

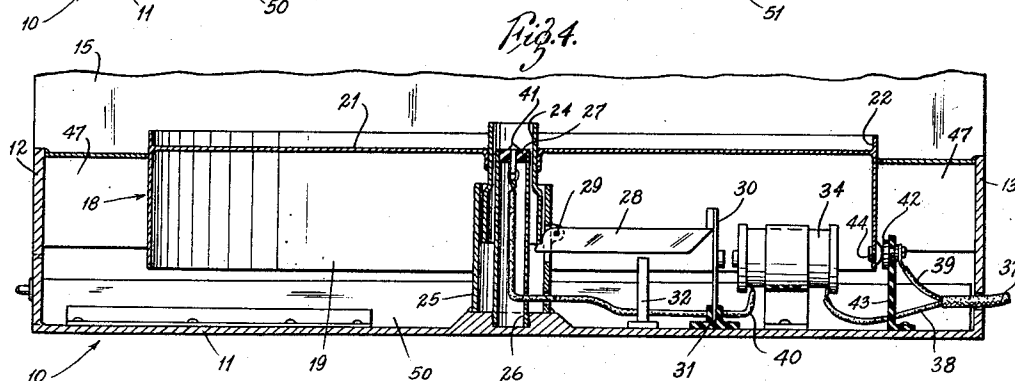
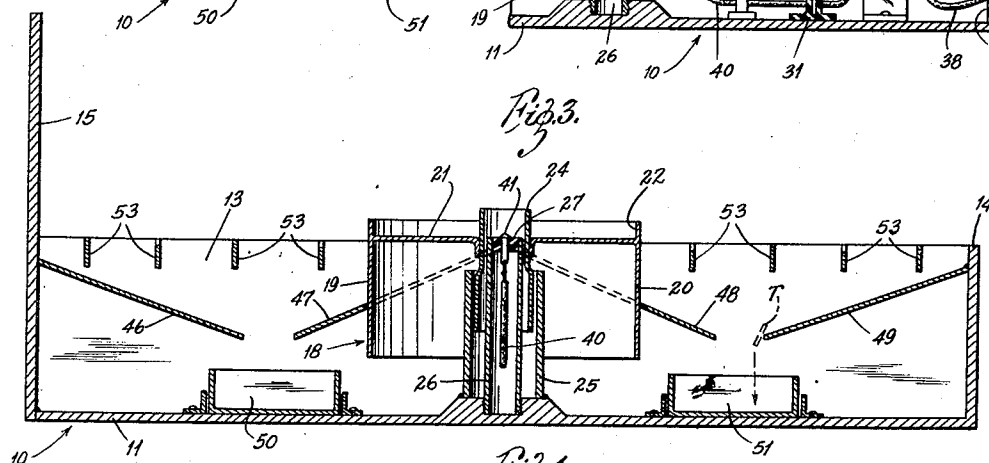
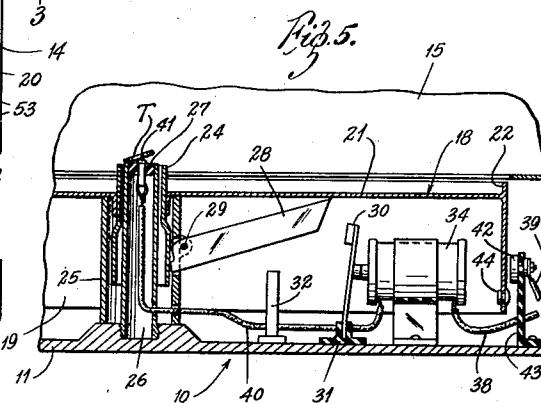
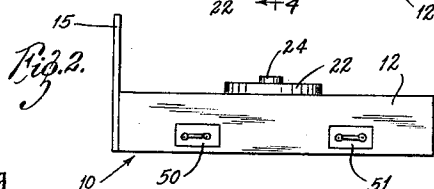
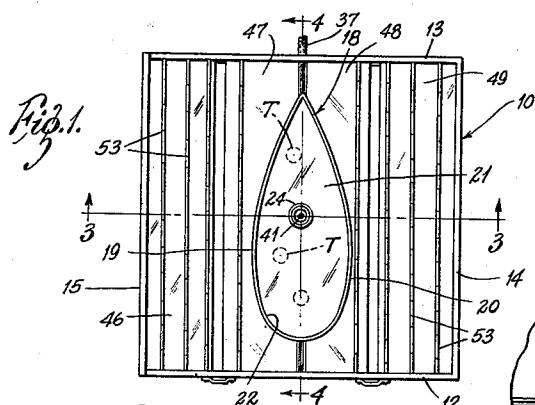
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ELECTRICAL TOKEN TARGET

