Aug. 26, 1941. N. P. BLOOM 2,253,605

GAME APPARATUS

Filed Nov. 22, 1938

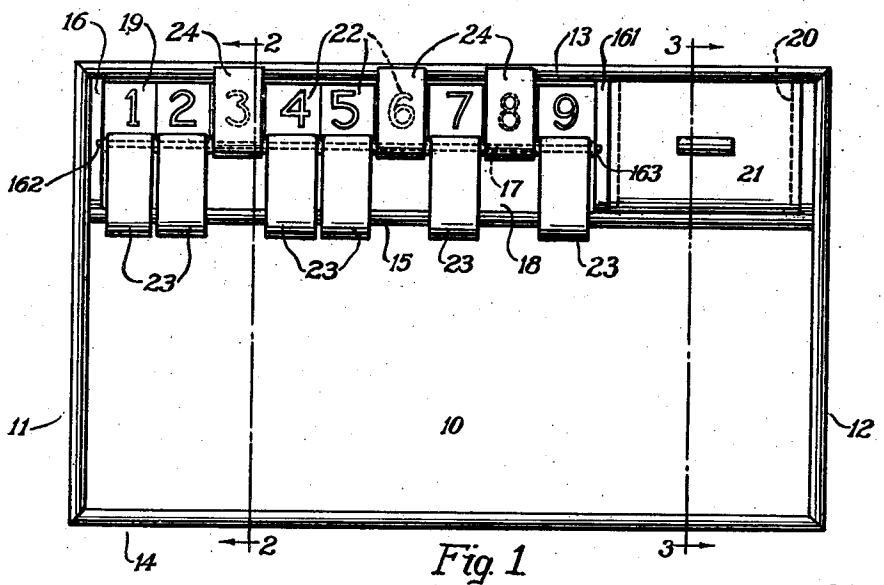


Fig. 1

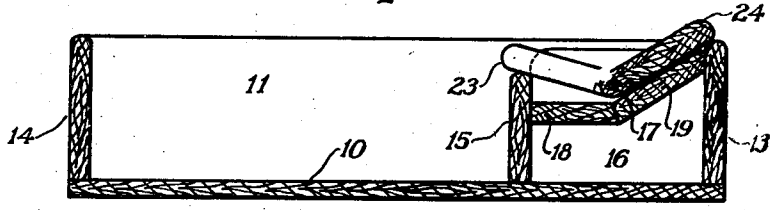


Fig. 2.

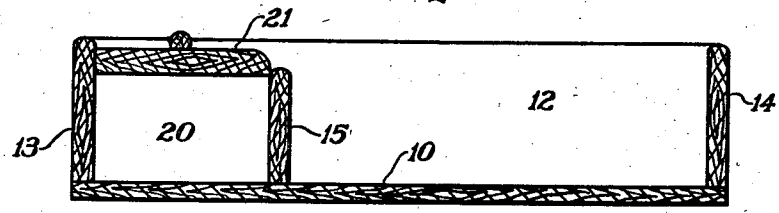


Fig. 3.

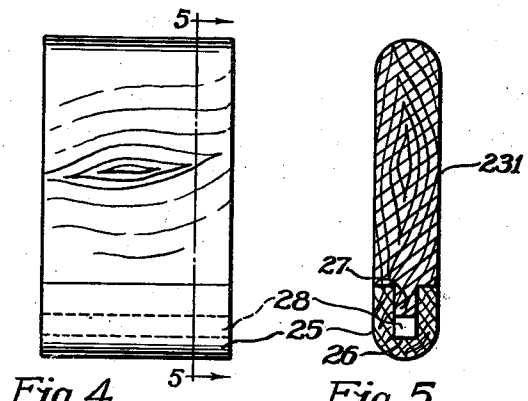


Fig. 4.

Fig. 5.



Fig. 6.

INVENTOR
NATHAN P. BLOOM
BY John L. Milton.
ATTORNEY

Patented Aug. 26, 1941 2,253,605

UNITED STATES PATENT OFFICE

2,253,605

GAME APPARATUS

Nathan P. Bloom, Louisville, Ky.

