

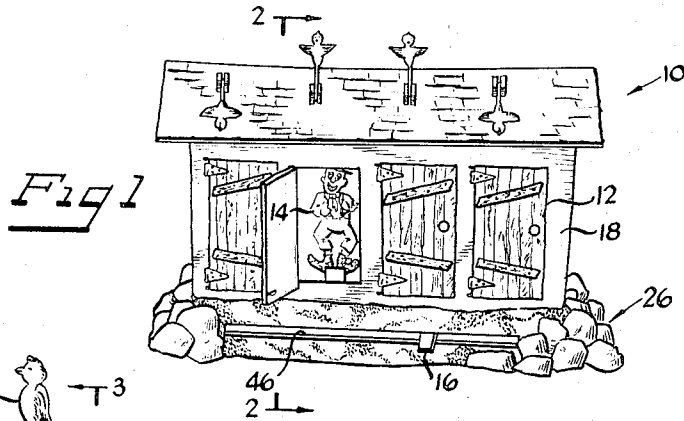
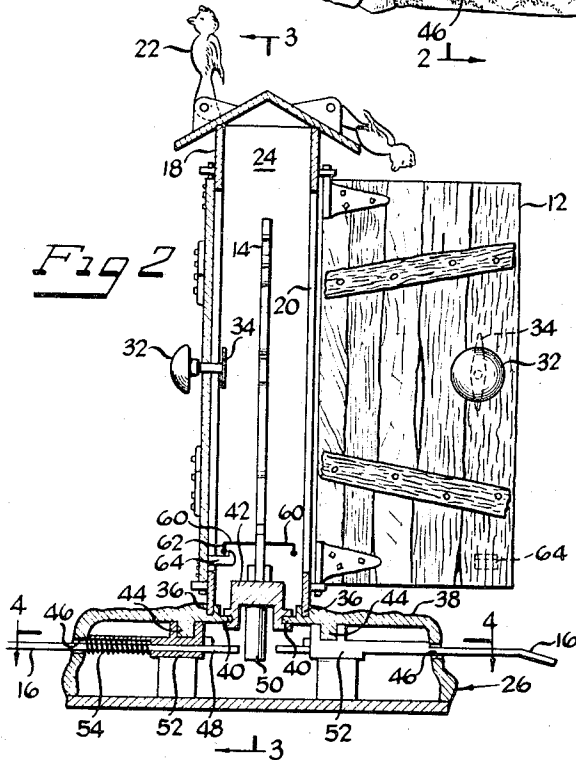
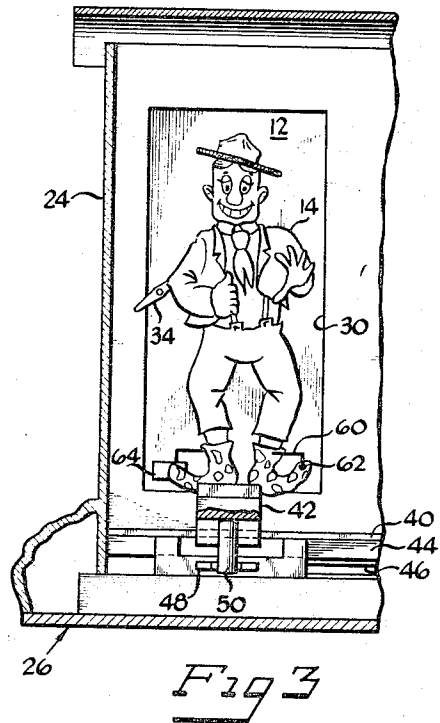
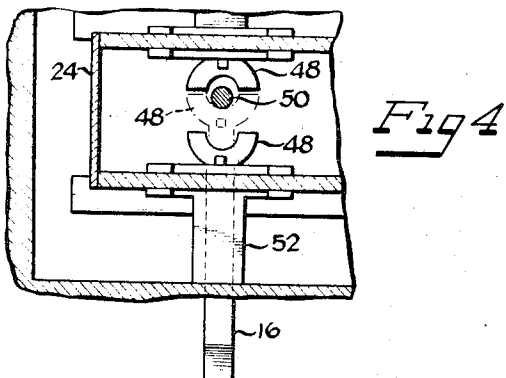
Oct. 17, 1967

