

July 23, 1940.

W. D. WARD

2,208,952

GAME

Filed Dec. 5, 1939

2 Sheets-Sheet 1

Fig. 1.

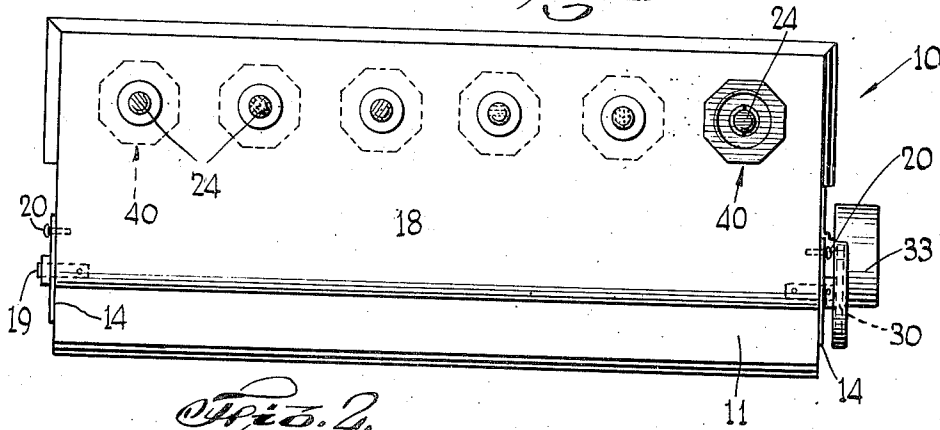


Fig. 2.

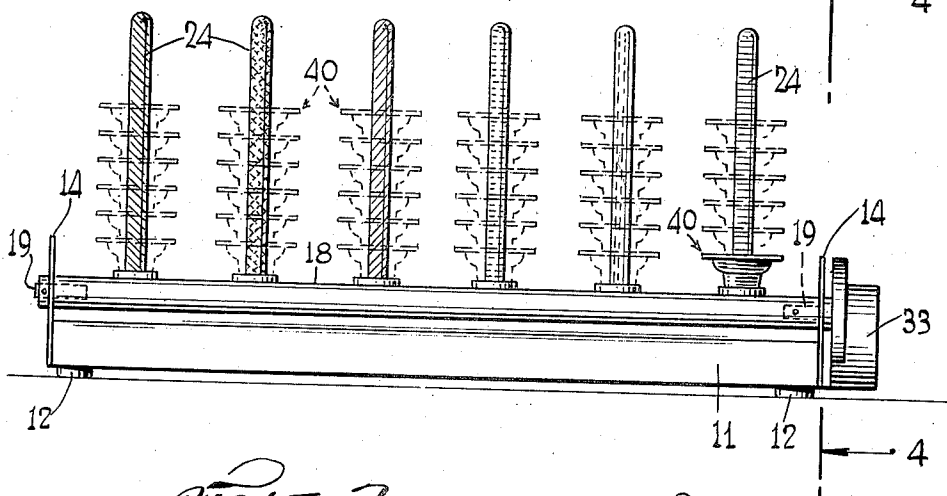
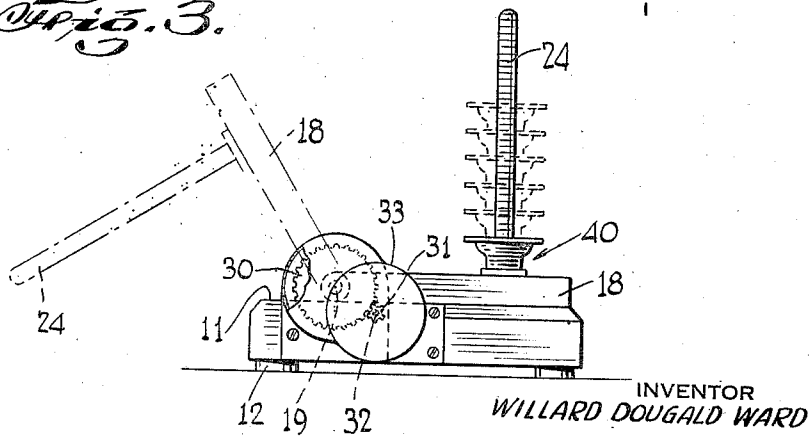


Fig. 3.



