Aug. 24, 1965 C. PATENT 3,202,427

HOCKEY TYPE GAME DEVICE

Filed April 2, 1963

Fig. 1

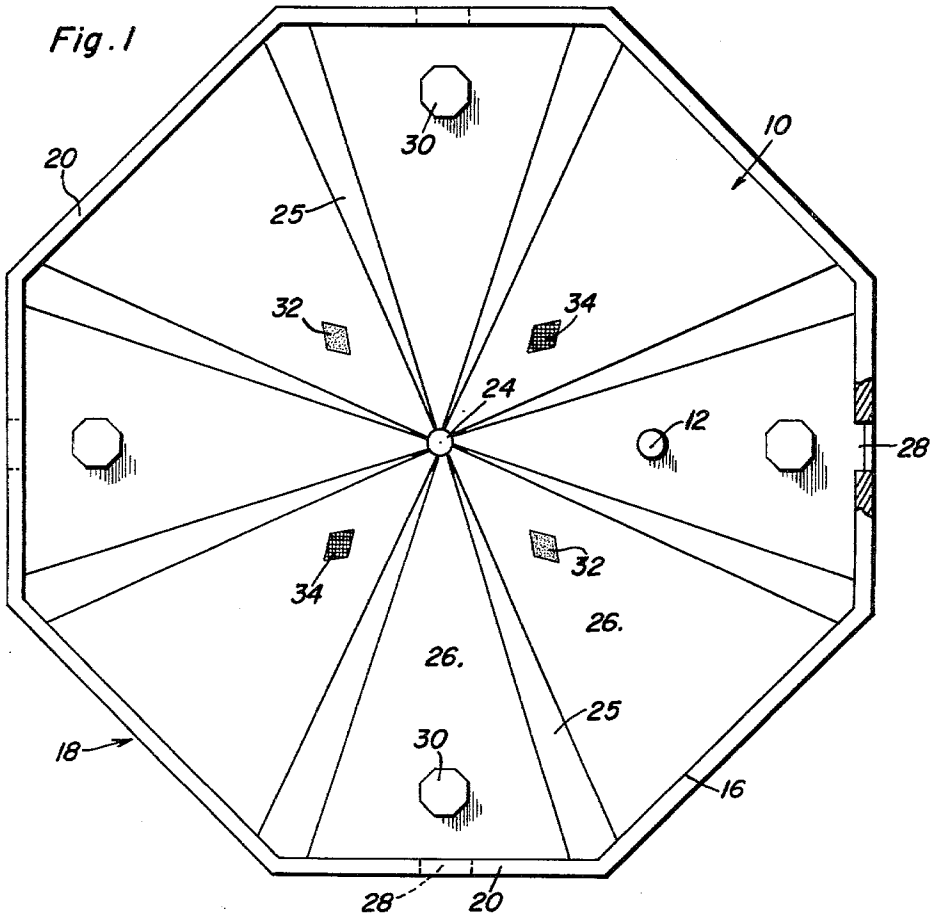
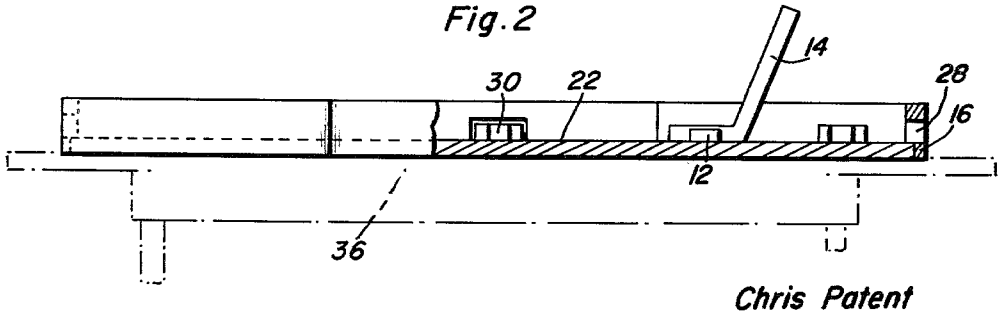


Fig. 2



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HOCKEY TYPE GAME DEVICE

Chris Patent, R.R., Randolph, Nebr.

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1 Claim. (Cl. 273—126)

The present invention is generally concerned with game devices, and more particularly relates to a hocky type game device wherein a puck type member is driven, in turn, toward different goals by means of a hocky stick shaped driving member held in one or both hands for the players.

It is a primary intention of the present invention to provide a game device or apparatus which, while simple in structure, is capable of affording many hours of entertainment to both young and old alike.

Another significant object of the present invention is to provide a game device which entails a degree of skill so as to present a challenge to the players aside from the competitive challenge presented by the opponent players.

Likewise, an object of the present invention is to provide a game apparatus which is durable in structure, capable of economical manufacture, playable on any flat or substantially flat surface, and capable of being played by up to four individual players or four teams of players.

The game apparatus consists basically of a flat octagonal playing surface surrounded by an upstanding peripheral wall, said wall also being octagonal with one portion thereof corresponding with each side of the octagonal playing surface. Alternate ones of these wall portions are provided with goals in the form of slots therethrough for the reception of the driven member or puck which is initially positioned on a central starting point. Each player assumes a position opposite one of the goal slots with the puck being driven by each player in turn toward the goal which he is facing, each player being required to maintain the position originally assumed, no moving around the playing surface being permitted. In order to increase the difficulty of the game, octagonal deflectors are provided in front of each goal slot, additional interest being stimulated by the provision of two different types of indicia, one, upon the puck coming to rest thereon, awarding a free turn, while the other requiring the loss of a turn.