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3,347,548

GAME APPARATUS

Filed Feb. 16, 1965



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3,347,548

GAME APPARATUS

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Filed Feb. 16, 1965, Ser. No. 432,979

3 Claims. (Cl. 273-1)

ABSTRACT OF THE DISCLOSURE

Game apparatus comprising a housing structure including a pair of spaced-apart parallel side walls with a plurality of openings in each wall and a door for each opening. A figure is movably mounted within the housing for movement along a path between the side walls, with operating means disposed on each side of the housing for effecting movement of the figure. The apparatus also includes cooperating means on the figure and on each of the doors, which is effective to produce a sound when the door is opened and the figure is disposed in facing relation to that door.

The present invention relates generally to a game and is particularly directed to apparatus for playing a game which follows the well known principle of "Hide-n-Seek" and, therefore, can be readily understood and played by children of pre-school age.

Although very small children enjoy playing games, their inability to read, count, etc. makes it very difficult to provide a game which can be used by this group without some adult supervision. Then too, in order to have such children understand the play of a game, it must be reasonably simple and not complicated by detailed instructions for play. It is the primary object of the present invention to provide a game which is particularly adapted for play by children of pre-school age and which is readily understood by the children because they can relate the game to the familiar "Hide-n-Seek" game which children play at a very early age.

A further object of the invention is to provide a game which includes a single unitary housing structure with all of the play elements incorporated in the housing, and which does not involve any playing board, cards, tokens, etc. A more detailed object of the invention is to provide game apparatus in the form of a housing having opposite side walls with a plurality of openings in each wall and a door for each of the openings, wherein a figure within the housing is slidable by each player in turn to any selected position behind one of the doors so that the opposing player then has the opportunity to guess which door should be opened to expose the figure. Further objects and advantages will be apparent from the following description of the selected embodiment of the invention wherein:

FIGURE 1 is a front view of the game apparatus;

FIGURE 2 is an enlarged sectional view taken generally along the line 2-2 in FIGURE 1;

FIGURE 3 is a sectional view taken along the line 3-3 in FIGURE 2; and

FIGURE 4 is a sectional view taken along the line 4-4 in FIGURE 2.

The illustrated game apparatus comprises generally a housing 10 of plastic or other suitable material, wherein opposite walls of the housing are provided with a plurality of openable doors 12. A figure 14 is disposed within the housing in facing relation to each of the side walls, and a lever 16 is provided at the base of the house, on each of the opposite sides thereof, in position for engagement with the figure and movement of the figure along

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a path extending parallel to the side walls 18 and 20. At the start of the game, the doors 12 are all closed and the first player operates his lever 16 to place the figure in any desired position. The opposing player then tries to guess the position of the figure and opens the door on his side which he thinks will expose the figure. A marker in the form of a movable bird figure 22 is disposed over each door, so that when a player has guessed correctly as to the position of the figure 14 he scores a point which is indicated by raising a bird figure to an erect position, as seen in FIGURE 2. The player who first raises all of his birds is the winner of the game.

In the preferred embodiment of this invention, which is illustrated in the drawings, the housing 10 is elongated in shape with relatively narrow end wall portions 24 and includes an enlarged base structure 26 for receiving the figure operating mechanism and also for providing a stable base for the house. Each of the side walls 18 and 20 has four openings 30 formed therein, and each opening is provided with a door 12 hingedly mounted on the housing wall and including a rotatable knob 32 for opening the door. The interior of the knob is provided with an elongated member 34, which can be rotated by turning the knob to latch the door in its closed position (FIGURE 3). The base structure 26 includes a pair of elongated recesses or grooves 36 (FIGURE 2) which receive the side walls 18 and 20 for fixedly attaching the house to the base. The base structure is generally hollow and the upper wall 38 thereof includes a pair of spaced-apart, horizontal ribs 40 extending essentially the length of the base. The ribs 40 slidably receive a U-shaped member 42 which provides the base support for the figure. An additional pair of ribs 44, which extend downwardly into the interior of the base, provides a slide or guide means for the operating levers. More particularly, each of the operating levers 16 is essentially a flat piece extending into an elongated slot 46 in the side wall of the base, and the inner end of each lever is in the shape of a yoke 48 adapted to engage a peg or shaft 50 projecting downwardly from the figure supporting means 42. An intermediate portion of each lever is slidably received in a guide means 52 which engages one of the ribs 44 for sliding movement therealong. The lever 16 is biased toward an outwardly projecting position by means of a coil spring 54. Consequently, the lever can be moved lengthwise of the rib 44 without engaging the peg 50 on the figure structure, and when the lever is positioned opposite the peg 50 an axial, inward movement of the lever will position the yoke 48 in engagement with the peg 50, as indicated in FIGURE 4.