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Fig. 4.

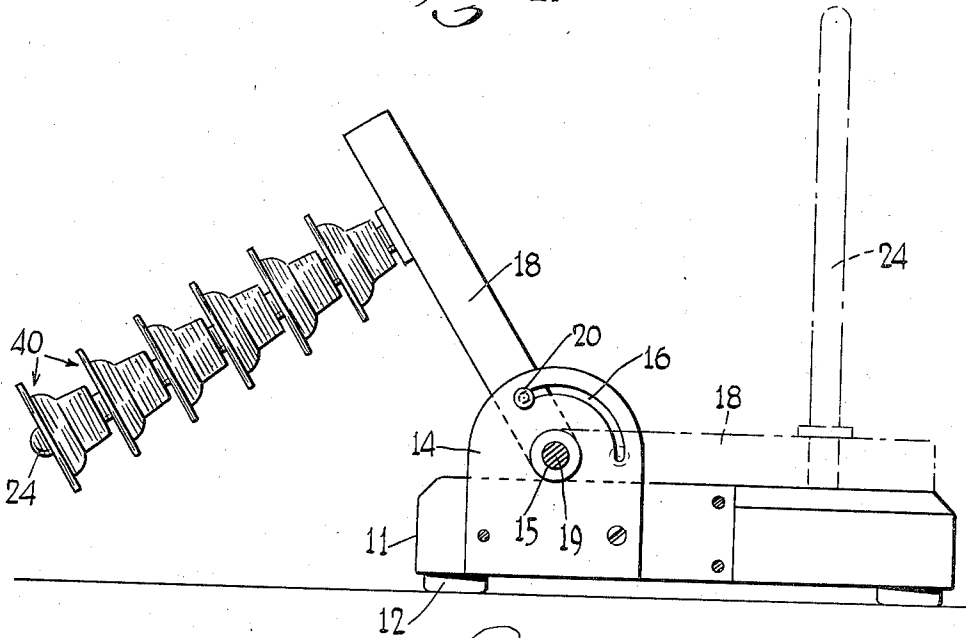


Fig. 7.

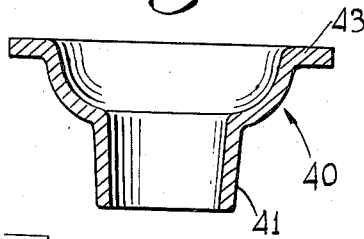


Fig. 5.

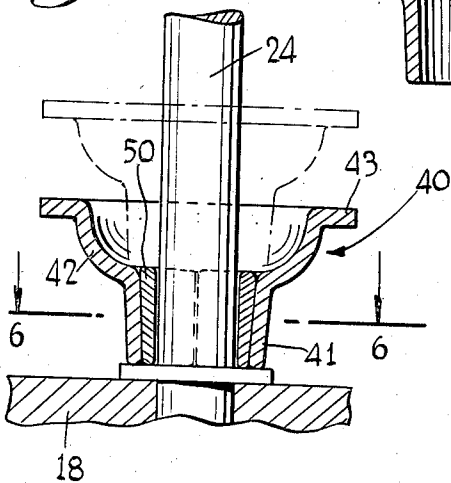


Fig. 8.

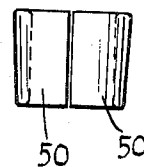
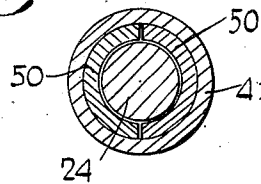


Fig. 6.



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UNITED STATES PATENT OFFICE

2,208,952

GAME

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Application December 5, 1939, Serial No. 307,615

11 Claims. (Cl. 273—86)

This invention relates to games. It is particularly directed to a game of skill which may be played by one or more players.

An object of this invention is to provide a game of the character described, which will test the skill and dexterity of the players.

A further object of this invention is to provide a strong and rugged durable game of the character described, which shall be relatively inexpensive to manufacture, interesting and amusing to play, and practical and efficient to a high degree in use.

Other objects of this invention will in part be obvious and in part hereinafter pointed out.

The invention accordingly consists in the features of construction, combinations of elements, and arrangement of parts which will be exemplified in the construction hereinafter described, and of which the scope of application will be indicated in the following claims.

