May 17, 1960 P. A. BELLAK 2,937,025

GAME SIMULATING JOUSTING

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Fig. 1.

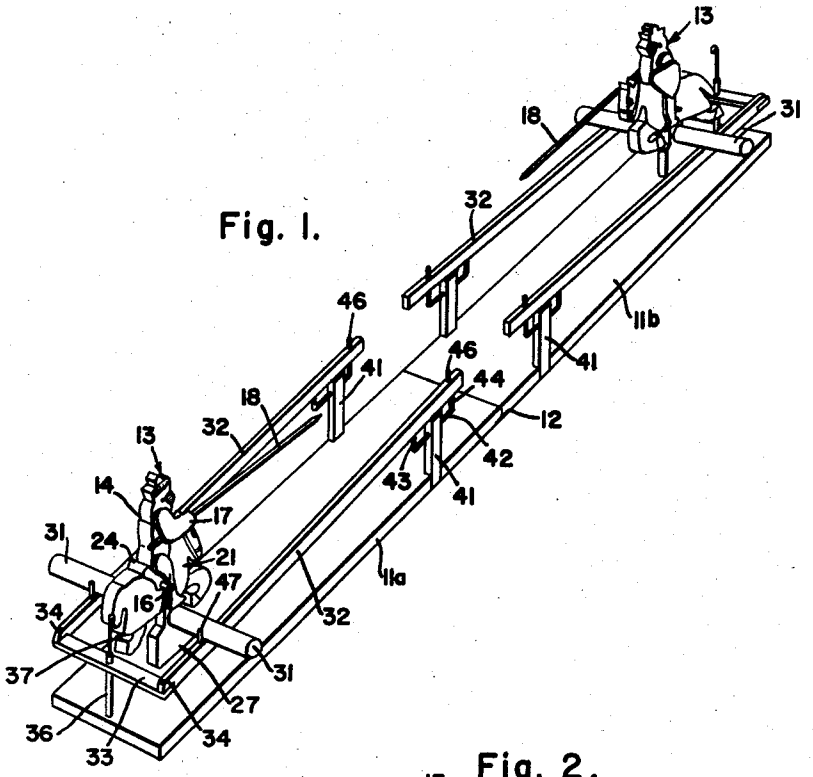


Fig. 2.

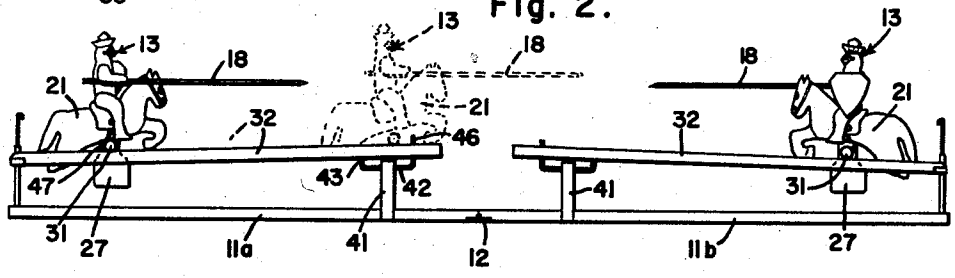
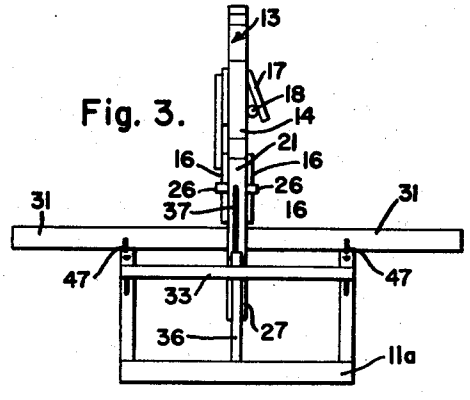


Fig. 3.



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Fig. 4.

