July 15, 1947. H. P. BOTTS 2,424,016

GAME PIECE PROJECTOR

Filed Jan. 13, 1944

Fig. 1.

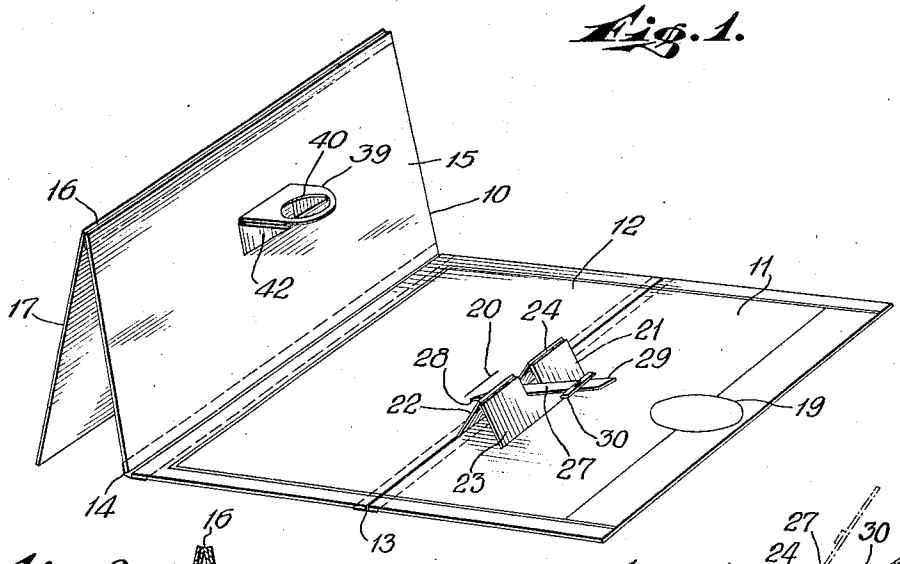


Fig. 2.

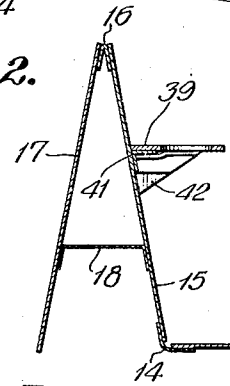
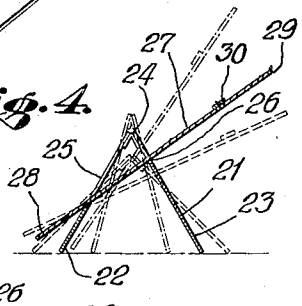


Fig. 4.



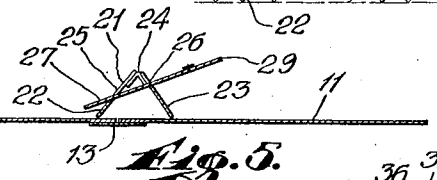


Fig. 3.

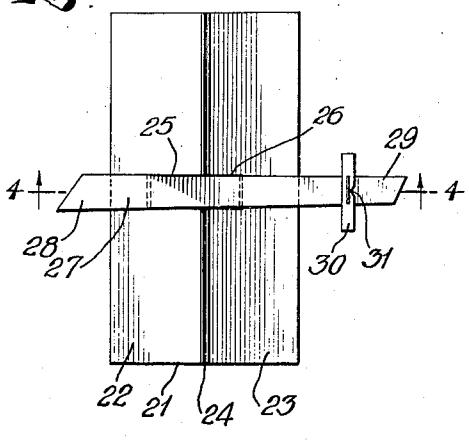


Fig. 5.

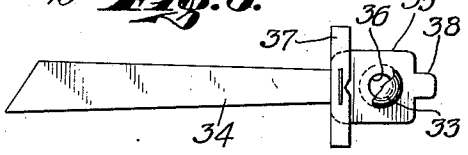


Fig. 6.



Fig. 7.



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GAME PIECE PROJECTOR

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5 Claims. (Cl. 124—16)

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This invention relates to game devices. More particularly, the invention relates to games composed of collapsibly related members forming a backing and playing field with a game piece adjustable for executing different plays in the game, and freely movable over the game board. Further, the invention relates to a game adapted to similate the game of basketball, but which may be used for any other purpose. The novel features of the invention will be best understood from the following description when taken together with the accompanying drawing, in which certain embodiments of the invention are disclosed, and in which the separate parts are designated by suitable reference characters in each of the views, and in which:

Fig. 1 is a perspective view of a game made according to my invention, showing the same in set-up position.

Fig. 2 is a longitudinal sectional view through the device as shown in Fig. 1, the section being taken through the basket and the movable game piece.

Fig. 3 is a plan view of the movable game piece shown in Figs. 1 and 2, detached.

Fig. 4 is a section on the line 4—4 of Fig. 3, and also illustrating in dot and dash lines different positions of the game piece.

Fig. 5 is a plan view showing another form of lever which I employ in projecting round ball like game pieces.

Fig. 6 is a perspective view of one form of game piece; and

Fig. 7 is a detail view of another form of game piece.

While my improved game may be constructed of any desired material, depending largely upon the selling price of the resulting game, for purposes of illustration, I have shown in the accompanying drawing a very simple and economical method of constructing the game from sheets and strips of cardboad, fiber board and the like. At this time, it is also well to point out that all of the cards are collapsibly related, so that the complete game may be sold in a compact package.

