Aug. 10, 1937. H. W. BJÖRKLUND 2,089,726

TABLE GAME APPARATUS

Filed March 2, 1936 3 Sheets-Sheet 1

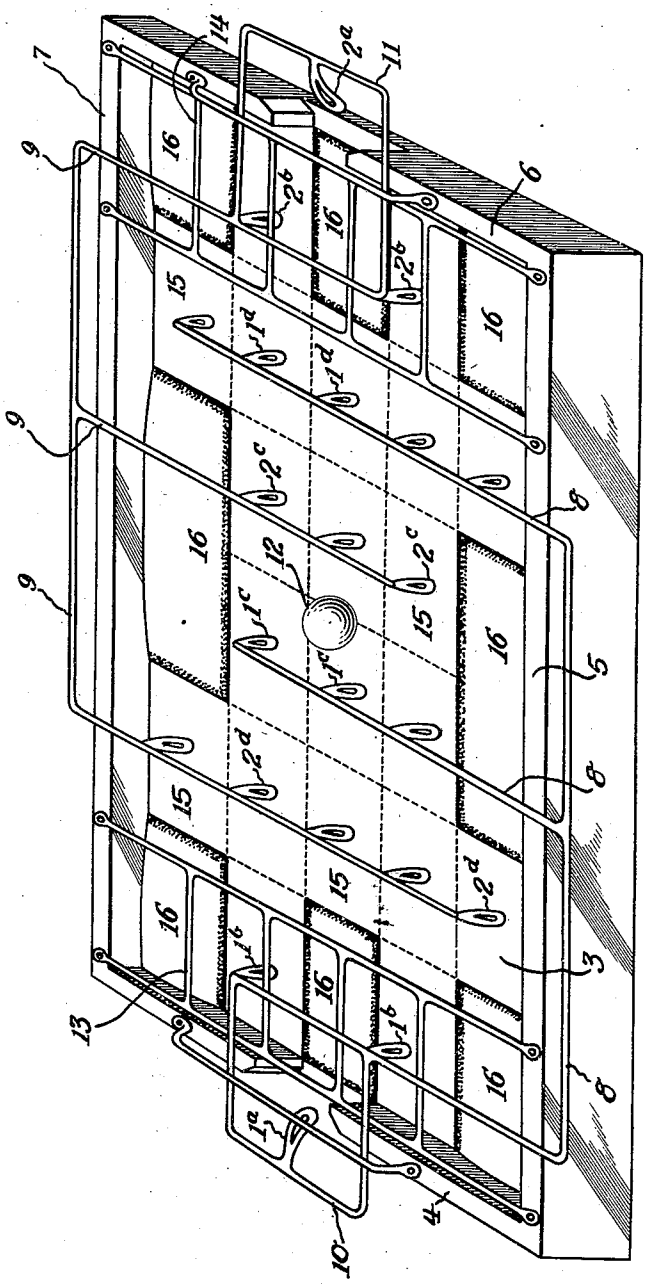


Fig. 1

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TABLE GAME APPARATUS

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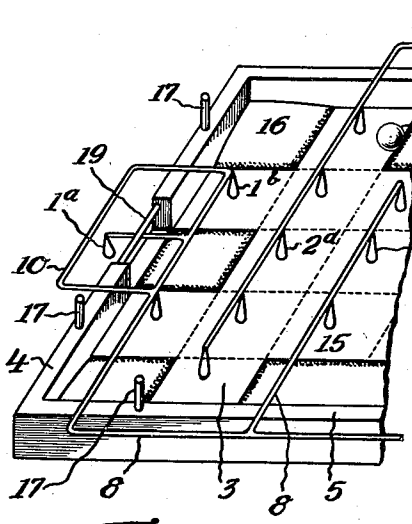