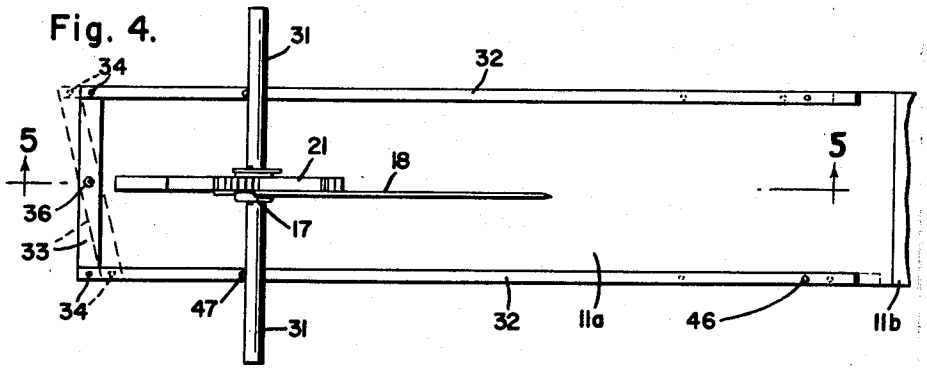


Fig. 5

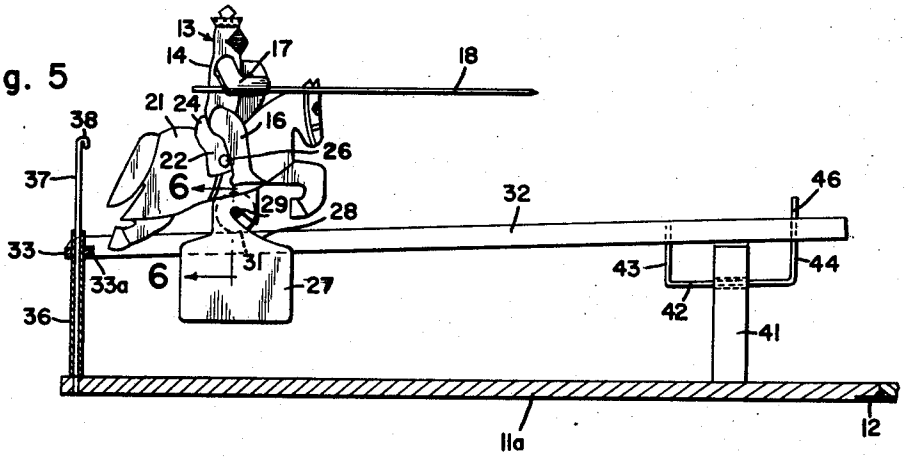


Fig. 7.

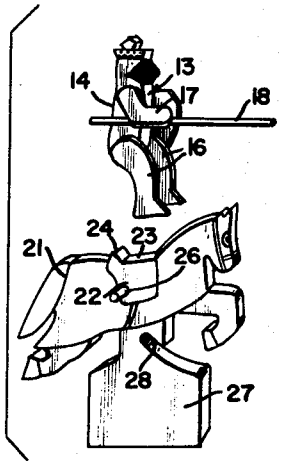
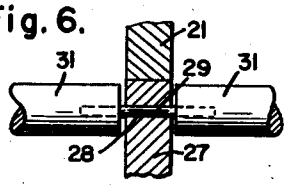


Fig. 6.



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GAME SIMULATING JOUSTING

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Application September 16, 1957, Serial No. 684,297

2 Claims. (Cl. 273—85)

This invention relates to a new and improved toy or game for two players, which simulates jousting. More particularly, the invention provides for each of two players a knight having a spear and seated on a horse which is attached to a roller traveling on guides. The guides are so constructed and mounted that the player can cause the horse to move forwardly or rearwardly at various speeds, and also to move from side to side. The object of the game is to cause the player's spear to strike the opponent in such manner as to unseat the horseman or detach the horse from its roller. Further, unless the player uses moderation in the movement of the guides, he can cause unseating of his own rider. The winner of the game is the player whose rider is seated while the opponent's is unseated.

