Feb. 22, 1966 R. C. BROWN 3,236,522

PIVOTED POCKETED GAME BOARD

Filed May 8, 1963 2 Sheets-Sheet 1

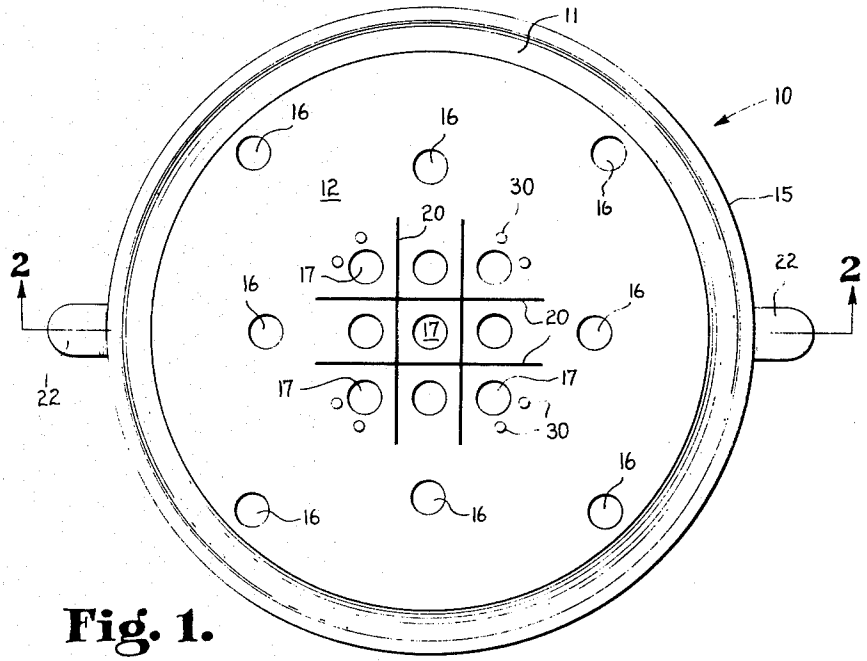


Fig. 1.

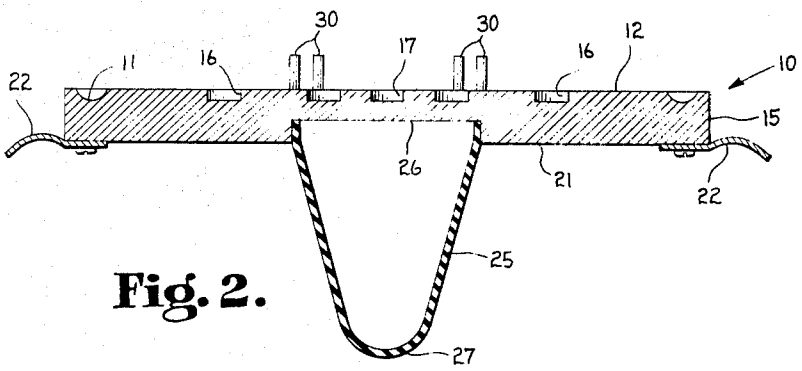


Fig. 2.

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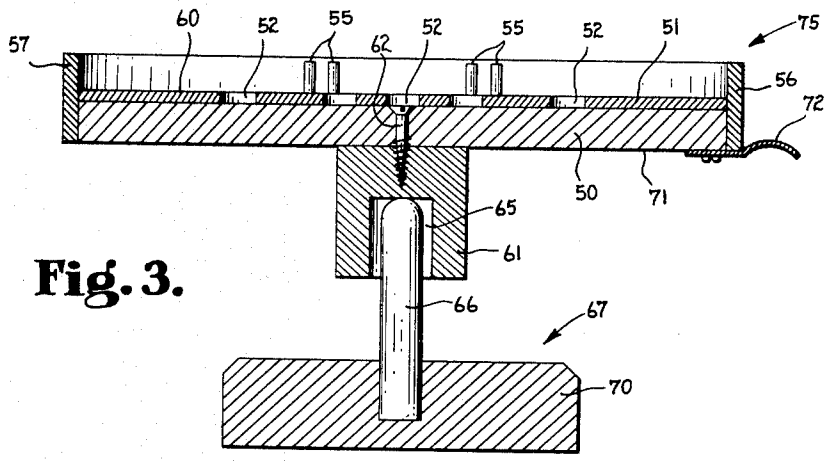


Fig. 3.