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ELECTRICAL TOKEN TARGET

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The present invention relates to a game device. More particularly, it comprises a game of skill played by a number of people, one of whom is the operator. In using the mechanism, tokens are thrown at a target in the form of a ship with a stack projecting upwardly from the middle of the deck thereof. Some tokens thrown at the stack, or funnel, will miss the ship entirely and go in the surrounding container. Other tokens will rest upon the deck of the ship. The winner, who pitches the tokens with greatest skill, will throw a token into the stack which token then operates a release effecting a "sinking" of the ship. Thereupon, the operator is rewarded by the tokens that have fallen completely outside the limits of the ship, and the winner takes those that have landed upon the deck. The operator then re-sets the device, and another player may be designated as the operator for subsequent games.

It is an object of the invention to provide a game device of the foregoing kind. More particularly, it is an object to provide a game of skill involving the pitching of tokens with a resulting division of the tokens between the operator of the device and a winner of the game.

A further object is to provide a game wherein a target is formed of a container, in the middle of which is disposed a second container, and in the center of the second container is disposed a third container, the containers being successively smaller in the order named and the third container comprising a winning container. More particularly, it is an object to provide in the foregoing mechanism an indicator, operated by receipt of a token or like device in the third container, to signify winning of the game.

A special object of the invention is to provide an apparatus, as in the foregoing paragraph, wherein the outer container represents water, the second container represents a ship, and the third container represents a funnel, or stack, for the ship, particularly with a tripping mechanism operated by receipt of the token in the stack to cause falling or "sinking" of the ship.

In the drawings:

Fig. 1 is a plan view of the apparatus;

Fig. 2 is an end view taken from the bottom of Fig. 1;

Fig. 3 is a transverse section taken on the line 3-3 across the middle of Fig. 1;

Fig. 4 is a longitudinal section taken on the line 4-4 along the middle of Fig. 1 showing the apparatus in set position; and

Fig. 5 is a broken section showing parts appearing in Fig. 4 in the released position.

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The game includes an outer container 10 here shown in the form of a box. This box has a bottom wall 11 from which extend end walls 12 and 13, joined by a front wall 14 and a back wall 15. The back wall extends above the other walls to provide a deflection means.

In the middle part of the container 10 is a ship form 18 comprising side walls 19 and 20 smoothly joined at the rear and pointed at the front to simulate the outline of a ship. These walls are connected by a deck floor 21. This deck wall is disposed below the tops of the walls 19 and 20 so as to provide a flange 22 completely around the deck in the form of a gunwale.

The deck 21 has a hole punched in the center thereof to which is fixedly and electrically united a stack 24. The stack 24, the deck 21 and the walls 19 and 20 are preferably formed of metal and are formed of electrically conducting material. The stack 24 is disposed within and vertically slidable within a tube 25 fixedly mounted upon the bottom wall 11 of the container 10. An inner tube 26 is likewise supported upon the bottom wall 11 and extends upwardly within the tube 25 and within the stack 24. This inner tube is closed at the top by a non-conducting plug 27. Thus the boat 18 is supported by the stack 24, which is guided for sliding movement vertically by the tubes 25 and 26.

The tube 25, midway between its ends, has a slot through which pivots one end of a latch bar 28, the latch bar being pivoted at 29 upon ears extending from the outer wall of the tube 25. The latch bar 28 is notched to receive the bottom edge of the stack 24 as shown in Fig. 4. The long outer end of the latch bar 28 causes it normally to pivot by gravity toward the position shown in Fig. 4, but under the weight of the boat 18 the latch bar may be swung to the position shown in Fig. 5. It will be noted that the inner end of the latch bar 28 is sloping with a slope that causes its contacting edge to be parallel with the adjacent surface of the stack 24 when in the position of Fig. 5. This prevents the latch bar 28 from acting like a locking dog restricting free vertical movement of the stack 24.

The outer end of the latch bar 28 is engageable by an overhanging head on an armature 30. The armature is in the form of a spring blade, one end of which is mounted at 31 on the base 11. With its inherent resiliency the blade normally assumes a position where its head may overlie the end of the latch blade 28. If desired, a post 32 may be employed to limit the clockwise movement of the blade 28.

The armature 30 is adapted to be attracted by

an electro-magnetic coil 34 supported on the bottom 11.