A feature of the invention is the fact that the player can be of any age and yet, with practice, the skill of the player is capable of improvement.

A principal feature of the invention is its high entertainment value and the interest and enthusiasm which it arouses in the players.

Other objects of the present invention will become apparent upon reading the following specification and referring to the accompanying drawings in which similar characters of reference represent corresponding parts in each of the several views.

In the drawings:

Fig. 1 is a perspective view of the game;

Fig. 2 is a side elevation;

Fig. 3 is a rear elevation;

Fig. 4 is a fragmentary top plan showing the manner in which the guides may be moved by the player to vary the direction of movement of the horse.

Fig. 5 is an enlarged fragmentary vertical sectional view taken substantially along the line 5—5 of Fig. 4;

Fig. 6 is a fragmentary vertical sectional view taken substantially along the line 6—6 of Fig. 5;

Fig. 7 is an exploded perspective view of the horse, rider and spear.

The present invention is mounted upon a board which, for ease in transportation and storage, is here shown as divided into two halves 11*a* and 11*b* which are hinged together at their adjoining end edges by means of hinge 12. The two halves 11*a* and 11*b* are substantially identical, and hence in the following description only one half will be described.

Each player is provided with a knight 13 having a body 14 made of a flat piece of wood, plastic or the like, and having depending therefrom on either side a leg 16. The right arm 17 of the knight slants downwardly-outwardly and hence, in cooperation with the body 14, provides a socket in which is seated the spear 18 which projects forwardly. A horse 21 is likewise provided and has a saddle 22 with a flat seat 23 and backrest 24, which receives the lower end of the body 14 in upright position. Forwardly of legs 16 in the assembled position, on either side of the horse 21, are pins 26 which, in cooperation with the back 24 of saddle 22, prevent the knight 13 from

toppling over in normal usage of the device unless the knight is properly hit by the spear 18 of the opponent. On the lower end of the horse 21 is an elongated heavy weight 27 made of lead or similar material, which tends to hold the horse 21 in upright position. An upwardly-rearwardly slanted, curved slot 28 is formed in weight 27. The slot 28 receives a horizontally disposed pin 29, the opposite ends of which are received in the ends of cylindrical rollers 31 which are axially aligned and project laterally relative to the horse 21.

Rollers 31 roll on guides 32 which extend longitudinally along either side of base 11*a* and are mounted in such manner, as hereinafter described, that their inclination relative to a horizontal plane may be controlled by the player, and simultaneously one of the guides 32 may be advanced relative to the other. The rearward end of each guide 32 is formed with a notch 33*a* on its lower edge to receive crosspiece 33. Pins 34 join the members 32 and 33 together in such manner that the member 33 may assume different angles relative to the guides 32, as is best shown in Fig. 4, wherein in solid line position the crosspiece 33 is disposed perpendicular to guides 32 and in dotted line position the same member 33 is shown disposed at an oblique angle thereto. Crosspiece 33 is formed at its midpoint with an aperture which receives vertical post 36 extending upwardly from the rear edge of base 11, and the turned-over portion 38 of said hook member 37 functions as a stop to limit upward movement of crosspiece 33, and hence limits the maximum inclination of guides 32.

On each side of the base 11*a*, adjacent the forward edge thereof, is a vertical post 41. Each post 41 receives a horizontally longitudinally disposed central member 42 of wire or similar material having a short rear upturned member 43 and an elongated upturned forward member 44. Both members 43 and 44 extend into and are received by guide 32, and hence the members 42–43–44 provide a means of attachment of guide 32 to post 41 in such manner as to permit sufficient play to enable the inclination of the guide 32 to be altered by the player at will and, further, to permit the guides 32 to be advanced relative to each other in a manner heretofore explained and which is illustrated in Fig. 4.