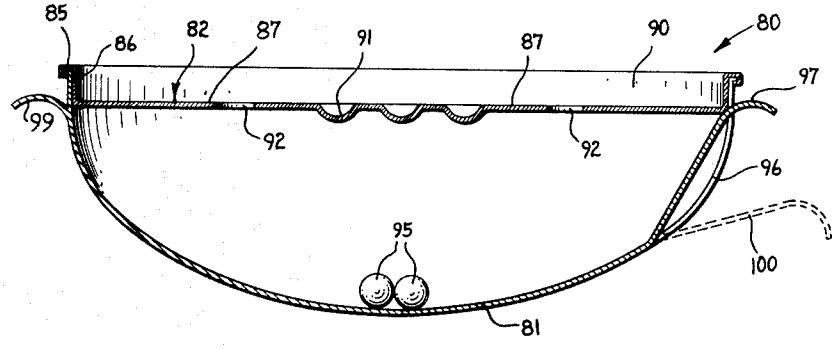


Fig. 4.

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PIVOTED POCKETED GAME BOARD

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2 Claims. (Cl. 273—110)

The present invention relates to a game and more particularly to the structure or device for playing a game.

The well known game of tic-tac-toe is a particularly interesting diversion for children as well as adults. Another type of game which provides a particularly engrossing indoor sport for both children and adults is the well known pinball game. Such pinball games usually include traps or obstacles which block the passage of the ball to the desired location, the object of the game being to maneuver the ball around the traps and obstacles. One object of the present invention is to provide a novel game structure permitting the playing of a game embodying the advantages and sport of both the pinball game and tic-tac-toe game.

Still another object of the invention is to provide an improved game structure which is relatively inexpensive, yet which makes possible the playing of an extremely interesting and thrilling game.

Related objects will become apparent as the description proceeds.

One embodiment of the invention might include a circular member having a flat upper surface with a plurality of holes therein.

There is also provided means for supporting the member generally at its axis in such a manner that the member can be tilted in various directions to cause marbles to move across the face of the member and to enter and avoid said holes.

The full nature of the invention will be understood from the accompanying drawings and the following description and claims.

FIG. 1 is a top plan view of a game structure embodying the present invention.

FIG. 2 is a vertical section taken along the line 2—2 of FIG. 1 in the direction of the arrows.

FIG. 3 is a sectional view similar to FIG. 2 of an alternative embodiment of the invention.

FIG. 4 is a sectional view similar to FIG. 3 of a further alternative embodiment of the invention.

For the purposes of promoting an understanding of the principles of the invention, reference will now be made to the embodiments illustrated in the drawings and specific language will be used to describe the same. It will nevertheless be understood that no limitation of the scope of the invention is thereby intended, such alterations and further modifications in the illustrated device, and such further applications of the principles of the invention as illustrated therein being contemplated as would normally occur to one skilled in the art to which the invention relates.

Referring more particularly to the drawings and to FIGS. 1 and 2, there is illustrated a game structure including a flat circular board **10** having an annular recess **11** in its upper surface **12**, said recess **11** extending completely around the board **10** adjacent its outer periphery **15**. Inwardly of the recess **11** are formed a plurality of holes or recesses **16** which are spaced radially of the board **10** relative to a further group of holes or recesses **17**. Inscribed upon the surface **12** of the board **10** are the standard double crossed lines **20** of a tic-tac-toe game, the recesses **17** being located at the various points where the X or the circle would normally be placed when playing tic-tac-toe. The recesses **17** are all located in a group which is centered at the axis of the board **10**.

Marbles are used in the playing of the present game and are maneuvered across the surface **12** of the board **10** by tilting of the board. Secured to the underneath surface **21** of the board is a pair of finger grips **22**, said finger grips being positioned at 180° relative to one another with respect to the board **10**. A generally conical support **25** is glued or otherwise fixed within a recess **26** in the lower surface **21** of the board. The user of the board **10** tilts the board by holding either finger grip **22** and rocking the board upon the rounded apex **27** of the conical shape **25**. The shape **25** might be formed of, for example, relatively hard plastic or the like.

In using the present game board, a marble might be started within the annular recess **11**. It would then be up to the user to tilt the board in such a way that the marble moved across the surface **12** inside of the recess **11**. The user must then maneuver the marble so that it does not become trapped within one of the recesses **16**. A further obstacle to the player in moving the marbles into the recesses **17** are upstanding pins **30** which are fixed to the game board and extend above the surface **12**. After the player has either placed his marble within one of the recesses **17** or has caused his marble to be trapped within one of the recesses **16** or has allowed the marble to move away from the surface **12** of the board, it is the next player's turn. Of course, the usual rules of tic-tac-toe might apply as to who is the winner or alternatively, the players can vary the rules of the game to suit themselves.

Referring to FIG. 3, an alternative embodiment of the game might include the flat circular board **50** having a thinner flat circular board **51** with apertures **52** therethrough in engagement with the board **50**. The apertures **52** form with the board **50** recesses which correspond to the recesses **16** and **17** and are identically located. The embodiment of FIG. 3 also includes pins **55** identically located to the pins **30**.