Fig. 2

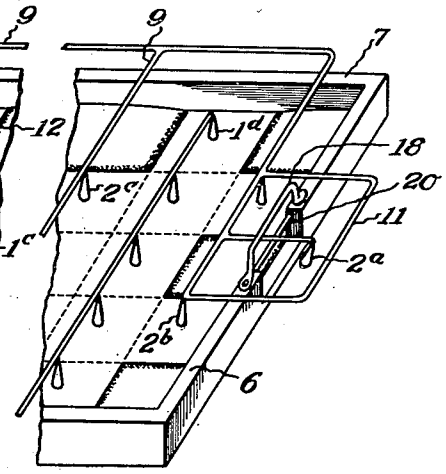


Fig. 3

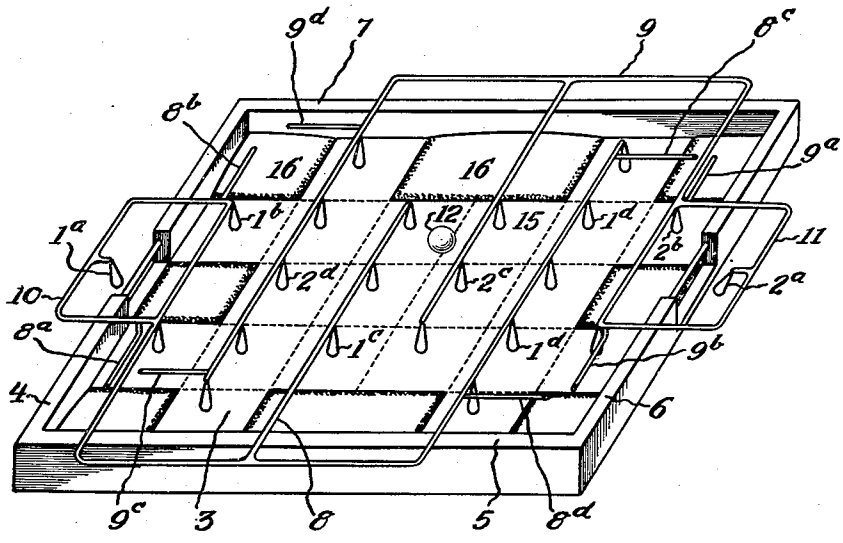


Fig. 4

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TABLE GAME APPARATUS

Filed March 2, 1936 3 Sheets-Sheet 3

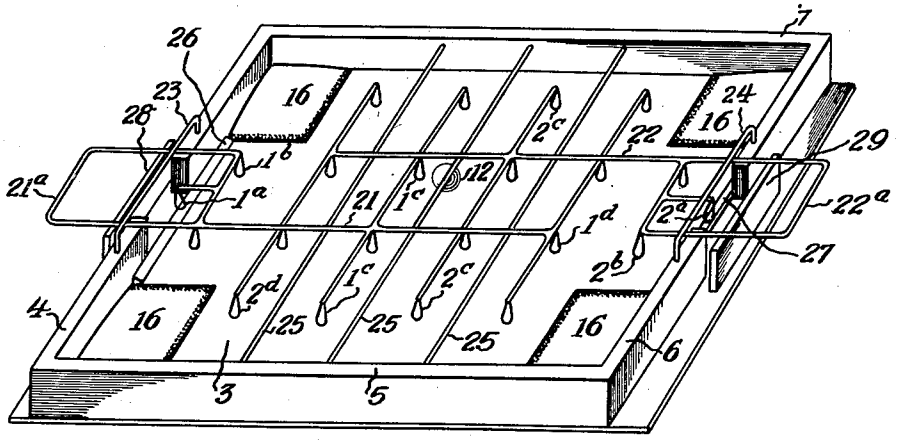


Fig. 5

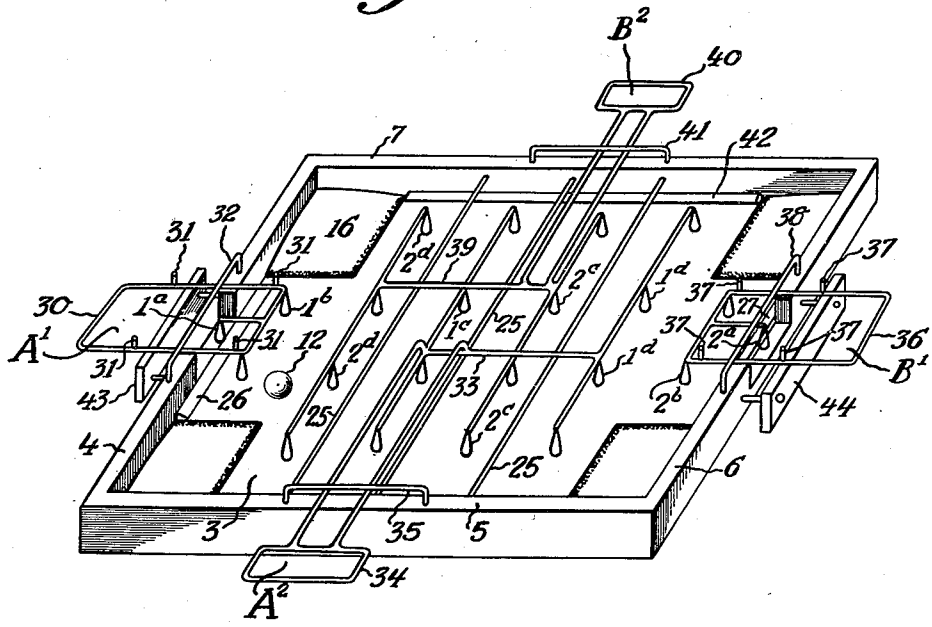


Fig. 6

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UNITED STATES PATENT OFFICE

2,089,726

TABLE GAME APPARATUS

Herbert Wilhelm Björklund, Norrviken, Sweden

Application March 2, 1936, Serial No. 66,750
In Sweden June 14, 1935

5 Claims. (Cl. 273—94)

This invention relates to a table game apparatus for enabling table football or similar games to be played comprising a game board on which a ball or other body is arranged to be moved and a number of movable player members representing for example two opposing teams of football players which are adapted to be operated during play from opposite ends or sides of the board in such a manner that the player members effect the movement of the ball in the desired directions. One object of the invention is to provide a simple and pleasant game apparatus enabling a play which imitates a real football or similar game. To this purpose one characteristic feature of the invention is that the player members belonging to each side of the game are rigidly interconnected with one another so that they are displaced together in different directions, one or more of the interconnected members being adapted to cooperate with guiding or limiting means, adapted to prevent the members from moving beyond predetermined zones of the board.

The invention is illustrated by way of example in the accompanying drawings, in which Figures 1, 2, 3, 4, 5 and 6 are perspective views of different constructional forms of the apparatus embodying the invention. Figs. 2 and 3 are partial views.

