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D. E. WALLENMEYER

3,433,484

GAME APPARATUS WITH REMOVABLE PEG PLAYING PIECE ADVANCING MEANS

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Sheet 1 of 2

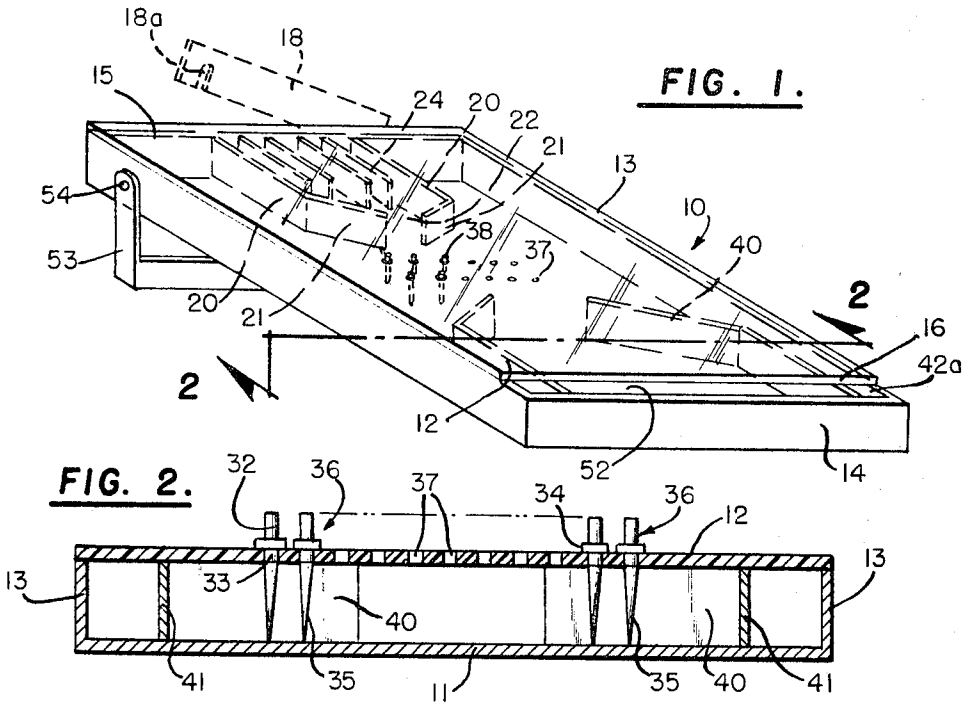


FIG. 1.

FIG. 2.

FIG. 4.

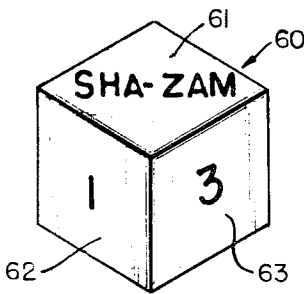


FIG. 4A.

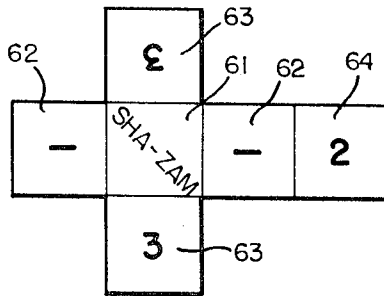
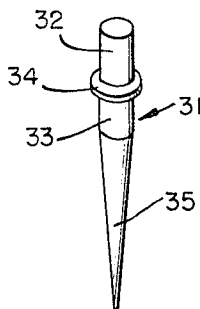


FIG. 5.



INVENTOR
Delmar E. Wallenmeyer

BY

Alexander B. Blair

ATTORNEY

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**GAME APPARATUS WITH REMOVABLE PEG
PLAYING PIECE ADVANCING MEANS**

Delmar E. Wallenmeyer, 7119 Dolan Way,
Citrus Heights, Calif. 95610

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ABSTRACT OF THE DISCLOSURE

An inclined game board including a lower surface having baffles thereon defining ball cages at the upper end of the board and ball directors, different colored balls in the cages, and an upper transparent surface having a multiplicity of openings arranged in a predetermined pattern of rows, a removable peg extending through each opening to the lower surface, the pegs being spaced apart a distance less than the diameter of a ball, and a die, the number appearing on which designates the number of pegs which may be removed by a player, removal of a peg permitting a selected ball resting thereagainst to advance one row of pegs, the object of the game being to permit by selective removal of pegs, all balls of the same color to reach a goal at the bottom of the board.

Background of the invention

This invention relates to a game, and may broadly be considered as a pinball game. Heretofore such games have been characterized by a ball or the like traveling over an inclined or flat surface and striking and being deflected by various fixed obstructions resulting in various reactions by the ball and/or related scoring or indicating elements. Patents No. 271,530 and No. 1,245,820 are illustrative of such games.

Summary

The instant invention differs from the prior art in the provision of a multiplicity of removable pins, which when in place result in the stoppage of the ball, and which when removed in accordance with the rules of the game permit the ball to resume its travel in a direction governed by the pin or pins removed. The number of pins removed is controlled by chance such as the casting of a die or the like, but the specific pins removed are determined by the player. Thus there is provided an entertaining and amusing game device combining both chance and skill, which affords a high degree of entertainment and amusement to participants and spectators alike.