The embodiment of FIG. 3 differs from the embodiment of FIGS. 1 and 2 in that it incorporates a cylindrical radially extending member **56** which holds the two flat members **50** and **51** in position. The member **56** also includes an upwardly extending portion **57** which acts as a guide or retaining means for a marble traveling across the surface **60** of the board **51**. The game structure of FIG. 3 is used in substantially the same way as the game structure of FIGS. 1 and 2 with the exception that there is somewhat less possibility of the marbles becoming separated from the surface **60**.

The board **50** is fixed to a bearing member **61** by means of a screw **62**. The bearing member **61** has a bore **65** therein which receives the upwardly projecting post **66** of a support device **67**. The support device **67** further includes a base **70** to which the post **66** is secured.

Fixed to the underneath surface **71** of the board **50** is a finger grip **72** which is used to tilt the upper structure **75** in various directions to cause the marble to move across the surface **60**. Generally speaking, the game of FIG. 3 is played in the same manner as the game in FIGS. 1 and 2.

Referring to FIG. 4, the game stucture **80** is illustrated which includes a cup shaped member **81** formed of resilient metal or resilient plastic or the like. A flat circular member **82** is fixed at its periphery to said cup-shaped member at its edge **85**. In the particular embodiment illustrated, the member **82** is flat throughout its larger portion but has a peripheral portion **86** which extends first cylindrically and then is formed about the edge **85** of the cup-shaped member **81**. Thus, the flat member **82** forms a playing surface **87** having a circular or annular guide or retainer **90** surrounding it and defined by the member **82** supported by the cup-shaped member **81**.

The game of FIG. 4 is played in generally the same

fashion as the games in FIGS. 1 and 3 with the exception that the tic-tac-toe recesses **91** are merely recesses while the trap apertures **92** extend completely through the flat member **82** so that whenever a marble passes into the apertures **92**, it will drop within the cup-shaped member **81** as shown for the marbles **95**.

As mentioned, the cup-shaped member **81** is formed of resilient material. There is provided a passage **96** through the wall of the cup-shaped member **81**, said passage normally being closed by a finger grip member **97**. This finger grip member can be forced downwardly to the dotted line position shown at **100** to permit withdrawal of the marbles from the inside of the cup-shaped member. An additional finger grip member **99** is formed integrally with the cup-shaped member **81** similarly to the finger grip member **100**, said member **99** being used for the same purpose as finger grip member **22**.

From the above description, it will be evident that the present invention provides a game which embodies the advantages of both a pinball game and a tic-tac-toe game. It will aso be evident that the present invention provides an improved game which is relatively inexpensive, yet is extremely interesting and is fun to play.

Any of the parts of the present invention can be made of plastic, wood or metal depending upon the physical properties desired.

While the invention has been illustrated and described in detail in the drawings and foregoing description, the same is to be considered as illustrative and not restrictive in character, it being understood that only the preferred embodiment has been shown and described and that all changes and modifications that come within the spirit of the invention and the scope of the claims are also desired to be protected.

The invention claimed is:

1. A game structure for use with marbles comprising a cup-shaped member, a flat circular member received within said cup-shaped member and fixed at its periphery to said cup-shaped member, the main central portion of said flat member defining a plane which intersects the cup-shaped member adjacent the edge thereof but at a spaced constant distance from said edge, the portion of said members adjacent the edge of said cup-shaped member defining a guide for said marbles maintaining them within said cup-shaped member and upon said flat circular member, said flat member having a group of recesses therein located in the center of said flat portion, said flat member also having a group of apertures therein located radially outwardly of said group of recesses and acting as traps for the marbles, said apertures extending through said flat member and opening into said cup-shaped member to permit passage of marbles into said cup-shaped member from said flat member, a finger grip member integral with said cup-shaped member, said cup-shaped member having a passage therethrough for the removal of marbles from said cup-shaped member, said finger grip member being held by its own resiliency in blocking relation to said passage but being movable out of said passage to permit removal of marbles from said cup-shaped member.

2. A game structure for use with marbles comprising a cup-shaped member, a flat circular member received within said cup-shaped member and fixed at its periphery to said cup-shaped member, said flat circular member being turned up at its periphery and formed around the edge of said cup-shaped member, the main central portion of said flat member defining a plane which intersects the cup-shaped member adjacent the edge thereof but at a spaced constant distance from said edge, the portion of said members adjacent the edge of said cup-shaped member defining a guide for said marbles maintaining them within said cup-shaped member and upon said flat circular member, said flat member having a group of recesses therein located in the center of said flat portion, said flat member also having a group of apertures therein located radially outwardly of said group of recesses and acting as traps for the marbles, said apertures extending through said flat member and opening into said cup-shaped member to permit passage of marbles into said cup-shaped member from said flat member, a finger grip member integral with said cup-shaped member, said cup-shaped member having a passage therethrough for the removal of marbles from said cup-shaped member, said finger grip member being held by its own resiliency in blocking relation to said passage but being movable out of said passage to permit removal of marbles from said cup-shaped member.

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