Referring first to the construction illustrated in Figure 1 of a table football game apparatus adapted to be operated by two players, it will be seen that each player controls eleven player members, 1^a, 1^b, 1^c, 1^d, and 2^a, 2^b, 2^c, 2^d respectively which are distributed in rows over a game board 3 having edges, borders or walls 4, 5, 6 and 7 there being thus twenty-two player members in all. The eleven members of each team are rigidly interconnected with one another by means of suitable interconnections which may consist of rigid metal wires 8 and 9 but may also consist of bars, strips or the like. In this manner there is formed for the player members of each team an integral frame-work preferably provided with an operating handle 10, 11 or its equivalent. By displacing the frame-work by means of this handle in one direction or the other all the player members corresponding to one team will thus move uniformly.

The object of the game is to operate the player members in such a manner as to cause a ball 12, a disc or other rolling or displaceable body to reach "goal" at the opposite side of the game board. This goal may be formed by an aperture in each of the walls 4 and 6 and is guarded by one of the player members, viz. the goal keeper member 1^a and 2^a. Owing to the rigid interconnection between the player members of each team the movements of the members can easily be controlled and the game can be played with many variations without being difficult for an unskilled person.

The range of movement of the frameworks is arranged to be limited so that the player members are each prevented from moving beyond a predetermined distance and for this purpose the frame-work of each team is arranged to cooperate with a suitable limiting device for instance consisting of fixed bars or frameworks 13, 14 adapted to limit the movement of one or more of the player members for instance, as shown, the "backs" 1^b and 2^b and thus naturally also limiting the movement of all remaining player members of the team. It will thus be seen that the player members can only move within predetermined compartments or zones 15 of the game board the size of these zones being determined by the dimensions of the fixed frame-works 13, 14. In Figure 1 the zones 15 are indicated in dotted lines but they need not be actually indicated on the board.