Description of the drawings

An illustrative embodiment of one form of game board embodying the inventive concept is shown in the accompanying drawings wherein:

FIGURE 1 is a perspective view of one form of game board embodying this invention, certain portions thereof being omitted for clarity of illustration, and alternative positions of other parts being indicated in dotted lines;

FIGURE 2 is an enlarged sectional view taken substantially along the line 2-2 of FIG. 1;

FIGURE 3 is a top plan view of the game board and related accessories;

FIGURE 4 is a perspective view of a die employed in playing the game;

FIGURE 4A is an unfolded view of the die of FIG. 4 showing the indicia thereon; and

FIGURE 5 is a perspective view of one of the pegs employed as a component of the game.

Similar reference characters refer to similar parts throughout the several views of the drawings.

Description of a preferred embodiment of the instant invention

Referring now to the drawings in detail, there is generally indicated at 10 a game board which includes a lower playing surface 11 and a top surface 12, spaced from and parallel to lower surface 11. Side walls 13 extend between the upper and lower surfaces along the sides of the board, and a bottom end wall 14 and top end wall 15 are also provided forming an enclosed playing surface. The side and end walls may be translucent, transparent or opaque, as may the bottom surface 11. It is necessary, however, that the top surface 12 be transparent for reasons which will appear hereinafter. The transparent top surface 12 terminates along a transverse line 16 spaced from the bottom wall 14, leaving an open space for a purpose which will also appear hereinafter. Positioned centrally in top wall 15 is an opening 17, which is normally closed by a gate member 18 pivoted as at 19 to top or upper wall 15 and provided with a latch member 18a. Vertical baffles 20 extend from opposite sides of opening 17 parallel to side walls 13, and terminate in converging baffles 21, which stop short of intersection, leaving an opening or starting gate 22. The starting cage defined by baffles 20 and 21 is separated into a plurality of compartments 23 by relatively short parallel baffles 24, baffles 20 and 24 defining ball holding compartments or cages each dimensioned to contain three balls 25, the balls in different compartments being of different colors, and all the balls in a single compartment being of the same color. Baffles 20, 21 and 24 extend substantially the full height of the space between top wall 12 and bottom wall 11. Top wall 12 is provided with a series of aligned openings 30 in each compartment 23, spaced apart a distance slightly in excess of the diameter of a ball 25, and in each of these openings is positioned a peg 31. Pegs 31 and balls 25 are omitted in one compartment 23 in FIG. 3 for clarity of illustration. Each peg 31 is similar to that shown in FIG. 5, and comprises an upper cylindrical portion 32 affording a finger grip, and a lower cylindrical portion 33 which extends into the opening 30, the portions 32 and 33 being separated by a flange 34 which normally rests on the top of surface 12. A lower tapered pointed portion 35 extends substantially the full distance between surface 12 and surface 11.

Similar pegs 36 are positioned in openings on opposite sides of gate 22 and are spaced apart a distance slightly greater than the diameter of a ball 25 to guide and center each ball in opening 22.

A plurality of transversely extending rows of openings 37 extend entirely across the board, each containing a peg 38 identical with the pegs 31 and 36. Starting at an intermediate point approximately seven rows down are two opposite outwardly and downwardly inclined partitions or baffles 40, each of which terminates in a partition 41 which extends parallel to the adjacent side wall 13, leaving a channel 42 of a width to accommodate an individual ball. A ball passing down in the channel 42 stops in a space 42a below the lower edge 16 of top surface 12, as shown in dotted lines in FIG. 3, and is required to be removed and replaced in its appropriate cage 23, in accordance with the rules of the game, as will be pointed out hereinafter.

Additional rows of openings extend below the baffles, as indicated at 43, each opening containing a peg 38. The last row of pegs 38a terminates above the terminal edge 16 of sheet 12, leaving an open space which is closed by the lower wall 14 and which constitutes a goal or win area. A ball 25a landing in the win area is allowed to remain until the three balls of a given color have reached the win area, at which time the game is considered as won by the player whose color is represented.

An area on each side of the game board extending from a point 50 adjacent the end of each baffle 40 upwardly to a point 51 above the first or uppermost row of openings 37 is colored a different color from the remainder of the board, for example yellow, and is defined as a yellow area. Balls deflected in a manner to be described hereinafter into the yellow area must be allowed to enter channels 42, and be removed and started over again. The remainder of the board between the lines extending from points 50 to points 51 and below the upper ends of baffles 40 is a different color, such as red, and constitutes a valid playing area. The yellow areas are substantially triangular in shape so that the playing area has a restricted waist portion substantially in the form of an hourglass, so that after a ball has passed the points 50, all that is necessary is to remove appropriate pegs to permit the ball to fall into the win area or goal 52.

A foldable plastic stand 53 is provided having its ends 54 pivoted in the upper ends of walls 13 in order to incline the board so that the balls 25 will roll downwardly by gravity as appropriate pegs are removed. When folded the end of the stand overlies top wall 15.