The electric connections include a two-wire cable 37 containing wires 38 and 39. The wire 38 leads to one end of the coil 34. A wire 40 leads from the other end of this coil to a contact member 41 disposed in the insulating plug 27 within the upper end of the tube 26. The contact 41 projects slightly above the upper surface of the plug 27.

The wire 39 is connected to a contact 42 supported upon an insulating bracket 43 mounted upon the base 11. Contact 42 is adapted to close with a button 44 on the wall of the ship 18 when the ship is in its upper position.

Within the outer container 10 are disposed a suitable number of sloping baffle walls 46, 47, 48 and 49. These baffle walls are arranged in pairs, separated at their bottom edges immediately above sliding trays or drawers 50 and 51 supported upon the bottom 11 of the outer container and projecting through the wall 12 with suitable handles so that they may be withdrawn.

For appearance purposes, it is desirable to dispose a series of horizontal and spaced baffle walls 53 in suitable number to simulate waves around the ship. These horizontal baffle walls are suspended so as to leave a space between their lower edge and the sloping baffle walls 46, 47, 48 and 49.

Operation

The game is adapted to be played with suitable tokens T of an electrical conducting nature. The game is set at desired distance from a pitching line, from which the pitching players may toss the tokens toward the funnel or stack 24. One of the players is designated the operator for each game. He handles the mechanism for that game and does not pitch the tokens T.

The players pitch their tokens toward the stack 24, which projects above the deck 21, and preferably above the side flange 22 around the deck. Some of the tokens will miss the boat entirely and will fall between the baffles 53 onto the baffles 46—49 and will tumble into the trays 50 and 51. Other tokens, pitched by more skillful players, will land upon the deck 21 and be retained there by the flange 22 extending around the deck. The winner, and most skillful player, will pitch a token into the funnel 24. When the token falls into the funnel, it will make contact with the side wall of the funnel and with the upstanding contact 41. At this time, of course, the ship is in its upper position where it is held by the latch member 28, which in turn is engaged by the armature 30. When the token thus establishes the aforesaid contact, the circuit will be completed from the line 38, through the coil 34, by the line 40, the terminal 41, the token T, the metallic stack 24, the metallic deck 21, the metallic side wall of the ship, the contact button 44, now engaged with the terminal 42, the latter terminal, and the line 39. This energizes the coil 34 which attracts the armature 30 to withdraw the end of the same against its inherent resiliency; whereupon the latching lever 28 is free to swing upwardly by the action of the weight of the ship 18 upon the small end thereof, and the ship 18 sinks by dropping until the deck 21 engages the top of the tube 25. When the sinking occurs, the button 44 moves away from the terminal 42 and breaks the entire circuit at this point, thus de-energizing the magnet 34 and completely opening the electrical circuit.

At this time the winning player wins the tokens on the deck 21. The operator receives the tokens

that have fallen into the drawers 50 and 51. The operator, after the tokens have been removed, lifts the ship by grasping the stack 24 so that the latch may again fall. Its outer end slopes and its weight outwardly beyond the pivot, which may be augmented by a spring, if desired, displaces the armature 30 against its resiliency so that the latching mechanism is reset for a subsequent game. Thereupon, a new player may be designated as operator, and the others pitch the tokens.

It will be seen that this game has immediate appeal because of its unique simulation of a sinking ship and that it is operated by skill, the most skillful player winning. The relative sizes of the several parts of the target are arranged as may be most convenient or may be most desired for a division of the winnings between the operator and the pitching players.

The outer container may be made of wood, and, in fact, all of the parts, except those directly in the electro-circuits, may desirably be made of non-conducting material to reduce the chance of short circuits.

What is claimed is:

1. In a game device comprising three containers forming three target areas having different sizes to receive projectiles, an outer container, a second container movable vertically relative to the outer container, means holding the second container to such vertical movement, the second container being smaller than the outer container, a latching mechanism to hold the second container in a predetermined position relative to the first, a third container disposed within the limits of the second container and smaller than the same, the said containers being adapted to be used with projectiles projected at them, and a latch release mechanism having means in the third container operated in response to receipt of an object within the third container to effect release of the latching mechanism whereby the second container moves relative to the first.

2. In a game device, an outer container, a second container movable vertically relative to the outer container, the second container being smaller than the outer container, a latching mechanism to hold the second container in a predetermined position relative to the first, a third container disposed within the limits of the second container and smaller than the same, the said containers being adapted to being used with objects thrown at them, and a latch release mechanism having means in the third container operated in response to receipt of an object within the third container to effect release of the latching mechanism, whereby the second container moves relative to the first, said latch release mechanism comprising an electrical device and a circuit therefor extending into said third container to be closed by disposition of one of the objects in the third container.