In the accompanying drawings, in which is shown one of the various possible illustrative embodiments of this invention,

Fig. 1 is a top plan view of the game apparatus embodying the invention;

Fig. 2 is a front elevational view thereof;

Fig. 3 is an end elevational view thereof, showing the pins in dumping position;

Fig. 4 is a cross-sectional view taken on line 4—4 of Fig. 2; and showing the pins in dumping position, in full lines, and in normal upright position, in dot, dash lines;

Fig. 5 is an enlarged, cross-sectional view of a portion of one of the pins with a cup or talisman, and a pair of keys inserted therein;

Fig. 6 is a cross-sectional view taken on line 6—6 of Fig. 5;

Fig. 7 is an elevational, cross-sectional view through one of the cups or talismans; and

Fig. 8 is a side elevational view of tapered wedges or keys in assembled position.

Referring now in detail to the drawings, 10 designates game apparatus embodying the invention. The same comprises a base or pedestal 11 mounted on legs 12. The pedestal 11 may be of generally rectangular shape.

Attached to the ends thereof, and adjacent the front edge thereof, are a pair of plates 14 rising above the upper surface of the base. The plates 14 are formed with aligned bearing openings 15, and each is formed with an arcuate slot 16 extending through an angle of about 120 degrees, beginning from a point disposed rearwardly of the axis of opening 15, and aligned there-

with, and extending upwardly and forwardly to a point disposed forwardly of said axis.

Mounted on the base 11 is a plate 13 having substantially the same length as the base, but extending from substantially the rear end of said base to a point somewhat forwardly of the bearing openings 15. The forward edge of plate 13 is curved. Said plate is pivoted to the plate 14 by aligned pins 19, journaled in the bearing openings 15.

It will now be understood that the plate 13 may be swung upwardly about the pins 19.

Attached to the side edges of plate 13, are pins 20 passing through the arcuate slots 16. Said slots thus limit the upward and forward swinging movement of the plate 13. The plate 13, as well as the base 11, may be made of wood, plastics, or any other suitable material.

Attached to said plate 13, and extending upwardly therefrom, is a row of pins 24. Shown in the drawings, for the purpose of illustration, there are six pins of different colors. The pins 24 are located forwardly somewhat forwardly of the rear edge of plate 13, and may be of any suitable height.

Means is provided for rotating the plate 13, together with the pins 24, upwardly and forwardly, from the dot, dash position shown in Fig. 4, to the full line position thereof. To this end, there is fixed to one of the pins 19, a gear 30. Meshing with the gear 30, is a small pinion 31 on a shaft 32. The pinion 31 and the gear 30 may be enclosed in a casing 33 of any suitable construction, fixed to the adjacent plate 14. The shaft 32 may be rotated by hand, or by a spring motor or by an electric motor.

The game apparatus furthermore comprises a plurality of cups or talismans 40. Six cups may be provided for each pin. Each cup has a tapered sleeve portion 41, from which there extends upwardly, a cup-shaped portion 42. At the upper end of the cup-shaped portion 42, is an outwardly extending flange 43. The diameter of the tapered portion 41 of each cup is greater than the diameter of the pin 24.

Within the space between the sleeve 41 and the pin, there may be inserted a pair of complementary, similar, symmetrically disposed, tapered wedges or keys 50. The keys 50 are of semi-circular, transverse, cross-section, and are of the height of the tapered portion 41 of the cup 40. Said members 50 are tapered, decreasing in thickness from the top to the bottom. The keys 50 are adapted to fit in the space between the portion 41 of the cup 40, and the pin 24.

In the event that a spring motor is supplied to rotate the shaft 32, the motor should preferably be regulated by a governor.

The method of playing the game will now be described:

The contestants have the object of assembling two tapered keys in the hub or tubular portion 41 of each cup, and then to place the cup on one of the pins. Each player is assigned one pin and is given six cups with six pairs of keys 50.

When the game is started, the motor begins to rotate the plate 18 upwardly, and each contestant tries to assemble as many cups and keys as he can and places the same on his pin. The angle 15 which the pins 24 assume when the plate stops rotating, is sufficient to cause cups to slide off the pin.

One method of using the game apparatus has been described, it will be understood that other games may be played therewith.

It will thus be seen that there is provided a device in which the several objects of this invention are achieved, and which is well adapted to meet the conditions of practical use.