A central deflector peg 57 is positioned above the first row of openings 37, as are side deflector pegs 58.

The number of pegs which may be removed by a player at a given turn is controlled by a die, generally indicated at 60, having six sides. One side 61 includes a fanciful term such as "Sha-Zam," which is the name of the game, while two opposite sides 62 contain the number 1, two more sides 63 contain the number 3, and one side 64 opposite side 61 contains the number 2.

Two to six players may play the game, each using three balls or marbles of a similar color. As previously stated, the object of the game is to advance all of the balls 25 of a given color from their initial cage 23 to the win area 52. To start the game each player will roll the die, the high number determining the player who will play first, the side 61 containing the fanciful word "Sha-Zam" being considered high. A particular number must be rolled to release a ball or marble to begin play. For instance, a 1 must be rolled to release the first or lowermost ball. The player having rolled a 1 removes the lowermost peg and permits a ball 25 to roll by gravity to starting gate 22 where it is aligned and directed by the pegs 36 through opening 22. The released ball then rolls down and strikes center pin 57 and is deflected to either the right or the left, continuing until it strikes and is stopped by the first row of pins 38. The peg is replaced immediately after each roll so that to release a second ball a 2 must be rolled and to release the third ball a 3 must be rolled so that all three of the pegs in a given cage may be removed simultaneously or consecutively to permit the uppermost ball to roll to the gate. The word "Sha-Zam" may be employed as any required number, not exceeding three.

As play progresses, each player in turn rolls a number, and may then remove that number of selected pegs adjacent his own ball, to direct the same to the center of the red area between the points 50, and ultimately to the win area 52.

Alternatively, a player may remove a peg adjacent an opponent's ball to deflect the same into a yellow area, in which case the opponent must then work his ball into the space 42 and recover the same and start over again. The pegs of alternate rows are staggered and spaced apart less than the diameter of a ball, so that a ball coming to rest between two pegs may be directed either to the right or left in accordance with the peg removed, to permit its passage to the next row.

In order to win the game, a particular number must be rolled. For example, if a ball is resting between two of the lowermost pins 38a, a 1 or a "Sha-Zam" must be rolled to permit the ball to advance to the win area.

From the foregoing it will now be seen that there is herein provided an entertaining game comprising ele-

ments of chance and skill as well as judgement in selecting the appropriate pins to be removed to either advance one's own ball or to deflect an opponent's ball.

As various embodiments may be made of this inventive concept, and as many modifications may be made in the embodiment hereinbefore shown and described, it is to be understood that all matter herein is to be interpreted merely as illustrative, and not in a limiting sense.

I claim:

1. A game comprising:

- (a) a game board including
 - (I) a lower surface
 - (II) an upper transparent surface spaced from and parallel to said lower surface;
 - (III) and side and end walls connecting said upper and lower surfaces,
 - (IV) said upper transparent surface having a plurality of transverse rows of openings thereacross;

- (b) a peg removably positioned in each opening;
- (c) means for positioning said board at an incline;
- (d) means at the upper end of said inclined board defining ball retaining cages;
- (e) balls of a diameter greater than the distance apart of adjacent pegs initially positioned in said cages;
- (f) retractable means retaining said balls in said cages;
- (g) a goal area at the bottom of said board to which said balls are directed by selective removal of certain of said pegs;
- (h) and chance controlled means designating the number of pegs to be removed at a turn by each player.

2. The structure of claim 1 wherein said ball cages comprise at least three spaced parallel baffles parallel to said side walls, and baffles extending from each of the outermost of said spaced parallel baffles converging and having their inner ends spaced apart a distance slightly greater than the diameter of the balls.

3. The structure of claim 2 wherein said upper surface has openings above the space between said parallel baffles, and said retractable means comprise ball retaining removable pegs in each opening.

4. The structure of claim 3 wherein said upper surface has at least one opening over the space between the spaced apart ends of said converging baffles.

5. The structure of claim 1 wherein different colored areas are defined on said lower surface, and additional ball directing baffles define certain boundaries of said different colored areas.

6. The structure of claim 1 wherein said chance controlled means comprise a die.

7. The structure of claim 1 wherein a gate is provided in the upper end wall for introducing balls into said cages.

8. The structure of claim 1 wherein the means for positioning said board at an incline comprises a U-shaped support pivoted to said side walls adjacent one end thereof.

9. A game board comprising:

- (a) a lower surface;
- (b) an upper transparent surface parallel to and spaced from said lower surface;
- (c) peripheral means enclosing the space between said surfaces;

- (d) means defining openings permitting the introduction of a spherical object into said space at the upper end and removal of said object at the lower end of said space;

- (e) said upper surface having a plurality of rows of openings therein adapted for the reception of removable pegs extending substantially to said lower surface and spaced sufficiently closely to preclude the passage of a spherical object having a diameter greater than said spacing.

10. The structure of claim 9 including baffles extending between said upper and lower surfaces, adapted to direct the spherical object.

11. The structure of claim 10 wherein the opening at the upper end of the board is normally closed by a movable gate.

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5 DELBERT B. LOWE, *Primary Examiner.*

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