Application November 22, 1938, Serial No. 241,750

5 Claims. (Cl. 273—136)

The present invention is concerned with the provision of a game apparatus to be known as "clackers," which may have a wide range of utility, primarily for amusement purpose. Also, it can be used for certain educational purposes.

A feature of the game apparatus is that it provides a game which may be applied either competitively, or as a game of solitaire, which proves highly entertaining and intriguing to persons of all ages.

A further object of the invention is to provide a game apparatus of mechanically simple, practical construction, which is completely housed as a rugged unit, and which may be subjected to rough usage by persons of all ages without material impairment.

Other objects of the invention are to provide a game apparatus, which may be completed with a high or low grade exterior finish, which is well suited to the requirements of economical manufacture for any desired grade, convenient storage and shipping.

With the above noted and other objects in view, the invention consists in certain novel features of construction, combination and arrangements of parts as hereinafter set forth and specifically set forth in the claims.

The invention may be more fully understood from the following description in connection with the accompanying drawing:

Figure 1 is a plan view of the complete game apparatus, except a pair of dice;

Figures 2 and 3 are longitudinal sectional elevations of Fig. 1, respectively, on lines 2—2 and 3—3;

Figure 4 is an enlarged plan view of one of the series of rotary tabs or clackers, while Figure 5 is a sectional view through Figure 4 on line 5—5 on an enlarged scale;

Figure 6 designates a pair of dice having consecutive numerical designation.

Numeral 10 designates the bottom or floor, and 11, 12, 13, 14 the side walls of a shallow box, sometimes hereinafter referred to as a tray, which is preferably made of wood, however it can be made of plastic or other suitable material. 15 designates a partition or wall, which with walls 11, 12, 14 and the bottom 10 provide the playing field or confined area in which the dice are to be rolled.

Duplicate vertical plates 16, 161 are spaced and secured between walls 13, 15 to support shaft 17 and cooperate with said walls to support horizontal plate 18 and angularly disposed horizontal plate 19. It will be observed that said horizontal plates are united and form a ledge disposed between walls 13, 15. Plate 161 with a portion of walls 12, 13 partition 15 and bottom 10 form a compartment 20 for storing the dice, pencil and scoring pad. Numeral 21 designates a lid for said compartment.

On the exposed surface of diagonally disposed plate 19 are progressive indicia, preferably the numerals 1 to 9 inclusive, designated by 22, and evenly spaced thereon. Each numeral is located for register with a corelated clacker of which there is one for each indicium.

Shaft 17 is mounted in blind holes 162, 163. These are located so that the shaft is closer to partition 15 than it is to wall 13, the utility of which will be dealt with hereinafter.

Each clacker is pivoted for free rotary movement on said shaft in order that it can rest, under the influence of gravity, in either the "open" or "closed" position, the former terms being used to designate the position in which clackers 23 are shown in Figs. 1 and 2, with numerals 1, 2, 4, 5, 7 and 9 exposed, while 24 designates clackers in the latter position and concealing numerals 3, 6 and 8. Between adjacent clackers, surrounding shaft 17 a washer 25 is disposed to function as a spacer to prevent friction between the faces of adjacent clackers. Thus, means have been employed to provide free movement of the clacker in order that each can be flipped from the open to the closed position, incident to which there is a pronounced intriguing clacking sound, as an accompaniment to the rattle of the dice as they contact the side walls surrounding the playing field, hence the game has been appropriately called "clackers."

It should be noted that the length of each clacker is such that the free end will overhang partition 15 so that each can be readily manipulated by the tip of the player's fingers. At the conclusion of a game all of the clackers that have been transferred to the closed position can be instantly returned to the open of playing position by bodily imparting a gentle swinging motion to the tray and terminating in a jerk.

Since it is impractical to drill straight holes longitudinal of the grain in the wood of which the clackers are preferably made, a novel construction is shown in Figs. 4 and 5 by which the pivot hole 28 is procured. Strip 25 is formed with a deep groove 26 to receive a relatively short tongue 27 of clacker 231. A permanent assembly is effected by gluing the engaging surfaces as shown in Fig. 5.