3. In a game device, an outer container, a second container movable vertically relative to the outer container, the second container being smaller than the outer container, a latching mechanism to hold a second container in a predetermined position relative to the first, a third container disposed within the limits of the second container and smaller than the same, the said containers being adapted to being used with objects thrown at them, and a latch release mechanism having means in the third container operated in response to receipt of an object within

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the third container whereby the second container moves relative to the first, said latch release mechanism comprising an electrical device and a circuit therefor extending into said third container to be closed by disposition of one of the objects in the third container, said electrical circuit including a contact on the second container and a contact on the first container, said contacts being operated to break the circuit when the second container moves relative to the first.

4. In a game device adapted to receive objects thrown thereat, an outer and relatively large container, a second container disposed within the limits of the outer container and smaller than the same, said second container being in the form of a ship having a deck and a flange upstanding around the deck, the third container disposed centrally of the deck of the ship and in the form of a stack upstanding from the deck and open at its upper end, latching means adapted to support the ship in a predetermined upper position relative to the outer container and releasable to permit fall of the ship, electrical releasing means to release the latching means, and means to energize said electrical releasing means, said energizing means including a circuit having terminal means closed by the disposition of one of the objects within the stack.

5. In a game device, an outer container formed of non-conducting material, said outer container having sloping walls providing slots across the same, receptacles below the slots to receive objects thrown into the container, a second container in the form of a ship smaller than the first container and disposed therein, said second container having a deck and a flange therearound, a third container in the form of a stack passing through the center of the deck, an outer tube upstanding from the bottom of the first container and to which the lower end of the stack below the deck extends, an inner tube upstanding from the bottom of the first container within the outer tube and projecting into the stack, the stack, the deck and the ship being of conducting material, the inner tube having an insulating plug at the upper end thereof and an electrical contact projecting up above the insulating plug, a latch comprising a latching member pivotally supported on the outer tube and adapted to project under an edge on the stack, said latching member being adapted to pivot toward releasing position under the weight of the ship supported thereon, an armature supported upon the outer container to hold the latching member in latching position, a magnetic coil adapted to attract the armature to release the latching member to permit descent of the ship, a contact supported upon the outer container and engageable with the ship only in the latched position of the ship, an electrical circuit including the coil, the contact of the inner tubular member, the ship and the contact on the base, said circuit being adapted to be closed to energize the coil and release the latching means upon receipt of a conducting token within the stack that bridges between the stack and the contact on the inner tube, said circuit being adapted subsequently to be opened when the ship descends from the ship.

6. In a game device, a support, a first receiving means mounted on the support, means connect-

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ing the first means and the support for guided vertical movement of the means relatively to the support, a second receiving means smaller than the first, and contained within the outer limits of the first, latching mechanism to hold the first receiving means in first position on the support and releasable to permit the first receiving means to move to second position relative to the support while guided by said connecting means, said latching mechanism having latch control means disposed to be contacted and operated by objects falling onto the second receiving means, whereby said latching mechanism is released.

7. In a game device, a support, a first receiving means mounted on the support, means connecting the first means and the support for guided vertical movement of the means relatively to the support, a second receiving means smaller than the first, and contained within the outer limits of the first, latching mechanism to hold the first receiving means in first position on the support and releasable to permit the first receiving means to move to second position relative to the support while guided by said connecting means, said latching mechanism having latch control means disposed to be contacted and operated by objects falling onto the second receiving means, whereby said latching mechanism is released, said second receiving means being demarked from the first by upstanding walls on the second projecting above the first.

8. In a game device, a target means toward which objects are adapted to be thrown, comprising an outer container for receiving the objects, a second container disposed within the limits of the outer container and smaller than the same and having confining elements to receive and hold objects, a third container grouped with the second container, means connecting the second container and the outer container, said means providing relative movement between them, and means operated by an object thrown into the third container for effecting such movement of the second container, said connecting means comprising a releasable support that releasably holds the second container above the first, the support being withdrawn when the object engages in the third container to permit descent of the second container.

9. In a game device for receiving projectiles projected thereat, a support, a container mounted on the support for vertical movement, latch means holding the container in an upper position and releasable to permit the container to descend to a lower position, a small target element within the limits of the container and smaller than the same, release mechanism for releasing the latch means, including means operated by a projectile on the small target element to render the release means operative.

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