It will be understood that if the player members are arranged as shown in positions corresponding to the normal positions of players in a real football game some of the zones, for instance, those indicated at 16 will not be available to the player members and in order to overcome this disadvantage if the ball should enter any of the zones 16 the said portions of the gameboard may be arranged to be slightly inclined or curved upwardly so that the ball cannot remain in these zones but is caused to roll into one of the zones 15 within which the player members are located.

In the construction shown in Figure 1 the player members are formed in the simplest manner by bending the frame-work 8 or 9 itself, but these members may obviously be constituted by figures of card-board, sheet-metal or other suitable material or by dolls or the like. In order to ensure rigidity the frame-work 8, 9 may be reinforced by further interconnecting wires if desired.

The player members may be arranged to slide on the surface of the game board or can be suspended from the frame-works 8, 9 slightly above the surface of the board. In the latter case the frame-works are arranged to be supported by the walls or by another suitable support. If desired the player members and/or the frame-works may be covered by a sheet of rubber or other soft material to prevent noise.

The fixed limiting frame-works 13, 14 which

limit the movements of the player members may be arranged otherwise than as above described, and any of the player members may be arranged to cooperate with these frame-works. Similar limiting frame-works may also be provided outside, above or underneath the game board in which case the player frame-works **8**, **9** are each provided with projections or the like cooperating with the limiting frame-works.

Figure 2 shows a partial view of another arrangement for limiting the movements of the player member frame-works consisting of pins **17** or similar stops, arranged on the walls **4** and **5** and adapted to cooperate with the handle **10** and part of the frame-work **8** so as to limit the movement of the frame-work in the same manner as in the construction of Figure 1. According to Figure 3 which illustrates a similar view, a loop member **18** is provided at the wall **6** to limit the movements of the handle **11**. Rods **19**, **20** can be provided above each goal in order to prevent unallowed raising of the frame-works **8**, **9**. In the construction shown in Figure 4 the frame-works **8**, **9** are each provided with projections 8^a, 8^b, 8^c, 8^d and 9^a, 9^b, 9^c, 9^d which limit the movements of the frame-works both longitudinally and transversely by engagement with the walls of the board so that the player members cannot move beyond the zones **15** described.

In all cases a certain limitation of the movements is naturally effected by the engagement of the player members with the walls of the board.

Figure 5 discloses a further embodiment, according to which there are one player member 1^a, 2^a, two player members 1^b, 2^b, four player members 1^c, 2^c and four player members 1^d, 2^d, for each team respectively. The frame-works **21**, **22** are entirely arranged inside the walls so that only the handles 21^a, 22^a extend outside the game-board. The curved or convex zones **16** are provided at the corners of the game-board and the frame-works are guided laterally by the walls, **5**, **7** and by a pair of loops **23**, **24** and longitudinally by a number of rods **25** (according to the drawing three rods) attached to the walls. An inclined threshold **26**, **27** is provided in front of each goal in order to prevent the ball rolling out too quickly. A screen or net **28**, **29** can be arranged behind the goal to prevent the ball to fall down from the game board.

Naturally any number of player members can be provided, the invention not being limited to the use of a determined number of players.

Finally, Figure 6 illustrates a form of the game in which the player members of each team are divided in two separate groups, each group containing more player members which are rigidly interconnected and are adapted to be moved together in any direction in the horizontal plane, the movement being limited by frame-works or rods of the kind described. Thus, on one team of the illustrated game there are provided two groups A^1 and A^2, the group A^1 being arranged near the left goal and containing 2 players 1^b and the goal keeper 1^a. The group A^2 contains two parallel rows of players 1^c and 1^d. The players of group A^1 are interconnected by means of a frame or a handle **30** provided with projections or pins **31** adapted to cooperate with the loop **32** to limit and guide movement of the frame **30** whilst the player members of group A^2 are interconnected by means of a frame **33** associated with a handle **34** projecting through a loop **35** at the longitudinal wall **5**. The movement of the group A^2 is thus guided by the walls **5** and **7** and by the rods **25** and the loop **35**. The groups B^1 and B^2 of the opposite team are arranged in a similar manner, the group B^1 having a frame **36** with pins **37** cooperating with a loop **38** and the group B^2 having a frame **39** associated with a handle **40** guided in a loop **41**.