The play

Any number of people may play. All the numbers are exposed at the beginning. The first player throws the dice. If the dice show a 4 and 5, a total of 9, the number 9 on the board is eliminated, or at the option of the player other numbers totalling 9, such as 8 and 1, 7 and 2, 6 and 3, or 5, 3 and 1. It is better usually to eliminate the high single numbers whenever possible, as more flexibility of combinations exists with the smaller numbers.

Each person continues to play until he throws a number which cannot be eliminated. For example if 4 and 6 are the only remaining numbers on the board and the player throws a 5 and 4 (total of 9), the play is at an end and the player's score is 10 (the total of the uncovered numbers).

If all the numbers of the board are eliminated except 1, the player on his last throw rolls only one die, since his only chance to roll this number will be with one die.

All other players successively have their turns and at the end of the play the lowest score wins the round. If two or more players tie for low score, they play off the tie. Considerable skill may be developed in the proper elimination of the numerals.

The score

A score pad can be employed that provides for nine rounds which make up a "frame." At the end of the frame, totals for the nine rounds are added and the low man is winner. If Mr. A is winner with low of 54 total, Mr. B, whose score is perhaps 72, is indebted to Mr. A for the difference, or 18 points. In a like manner each of the other players settles with the winner by the difference between their respective scores.

Other uses of the game apparatus can be organized that differ from the play outlined above, which is illustrative of the form adopted by the sponsers of the game apparatus at the time this application is being executed. Further, the game apparatus can be used by children not only for amusement, but for the purpose of familiarizing them with the elementary application of numbers.

Obviously, various changes and alterations might be made in the general form and arrangement of the parts described without departing from the invention. Hence I do not wish to limit myself to the details set forth, but shall reserve for myself the liberty to make such changes and alterations as fairly fall within the spirit and scope of the appended claims.

I claim:

1. A game apparatus including a box; a scoring panel mounted longitudinally along one wall member thereof and having its top surface inclined with respect to the bottom of the said box; a partition mounted within the box substantially parallel with the said one wall member, and having its top edge below the top edges of the said box; a plurality of scoring tabs pivotally mounted longitudinally between the said partition and said one wall member, each of the said tabs adapted to conceal a portion of the scoring panel when swung to an operative position, and to rest on the top edge of the said partition when swung to an inoperative position.

2. A game apparatus including a box composed of relatively thin material and having a rectangular floor and side walls erected vertically from the edges thereof to form a resonator; a partition erected vertically from the floor in resonant relation therewith and within the said box in substantially parallel relation with a given vertical wall; and a plurality of scoring clackers pivotally mounted in operative relation to and within said box, the said clackers adapted to strike said given wall and said partition when swung respectively to operative and inoperative positions, for imparting sound produced thereby to said resonator.

3. A game apparatus including a box having a horizontal floor and connected side walls erected vertically therefrom; a partition mounted within the said box substantially parallel with one of the said vertical wall members; a sub-floor mounted between the partition and the said one wall member, above the level of the said rectangular floor and below the level of the top edges of the partition and the said one wall member, the said sub-floor totally enclosing the lower portion of the compartment between the partition and the said one wall member and cooperating with the horizontal floor and vertical wall members to form a resonator; and a plurality of clackers pivotally mounted above the said sub-floor and between the said partition and the said one wall member so that the said clackers strike the top edge of the said one wall member when swung to one position, and strike the top edge of the said partition when swung to another position, for imparting the clacking sound produced thereby to the said resonator.

4. A game apparatus including a box having a horizontal floor and connected side walls erected vertically therefrom, each constructed of relatively thin material to form a resonator; a partition mounted within the said box substantially parallel with one of the said wall members and in resonant relation therewith; and a plurality of clackers pivotally mounted within the said box between the partition and the said one wall member and in operative relation therewith, the said clackers adapted to strike the said partition and the said one wall member when swung respectively to operative and inoperative positions for imparting the clacking sound produced thereby to the said resonator.

5. A game apparatus including a box having a horizontal floor and connected side walls erected vertically therefrom, each constructed of relatively thin material to form a resonator; and a plurality of clackers pivotally mounted in operative relation to and within the said box, the said clackers adapted to strike longitudinally opposed walls when swung respectively to operative and inoperative positions, for imparting the clacking sound produced thereby to the said resonator.

NATHAN P. BLOOM.