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1,603,536

E. HARRIS

GAME APPARATUS

Filed Oct. 12, 1925

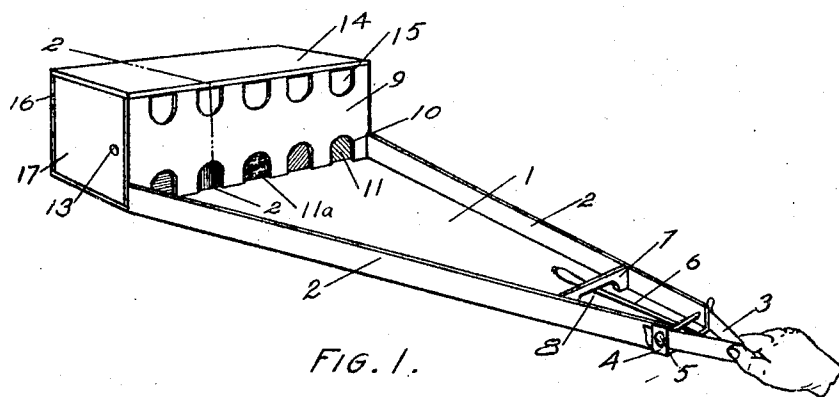


FIG. 1.

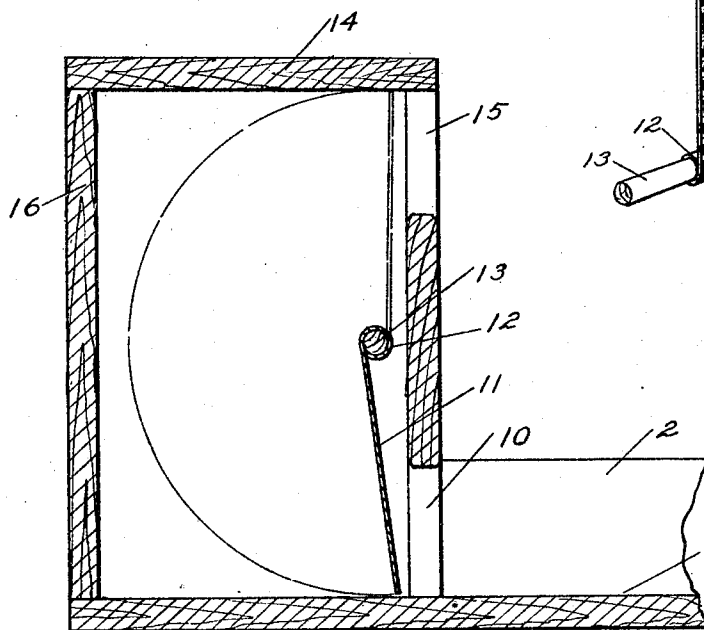


FIG. 2

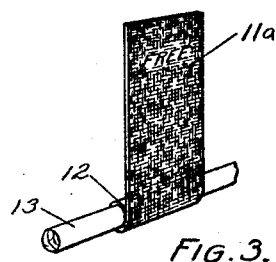


FIG. 3.

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GAME APPARATUS.

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The invention is designed to make a game requiring skill which may be readily played within doors.

The invention is illustrated in the accompanying drawings as follows:—

Fig. 1 shows a perspective view of the game apparatus,

Fig. 2 a section on the line 2—2 in Fig. 1,

Fig. 3 a detached view of one of the targets.

1 marks a projector chute. This has a bottom board with sides 2 preferably flaring from the front end. An elastic projector means 3 is secured between a clamping plate 4 and the sides 2 by means of a bolt 5. A projectile 6, in the form of an ordinary arrow is grasped within the elastic band 3 and projected along the chute 1. A guide 7 extends across the chute above the arrow as it is projected, this guide 7 having a slot 8 at the lower end through which the arrow may project.

A target screen 9 is arranged at the rear of the chute. This has a series of openings 10 along the bottom of the screen and targets 11 are arranged immediately to the rear of the opening. These targets have a turn 12 bent in their ends which extend around a rod 13 so that the targets are swingingly mounted and hang in front of the openings 10.

The targets when struck by the arrow passing through the openings 10 swing upwardly and engage the top 14 secured to the screen 9 and this holds the targets frictionally in their upper position. Openings 15 are formed immediately above the openings 10 so that the targets that are struck show through the openings 15 and can be returned to the set position by merely passing a finger or arrow through the openings 15 and pushing the targets to the rear. The top and screen 9 are supplemented with a rear 16 and end pieces 17 entirely enclosing the targets.

The targets are formed of different colors and in the game as ordinarily played each player selects a color and attempts to hit the target of this color which counts against the adversaries. A failure to hit the color chosen by the player and at the same time hitting the target of a color chosen by another player counts for the player having the color of target which is hit. The central

target 11^a is one that is common to all the players and is opened to be hit by the player who has had a certain number of counts against him, by hitting the central target freeing himself of the counts against him so as to continue the game. Other combinations of handling the targets may be used if desired.

What I claim as new is:—

1. In a game apparatus, the combination of a projector chute; means at one end of the chute projecting a projectile; a series of targets swingingly mounted at the rear of the chute; a screen in front of the targets having a series of openings in front of the targets in their normal or lower position; and a series of openings above the first-named openings through which the targets are exposed as they are swung when hit; and frictional means for yieldingly holding the targets hit in front of the last-mentioned openings.

2. In a game apparatus, the combination of a projector chute; means at one end of the chute having an arrow guide over the bottom of the chute permitting horizontal movement of an arrow under the guide; means at the end of the chute adapted to project a projectile controlled by the guide; and a series of targets at the opposite end of the chute.

3. In a game apparatus, the combination of a projector chute; means at one end of the chute having an arrow guide over the bottom of the chute permitting horizontal movement of an arrow under the guide; means at the end of the chute adapted to project a projectile controlled by the guide comprising an elastic band; and a series of targets at the opposite end of the chute.

4. In a game apparatus, the combination of a projector chute; means at one end of the chute having an arrow guide over the bottom of the chute permitting horizontal movement of an arrow under the guide; means at the end of the chute adapted to project a projectile controlled by the guide comprising an elastic band at the end of the chute and a clamping plate between which and the chute the elastic band is clamped; and a series of targets at the opposite end of the chute.

In testimony whereof I have hereunto set my hand.

ERNEST HARRIS.