Inclined or sloping pieces **42** similar to the thresholds **26**, **27** can be arranged at the longitudinal walls **5**, **7** to prevent the ball to rest near the walls.

The screens or plates **43**, **44** outside the goals can be made removable.

It will be evident that the detail construction of the parts of the improved apparatus as hereinabove described for playing a football game may be considerably varied without departing from the spirit of the invention. Thus, the invention may be applied to other miniature outdoor and indoor games and to embodiments of other known table games. In certain cases the curved or convex zones **16** may be omitted.

Having now described my invention, what I claim as new and desire to secure by Letters Patent is:—

1. In a table game apparatus, the combination of a base constituting a game board and adapted to receive a freely movable playing piece adapted to move freely over the board, two frameworks each rigidly connected to a plurality of player members constituting a team and maintaining the space between the player members of a team invariable during the play, the said frameworks being movable transversely, longitudinally, diagonally or in any other direction in a plane substantially parallel to the said base, and guiding or limiting members co-operating with the combined rigid structure comprising the player members and said framework to limit the movement of all the player members of a team to a definite part or parts of the area of the base during the said movement of the frameworks rigidly interconnecting the player members.

2. In a table game apparatus, the combination of a base constituting a game board and adapted to receive a freely movable playing piece adapted to move freely over the board, two frameworks each rigidly connected to a plurality of player members constituting a team and maintaining the space between the player members of a team invariable during the play, the said frameworks being movable transversely, longitudinally, diagonally or in any other direction in a plane substantially parallel to the said base, and at least one framework partly or wholly surrounding a part or parts of the area of the base and co-operating with the combined rigid structure comprising the player members and said framework to limit the movement of all the player members of a team to the said part or parts of the area of the base during the said movement of the frameworks rigidly interconnecting the player members.

3. In a table game apparatus, the combination of a base constituting a game board and adapted to receive a freely movable playing piece adapted to move freely over the board, two frameworks each rigidly connected to a plurality of player members constituting a team, and maintaining the space between the player members of a team invariable during the play, the said frameworks being movable transversely, longitudinally, diagonally or in any other direction in a plane substantially parallel to the said base, and at least one stop member arranged at the edge of the game board and co-operating with the combined rigid structure comprising the player members

and said framework to limit the movement of all the player members of a team to a definite part or parts of the area of the base during the said movement of the frameworks rigidly interconnecting the player members.

4. In a table game apparatus, the combination of a base constituting a game board and adapted to receive a freely movable playing piece adapted to move freely over the board, two frameworks each rigidly connected to a plurality of player members constituting a team and maintaining the space between the player members of a team invariable during the play, the said frameworks being movable transversely, longitudinally, diagonally or in any other direction in a plane substantially parallel to the said base, the combined rigid structure comprising the player members and the said framework being provided with projections co-operating with the edges of the game board in order to limit the movement of all the player members of a team to a definite part or parts of the area of the base during the said movement of the frameworks rigidly interconnecting the player members.

5. In a table game apparatus, the combination of a base constituting a game board and adapted to receive a freely movable playing piece adapted to move freely over the board, a plurality of frameworks each rigidly connected to a plurality of player members constituting a part of a team and maintaining the space between the player members of a part of a team invariable during the play, the said frameworks being movable transversely, longitudinally, diagonally or in any other direction in a plane substantially parallel to the said base, and guiding or limiting members co-operating with the combined rigid structure comprising the player members and said framework to limit the movement of all the player members of a team to a definite part or parts of the area of the base during the said movement of the frameworks rigidly interconnecting the player members.

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