W. J. RIGNEY.

DISK PROPELLER OR GAME APPARATUS.

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905,586.

Patented Dec. 1, 1908.

Fig. 1.

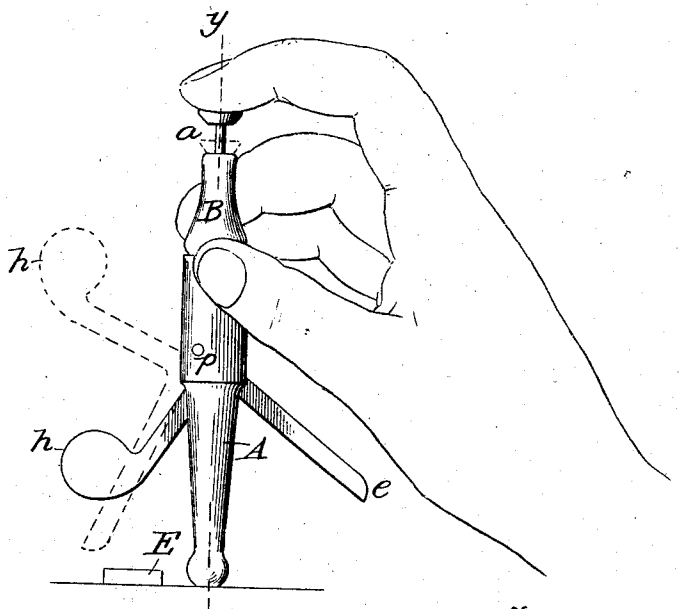


Fig. 3.

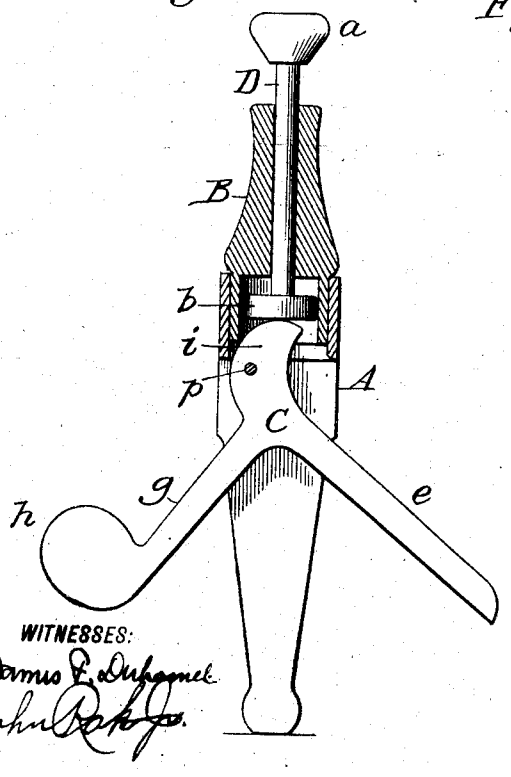
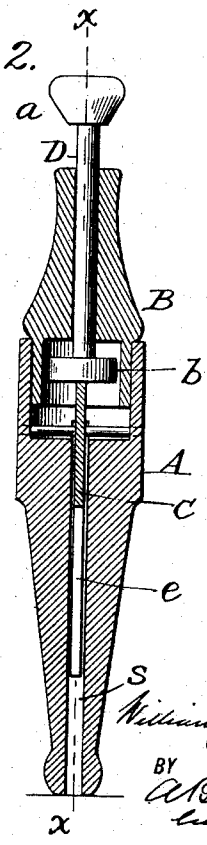


Fig. 2.



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DISK PROPELLER OR GAME APPARATUS.

No. 905,586. Specification of Letters Patent. Patented Dec. 1, 1908.

Application filed March 14, 1908. Serial No. 421,008.