In playing the game, a player will slide his lever 16 lengthwise of the house until the lever is positioned in alignment with the figure 14, whereupon he can push the lever inwardly to engage the peg 50 and then slide the figure to any desired position. The opposing player then makes a guess as to which of the doors 12 on his side is concealing the figure. Since the levers can be slid along the housing without engaging the figure, movement of the lever itself will not be an indication as to whether or not the figure is being moved.

In order that a player can properly determine when his opponent has selected the correct door to open, there is provided a sound making device which requires the cooperation of the door and the figure. Consequently, if a door is opened there will be an accompanying sound only if the figure is facing that particular door. The sound making device comprises a pair of flexible reeds 60, which are fixed to the figure 14 in outwardly projecting relation thereto and each reed is provided at its free end with a downwardly extending portion 62. On each of the doors, at the lower end thereof, there is pro-

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vided a hook 64 which extends inwardly of the door to a position slightly beyond the free end of the reed. As the figure is moved along the path between the doors the reed end 62 clears the hooks 64 on the doors. If either door facing the figure is opened, the hook 64 flicks the down-turned end 62 of the reed to cause vibration thereof and an accompanying sound.

As indicated previously the markers for keeping score during the play of the game comprise a plurality of bird figures 22 which are pivotally mounted on the roof of the house above each of the doors. The game is started with all of the birds in the down-turned position, as shown with respect to the bird at the right in FIGURE 2, and as a player makes a correct guess with respect to the position of the figure 14 he is entitled to raise one of his birds, as seen at the left in FIGURE 2. When one of the players has raised all of the four birds on his side of the house he has won the game.

Although the present invention is described herein with respect to particular structure and a particular manner of play, it will be apparent that various modifications might be made without departing from the principles of this invention.

What is claimed is:

1. Game apparatus comprising a housing structure including a pair of spaced-apart, generally parallel side walls, a plurality of openings formed in each of said side walls with the openings in one wall being opposite the openings in the other wall, doors operably mounted on said housing in position for each door to cover one of said openings and openable with respect thereto, a figure within said housing, means mounting said figure for movement along a path between and generally parallel to said side walls, and operating means on each side of said housing structure and engageable with said figure mounting means so that either of said operating means can be operated to effect movement of said figure along said path.

2. Game apparatus comprising a housing structure including a pair of spaced-apart, generally parallel side walls, a plurality of openings formed in each of said side

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walls, doors operably mounted on said housing in position for each door to cover one of said openings and openable with respect thereto, a figure within said housing, means mounting said figure for movement along a path between said side walls, a separate operating means on each side of said housing structure, each of which means is optionally engageable and disengageable with said figure mounting means so that movement of either of said operating means will move said figure along said path when said operating means is in its engaged position, and cooperating means on said figure and each of said doors which is effective to produce a sound when a door is opened and the figure is disposed in facing relation to said door.

3. Game apparatus comprising a housing structure including a pair of spaced-apart, generally parallel side walls, a pair of end walls and a top wall, a plurality of openings formed in each of said side walls with the openings in one wall being opposite the openings in the other wall, doors mounted on said housing in position for each door to cover one of said openings and arranged for opening movement with respect thereto, a figure within said housing, means mounting said figure for sliding movement along a path between and generally parallel to said side walls, an operating lever projecting outwardly on each side of said housing structure and slidable along a slot formed in said housing, each of said levers including a portion within said housing which is engageable and disengageable with said figure, so that movement of either of said lever means to a position opposite said figure and in engagement therewith causes said figure to move along said path as the engaged lever is moved along said slot.

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