Accordingly, in use the player positions the rider 13 on the saddle 22 of the horse 21, with the spear 18 extending forwardly, and hooks the pin 29 into the slot 28 in such manner that the rollers 31 project laterally and rest upon guides 32. At the commencement of the game, the horse is disposed at the outer ends of the guides 32. By elevating the crosspiece 33, the horse rolls forwardly and the speed at which it rolls is controlled by the degree of inclination of the guides 32 which the player chooses. If the player wishes to recall the horse, he depresses crosspiece 33 so that the rollers 31 roll backward. The limit of forward and backward movement is determined by extensions 46 of member 44 and by pins 47 driven into the top surface of guides 32 adjacent the outer ends. The player also has the option of twisting the crosspiece 33 about post 36 as a pivot, and this causes the spear 18 to shift from side to side as the crosspiece 33 is pivoted. Since two players are playing simultaneously, the more skillful player causes the spear 18 of his rider to strike the horse 21 or knight 13 of his opponent in such position as to unseat the knight from the horse or unseat the horse from the roller 31 by causing the pin 29 to be disengaged from the slot 28. At the same time the player attempts to evade the spear of the opponent so that his own horse is not unseated. Too violent movement of the crosspiece in a vertical direction or in a horizontal plane may cause unseating of the horse or knight, and hence such movement must be avoided by the skillful player.

If one or the other knight is not unseated after the first pass, the players may return the horses to the far ends of the lists and joust again.

Although the foregoing invention has been described in some detail by way of illustration and example for purposes of clarity of understanding, it is understood that certain changes and modifications may be practiced within the spirit of the invention and scope of the appended claims.

What is claimed is:

1. In a toy simulating jousting, a base, a first pair of first guide rails mounted at a first end of said base extending from adjacent said first end of said base to adjacent the center of said base, a second pair of second guide rails mounted at a second end of said base opposite said first end extending from adjacent said second end of said base to adjacent the center of said base, a first cross-piece pivotally attached to the outer ends of said first guide rails, a first post extending up from said base adjacent said first end of said base through approximately the center of said first cross-piece for movement of said first cross-piece longitudinally of said first post and for pivotal movement about said first post, second and third posts extending up from said base adjacent the inner ends of said first guide rails and each formed with a horizontal longitudinal first hole in its upper end, and for each of said second and third posts a first central member fitting loosely through said first hole and having upturned front and rear extensions received in the inner end of one of said first guide rails for variable inclination of said first guide rails relative to said base, a second cross-piece pivotally attached to the outer ends of said second guide rails, a fourth post extending up from said base adjacent said second end of said base through approximately the center of said second cross-piece for movement of said second cross piece longitudinally of said fourth post and for pivotal movement about said fourth post, fifth and sixth posts extending up from said base adjacent the inner ends of said second guide rails and each formed with a horizontal longitudinal hole in its upper end, and for each of said fifth and sixth posts a second central member fitting loosely through said second hole and having upturned front and rear extensions received in the inner end of one of said second guide rails for variable inclination of said second guide rails relative to said base, and, for each pair of guide rails, a roller arranged to roll along the pair of guide rails, a toy horse detachably mounted on said roller, a rider detachably seated on said horse, a spear held by said rider projecting forwardly for an extended length to project beyond the center of said base when said rider is adjacent the inner end of one of said pairs of guide rails, whereby said horse may be moved toward and away from the center of said base and when said horse is adjacent the center of said base said spear projects toward the opposite rider to contact and unseat said opposite rider.

2. A toy according to claim 1 in which the mounting of said first post in said first cross-piece and said first central members in said second post and in said third post is loose for manual adjustment to advance one said first guide rail of said first pair of guide rails relative to the other of said first guide rails in a horizontal direction parallel to said base to adjust the angle of said horse relative to a vertical plane, and in which the mounting of said fourth post in said second cross-piece and said second central members in said fifth and in said sixth posts is loose for manual adjustment to advance one said second guide rail of said second pair of guide rails relative to the other of said second guide rails in a horizontal direction parallel to said base.

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