To all whom it may concern:

Be it known that I, WILLIAM J. RIGNEY, a citizen of the United States, residing in the borough of Brooklyn, city of New York, and State of New York, have invented certain new and useful Improvements in Disk Propellers or Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus for propelling counters, or men, used in playing a game, more particularly where they are required to be pushed or slid over the surface of the game board.

The invention comprises a novel arrangement of a standard and movable parts readily utilized to perform the usual work of the fingers in striking the game pieces.

The nature of construction and operation will be apparent from the annexed drawings and following description thereof.

In the drawings: Figure 1 is a side view showing the manner of operation of the device. Fig. 2 is a vertical section on the line *y*—*y* of Fig. 1. Fig. 3 is a vertical section on the line *x*—*x* of Fig. 2.

A is a standard, bifurcated a portion of its length forming a transverse slot S. The standard terminates in an enlarged hollow upper portion into which is received a head B. The lower portion of the head B is also hollow for a portion of its length, the shell thus formed fitting tightly into the top of the standard A. The head and standard may be threaded together if desired or depend on friction of the parts as shown in the drawing.

Sliding through an opening in the top of the head B is a plunger D, provided with a knob *a* on the outer end, and having a circular base *b* attached at the inner end.

In the standard A is pivoted a weighted angle piece C, of special form, having one leg *e* sufficiently long to reach the foot of the standard A. The other leg *g*, of the angle piece, is shorter and terminates in an enlarged portion *h*, making an excess of material at this point so as to weight it and swing out the leg *e* when in its normal position as shown in Fig. 1.

The pin *p*, forms a pivot for the angle piece C and passes through the standard A, preferably somewhat off its vertical center as shown in Fig. 1. The angle piece C is provided, at the junction of its legs, with a projection *i*, through which the pin *p* passes. Preferably the projection *i* is rounded on top and the base of the plunger rests on this rounded top but other forms may be used.

In Fig. 1 the game piece or counter is indicated by the letter E, and the purpose of the operation of the game device is to thrust the counter E over the surface of the board in the same manner as is now usually done by snapping the finger end free from the thumb.

The operation of the device is indicated by the dotted lines in Fig. 1, and is as follows: The propeller is placed in position and by pressing the finger on the knob *a* the plunger will be caused to slide downwards so the base presses on the rounded top of the projection *i*. By reason of the rounded form of the top of the projection and the position of the pin *p*, the pin *p* acts as the fulcrum of a lever one end of which is the leg *e*. The angle piece under such pressure changes its position, the weighted portion *g* being quickly raised and the leg *e* forced through the slot S, striking the disk or game piece E and thrusting it forward. When the finger is removed from the cap *a* the weighted end *h* will cause the angle piece to automatically resume its normal position as shown in Fig. 3.

It will be apparent that the exact form of the different parts is not essential but they may be varied, to suit the taste or fancy, so long as the main features thereof are maintained and a balanced or weighted angle piece, suspended in a suitable support, is utilized in a form substantially such as shown.

What I claim as new is:

1. In a game apparatus, a slotted standard, a balanced weighted angle piece, pivoted at its angle in the slot of said standard, and suitable means for operating the angle piece for propelling a game piece, substantially as set forth.

2. In a game apparatus a suitable support a plunger carried thereby, a balanced weighted angle piece pivoted at its angle to said support said balanced weighted angle piece being provided with a rounded top adapted to be operated by the downward pressure thereon of said plunger, substantially as shown and described.

3. In a game apparatus a supporting standard, a weighted angle piece with a rounded projection *i* at the junction of its legs and pivoted at its angle in said standard and a reciprocating plunger carried by

the standard, said plunger being adapted to press upon the projection and operate the angle piece for propelling a game piece, substantially as set forth.

4. In a game apparatus a slotted standard a plunger carried thereby, a balanced weighted angle piece pivoted at its angle in the slot of said standard, said balanced weighted angle piece being provided with a rounded top above the pivoted point adapted to be operated by the downward pressure thereon of said plunger, substantially as and for the purposes shown and described.

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Witnesses:
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