As various possible embodiments might be made of the above invention, and as various changes might be made in the embodiment above set forth, it is to be understood that all matter herein set forth or shown in the accompanying drawings is to be interpreted as illustrative and not in a limiting sense.

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

1. Game apparatus comprising a base, a plate mounted thereon, and pivoted thereto about the forward end of the plate, means for rotating said plate, and a row of pins mounted on said plate, and extending upwardly therefrom, said row of pins being spaced rearwardly from the pivotal axis of said plate and disposed parallel to said axis.

2. Game apparatus comprising a base, a plate mounted thereon, and pivoted thereto, means for rotating said plate about a horizontal axis, a plurality of pins mounted on said plate, and extending upwardly therefrom and being in a plane spaced from said axis, and talismen slidably fitted on one of said pins.

3. Game apparatus comprising a base, a plate mounted thereon, and pivoted thereto, means for rotating said plate, a plurality of pins mounted on said plate, and extending upwardly therefrom, talismen slidably fitted on one of said pins, said talismen each having a tubular tapered portion surrounding said pin, and a pair of semi-annular tapered keys fitted within said tubular portion and located between said tubular portion and said pin.

4. Game apparatus comprising a base, a plate mounted thereon, and pivoted thereto, means for rotating said plate about a horizontal axis, a plurality of pins mounted on said plate, and extending upwardly therefrom and being in a plane spaced from said axis, and means to limit rotation of said plate.

5. Game apparatus comprising a base, a plate mounted thereon, and pivoted thereto, means for rotating said plate, a plurality of pins mounted on said plate, and extending upwardly therefrom, talismen slidably fitted on one of said pins, said talismen each having a tubular tapered portion surrounding said pin, a pair of semi-annular

tapered keys fitted within said tubular portion and located between said tubular portion and said pin, and means to limit rotation of said plate.

6. Game apparatus comprising a horizontal member, means for rotating said member about a horizontal axis, a pin fixed to said member, and extending upwardly therefrom, said pin being spaced from the axis of said plate, and means for rotating said member.

7. Game apparatus comprising a horizontal member, means for rotating said member about a horizontal axis, a pin fixed to said member, and spaced rearwardly of said axis, and extending upwardly therefrom, means for rotating said member, and means for limiting rotation of said member, said means comprising a vertical fixed plate at right angles to said first plate and formed with an arcuate slot concentric with said axis, and a pin on the pivotal plate and within said slot.

8. Game apparatus comprising a horizontal member, means for rotating said member about a horizontal axis, a pin fixed to said member and disposed rearwardly of said axis, and extending upwardly therefrom, means for rotating said member, means for limiting rotation of said member, and a plurality of talismen slidably fitting on said pin.

9. Game apparatus comprising a base, a pair of aligned plates attached to the side edges of said base, and extending upwardly therefrom, and formed with aligned arcuate slots and with bearing openings co-axial with said slots, a plate on said base, the forward portion of said plate being disposed between said pair of plates, pins fixed to the plate on the base, and journaled in said bearing openings, a gear on one of said pins, and means for rotating said gear.

10. Game apparatus comprising a base, a pair of aligned plates attached to the side edges of said base, and extending upwardly therefrom, and formed with aligned arcuate slots and with bearing openings co-axial with said slots, a plate on said base, the forward portion of said plate being disposed between said pair of plates, pins fixed to the plate on the base, and journaled in said bearing openings, a gear on one of said pins, means for rotating said gear, and a row of parallel pins fixed to said plate, and extending upwardly therefrom.

11. Game apparatus comprising a base, a pair of aligned plates attached to the side edges of said base, and extending upwardly therefrom, and formed with aligned arcuate slots and with bearing openings co-axial with said slots, a plate on said base, the forward portion of said plate being disposed between said pair of plates, pins fixed to the plate on the base, and journaled in said bearing openings, a gear on one of said pins, means for rotating said gear, a row of parallel pins fixed to said plate, and extending upwardly therefrom, and a plurality of talismen slidably mounted on said pins, each of said talismen comprising a tubular tapered portion, a cup-shaped portion extending from the upper end of said tubular portion, and a flange extending outwardly from the upper end of said cup-shaped portion, and a pair of semiannular members fitted in between the tubular portion of each talismen and one of said pins.

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