These together with other objects and advantages which will become subsequently apparent reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout, and in which:

FIGURE 1 is a top plan view of the game apparatus comprising the present invention; and

FIGURE 2 is a side elevational view of the game apparatus with portions broken away for purposes of clarity.

Referring now more specifically to the drawings, reference numeral 10 generally indicates the game board of the apparatus comprising the present invention, this apparatus also including a single driven member or puck 12, cylindrical in shape, and a driving member or stick 14 formed so as to approximate the shape of a hocky stick.

The game board 10 is polygonal in shape, preferably octagonal with eight flat sides 16. The game board 10 is surrounded by a peripheral wall 18, polygonal in shape with a flat portion 20 corresponding to each side 16 of the game board 10.

The upper surface 22 of the game board 10 is flat

or planar and forms the playing surface along which the puck 12 is projected by the stick 14. This playing surface 22 has, flush therewith, a centrally located starting circle 24 corresponding in size to the puck 12, and radially projecting flush boundary stripes 25 extending from the starting circle 24 to the angular bend between adjoining flat wall portions 20, these boundary stripes 25 forming radial alleys 26, eight in number in the preferred embodiment as illustrated in the drawing.

The wall portions 20 of alternate ones of the alleys 26 are provided with goal slots 28 therethrough, these slots 28 being of a height and width so as to allow for unencumbered passage of the puck 12 therethrough, the height of the slot being on the order of one-quarter inch higher than the height of the puck and the width of the slot being on the order of two and one-quarter times as wide as the diameter of the puck. As will be noted from FIGURE 2, the bottom of the slot 28 is flush with the playing surface 22.

Located in radial alignment with the starting circle 24 and each goal slot 28 is an octagonal deflector 30, this deflector 30 being of slightly greater height than the puck 12 and of slightly less width than the slot 28 and constituting an obstruction to the straight projection of the puck 12 from the starting point 24 through the slots 28. The deflectors are spaced a distance from their corresponding goal slot such that the approach space between each deflector and the opening in their corresponding goal slot through which the puck can successfully pass is only slightly wider than the maximum diameter of the puck.

Additionally, in order to heighten interest in the game, two sets of differently colored indicia are provided flush with the playing surface 22, one set of indicia consisting of two diamond shaped marks 32 of a first color, for example red, and the second set consisting of two diamond shaped marks 34 of a different color, for example black. These marks or indicia 32 and 34 are alternately arranged about the game board in those alleys 26 alternately provided between the alleys having the goal slots 28 therein, these marks or indicia 32 and 34, upon the puck 12 coming to rest thereon, providing, in the case of one set, a free or extra turn, and upon coming to rest on the other set, requiring the loss of a subsequent turn.

In playing the game, the game board 10 is first positioned on a flat surface such as the table 36 indicated by phantom lines in FIGURE 2, the players then assume positions about the game board, each player positioning himself opposite one of the goal slots 28 and maintaining that same position throughout the course of the game. The first player is chosen by any suitable manner, such as for example flipping a coin, and the first shot or driving of the puck 12 is done from the starting circle 24, each player being entitled to one turn with the play moving consecutively about the group of players encircling the game board. It is the object of each player to drive the single puck 12, by using the stick 14, toward the goal which he faces, the puck 12 having to be driven from its position assumed from the previous shot. Once a point is scored, the puck is again positioned at the starting circle 24 and play again commences, it being contemplated that a game consist of nine points with, after the obtaining of nine points by one player, the remainder of the players being given a single shot in an effort to score a goal which if successful will require that the game continue until twelve points are scored. This single opportunity to score a goal can, if so desired, also be provided after the obtaining of twelve or more points with the winning score being advanced in multiples of three until a failure of all of the players aside from the person

having the winning score to obtain a single goal with one turn.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention as claimed.

What is claimed as new is as follows:

A game apparatus comprising a game board, a puck, said game board having a flat playing surface and eight equal length edges, an upstanding peripheral wall completely about said gameboard paralleling and projecting upwardly from the edges thereof, the portions of the wall paralleling every other edge each having a single goal slot completely therethrough, the remaining portions of said wall being imperforate, each slot being defined by a top, bottom and sides, a single centrally located starting point at the center of the playing surface, boundary stripes on the playing surface extending radially inward from each corner of the peripheral wall to the center of the playing surface so as to define eight radial alleys, and four upwardly projecting deflectors on said playing surface, one deflector being aligned with and located between the center of the playing surface and each goal slot, each deflector being of a width approxi-

mately equal to the width of its corresponding slot, means for positioning said deflectors a distance from their corresponding goal slot so that the approach spacing between said deflector and the opening in the corresponding goal slot of said deflector through which said puck can successfully pass is only slightly wider than the maximum diameter of said puck so as to have a significantly major portion of the distance from the center of the playing surface to the slot between the center and the deflector, thereby requiring a controlled intial movement of the puck from the center starting point in order to afford a clear second shot to the goal slot, said four deflectors constituting the sole obstructions of the playing surface.

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