without the hands touching the ball used in the game and is played with a miniature board somewhat resembling a tennis field. The game is at the same time one of skill and chance.

10 In the present invention the table is separated into two parts with a barrier in between, lined on both sides by a wall, the playing field being formed into slightly curved surfaces sloping up backwards to the end of the field. A small ball is used and  
15 it is put into play by means of a plunger or piston operated by a trigger handle or spring tensioned button which can be moved back and forth along the end edge of the playing field.

20 The device finds its utility chiefly in the amusement and skill afforded in playing because of the restrictions naturally imposed in controlling the flight and hitting of the ball. While the game as shown in the drawing below may be played by two people, by using only one half of it and substituting a wall for the other half, it may be  
25 played by an individual alone.

The invention will be more fully described in connection with the description and drawing annexed to the specification, in which:—

30 Figure 1 shows a plan view of the game.

Figure 2 shows a section taken on the line 2—2 of Figure 1.

35 Figure 3 shows a section taken on the line 3—3 of Figure 2 with a portion of the case removed, and

Figure 4 shows a view of a detail.

40 In the drawing a frame or box 1 is provided supported on legs 2, 2, of which there may be four, only two of which are shown in the drawing. Supported in the box or frame is a base 3, which is so set in the frame that it slopes from a center line downwards to the ends. On the center line is supported vertically a board 9 which may resemble a tennis net or be a simple board. On  
45 both sides of the net 9 are troughs 10 and 11 formed by the vertical edges of the platforms 4 and 5, the board 9 and the base 3. These troughs are slightly sloped outwards to the sides of the box so that if a ball falls into the troughs it will  
50 roll out to the sides and downwards to the ends, as will be explained. The top of the platforms 4 and 5 are preferably curved with a gradual slope as indicated at 6 at the ends and with more  
55 of a curve 7 near the center line coming to a

point directed to approximately the top of the board 9.

The middle troughs 10 and 11 run into the side troughs 50 and 51 sloping downwards to the end troughs 25, 25, at the center of which is a hole 26 at each end of the board at the lowest point. 5  
The game is played with a ball 16, which at the start of the game may be placed in a run-way 41 extending across the end of the platform, preferably parallel to the net or board 9. 10

The ball is set in motion across the playing field by means of the flat disc 30 which may be of board covered with sandpaper material or rubberized surface, or in fact may be of yielding material, depending to some extent on the kind of 15 ball that is used and the surface of the platform.

The platform may be of soft material or preferably of semi-soft material such as paper board with a sandpaper surface or a rubber surface. The disc 30 is mounted on a rod 31 adapted to work back and forth in a bearing or collar 33 20 whose outer surface is made spherical at 34 so that it may work in the arched slot 13 and form as it were a universal joint to allow the disc to be turned and tilted in any direction. The rod 31 25 is extended into the rod 35 also working in the collar 33 but between the two parts is a wedge shaped notch 36 adapted to receive the latch 52 at the end of the trigger lever 38 if the rod is brought back to the position of the latch by 30 pulling the button 37 far enough back. If the button 37 is pulled back far enough, the spring 39 will force the latch 32 upwards into the wedge notch 36 unless the trigger 38 has been held back, which the operator may desire to do. It should 35 be noted that a helical spring 32 is provided surrounding the rod 31 and operating at one end against the disc 30 and at the other end against the shoulder of the bearing 33. A grip 40 is provided in case that the operator or player wishes 40 to use the trigger and obtain a firmer grasp for moving and operating the disc. It will be noted that the disc may be quickly shifted from one end of the board to the other and simultaneously therewith it may be tilted or swung in any direction desired. The slot 13 in which the joint 34 45 moves for this purpose extends across the end 12 of the upper box.

After the ball is put into play and finally falls off the platform 6, it finds its way by gravity 50 to the hole 26 whereupon it descends into the compartment 60 which connects with the passage 60' opening into the base of the well 18 and is operated by means of the bar 19 into which the rod 17 is fixed at 20. A handle is provided at 21 out- 55

side of the case and the front board 27 of the box or case has a slot 22 in which the handle 21 is guided.

A coin box 23 may be provided at the front 5 of the case with a coin slot 24 for controlling return of the ball or balls if more than one is used. The coin device operates the lever 28 on the shaft 29 and allows the balls to come in front of the shaft 17 or holds them back.

10 When the play is commenced, the player pulls down the handle 21 and if the lever 28 is up, the ball will roll on the top recessed portion of the shaft 17, whereupon the shaft is raised and the player edges the ball along the groove to the 15 place where he desired to put it into play.

The game may be played as a miniature tennis game or like a game of ping pong or in any way that the players desire to play the game. The game can also be played simply with the object 20 in view of preventing the ball from going down one of the troughs or compelling the player to return the ball to the opposite platform or playing court.

In playing the game on a coin basis a number 25 of balls may be given for each game, and as each ball is lost the player may put another ball into play until all of the balls allowed are used up. This is apart from any method of keeping score.

Various modifications of the game will be readily understood and can be played without departing 30 from the spirit of the invention in the means and method of playing the game.

Having now described my invention, I claim:

1. A game of the type described comprising a 35 playing field, means providing a barrier across said playing field, means providing a groove running along the end of said playing field adapted to receive a ball with which the game is played, means operated externally of said playing field 40 to hit said ball over said barrier, and means surrounding said playing field to return the ball to a receiving position and means to return said ball to said groove across said field said hitting means also serving to put the ball in play from 45 said groove.

2. A game of the type described comprising a playing field, means providing a barrier across said playing field, means providing a groove located at the back of the playing field, a ball 50 adapted to be placed in said groove at the beginning of play, a rod, a disc mounted at the end of said rod, a bearing supporting said rod, a wall positioned adjacent the end of the field having a slot therein in which said bearing may be moved 55 parallel to the end of the playing field, and spring

means for impelling said rod and disc against said ball.

3. A game of the type described comprising a playing field, a barrier located at the middle of said playing field, each side of the playing field 5 having a groove located along the end edge adapted to hold a playing ball, and means adjustable all along the back of the playing field for hitting said ball across the playing field.

4. In a game of the type described, a playing 10 field having a groove running along the end edge thereof, a wall positioned behind said field parallel to said groove, said wall having a slot therein running parallel to said groove, a playing element operative in said slot comprising a rod, a disc 15 mounted at the end of said rod, means providing a universal movement of said disc in said slot and spring means allowing said rod to be tensioned before hitting said ball.

5. A game of the type described having a playing 20 field with a barrier at one part thereof and a playing surface having a concave curve adjacent the barrier the end of which curve is pointed to the barrier, this end being separated from the barrier by a trough, and the rest of the field 25 sloping slowly upwards to the end away from the barrier.

6. A game of the type described having a playing 30 field with a barrier across the same, a playing surface extending away from said barrier and separated therefrom by a trough, said surface adjacent said trough having a concave portion sloping up toward said barrier, said concave portion emerging into a surface extending slightly 35 upwards to the rear.

7. A game of the type described having a playing 40 field with a barrier extending across the same, a trough adjacent said barrier and a playing surface adjacent said trough said playing surface 45 adjacent the trough having a concave portion sloping upwards at the end to the top of the barrier.

8. A game of the type described having a playing 50 field separated into two similar parts by a trough positioned therebetween, said playing field having concave surfaces with the surfaces adjacent the trough sloping upwards at an angle.

9. A game of the type described having a playing 55 field, a trough dividing said playing field into two similar parts, said playing field having concave surfaces with the surfaces adjacent the trough sloping upwards at an angle and the surfaces at the other side of the playing field gradually emerging into a smooth horizontal surface.

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