In the construction shown, the game is made up of a board 10, divided into two playing field sections 11 and 12, hingedly coupled, as seen at 13. Hinged to one edge of the field 12, as at 14, is a back wall or perpendicular playing surface 15 to the upper edge of which is hinged, as seen at 16 a supplemental back wall member or easel 17. The walls 15 and 17 are coupled by a flexible strap 18, which limits the spread of these walls while at the same time, provides flat collapsing

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of the walls 17 on the walls 15. The various sections 11, 12, 15 and 17 are all substantially of the same size, thus simplifying the construction and also the packing and shipment thereof.

The playing field formed by the sections 11 and 12 will constitute one end only of a complete field, and if desired, two of these field units can be employed in playing a game although one field is all that is necessary.

The field 11 has a center marking as at 19 to designate the center starting point of playing the game, whereas the field 12 has a foul line marking 20, from which foul shots, as in the game of basketball, can be played. Other suitable markings may be disposed on the fields 11 and 12 for playing various shots in laying out a set of rules for playing a game of basketball or any other game that might be desirable.

The markings on the playing field will govern the location of the movable game piece 21, or this member might better be termed a game piece projector. The projector comprises two narrow strips 22 and 23 hingedly coupled at their upper edges, as seen at 24. The strips 22, 23 have centrally thereof an opening through the upper edges 25 and 26 respectively. The aperture 25 is deeper or longer than the aperture 26, for purposes later described. These apertures may also be termed notches.

An elongated tapered lever 27 is employed in conjunction with the projector 21, and constitutes part thereof. The taper on the lever provides a wide end 28 and a narrower end portion 29. Secured to the end portion 29 is a cross bar 30, preferably notched, as seen at 31, so that a disc type game piece 32 can be placed on the end portion 29 and centralized on the bar 30 by the notch 31.

The game piece 32 may be composed of any suitable material, and on very economical games, it may constitute a colored disc of cardboard or fiber board. In other cases, it may similate a disc such as used in the game of Tiddly-Winks, or may be composed of plastic material. A number of these discs may be employed in different colors to denote different teams. Further, discs of one color may have a series of numbers to designate the different players on a team. The same would be true of ball or spherical game pieces, such as indicated at 33 in Fig. 7 of the drawing, and which are used in conjunction with the projector levers 34, such as shown in Fig. 5 of the drawing. The primary difference in the lever 34 being that the end portion 35 thereof, corresponding to the end portion 29 is enlarged, and

has a circular aperture 36 therein, forming a seat for the spherical member 33, a part of which is shown in Fig. 5 of the drawing. The end portion 35 also includes a cross bar 37, similar to the cross bar 30 so that a disc type game piece, such as 32 can also be used in conjunction with the lever 34. The end portion 35 also includes a projecting finger piece 38, by means of which the lever can be snapped in the hand operation thereof, as later described.

By reason of the taper provided in the levers 27—34, the wide end portions of these levers will fit snugly between opposed walls of the aperture 25, whereas the contracted end portion fitting and operating in the aperture 26 will be free to swing or move vertically in this aperture. Thus the frictional engagement between the end portion 28 and the walls of the aperture 25 forms a pivot mounting of the lever in connection with the member or projector 21.

In playing the game, the walls 22—23 are moved toward and from each other in the manner indicated in full and dot and dash lines in Fig. 4 of the drawing in order to change the distance between the pivot of the lever and the engagement of the lever with the base of the aperture 26 in the wall 23, and also to change the angularity of the lever. In this way, the movement of the projectile or game piece 32—33 with respect to a basket 39 will be controlled.

The basket is in the form of a small piece of cardboard or other material having a large aperture 40 therein, large enough to permit free passage of the projectile 32, 33 therethrough. In this connection, the illustrations of the projectile or game piece in Fig. 6 or 7 are very much enlarged. The basket 39 is hinged to the wall 15, as seen at 41, so as to fold flatly thereon. Hinged to the sides of the basket 39 are triangular braces or supports 42 so fashioned as to support the basket in horizontal position in the slightly inclined support of the wall 15 and also foldable flatly upon the wall 15 together with the basket 39. If desired, means can be employed to retain the braces or supports 42 in definite position on the wall 15.

It will here be understood that the use of the basket is to demonstrate one adaptation and use of the invention. A number of these devices could be employed on the back wall, and could be given different values, or the back wall may be characterized in any desired manner for the reception of the projected game pieces. Here also it will be understood that the shape and form of the game pieces may be modified to suit the particular game being played.

In playing the game, the member or projector 21 is freely movable by hand over the playing field into different positions. The two wall parts 22—23 will be supported between the fingers of one hand and adjusted to the desired inclinations to each other, after which the game piece or projectile is arranged on the end 29 of the lever, and this lever is depressed by the other hand to the degree required to throw or advance the game piece in the direction of the board or wall 15, to either pass through the basket opening 40, or to accomplish any other desired results in playing the game.

In constructing a very large field, the advancement of the projectile simply constitutes a positioning of the member 21 in making the next move. In this respect, the game board or playing field may have markings thereon designating what player or team would make the next

shot, by reason of the location of the game piece on that particular section of the field. This would particularly be the case with the disc type projectile or game piece as shown at 32. However, in using the ball type projectors, suitable sockets could be provided in the playing field for retarding the movement of the ball.

It will be understood that the lever 27—34 is readily detachable from the member 21, particularly in the packing and shipment of the game. Further, levers of different lengths can be employed with one game in order to produce different playing shots, and the player may choose the lever of the desired size in performing any particular shot. On the other hand, a number of members 21 could be employed with the levers attached thereto.

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

1. A game piece projector comprising two relatively movable parts, said parts having registering apertures, the aperture of one part being longer than the aperture in the other part, a tapered lever arranged in the apertures to said parts, the flared end of the lever having a frictional engagement with the opposed walls of the aperture in the first mentioned part, the lever being freely movable in the shorter aperture of the second part and projecting therefrom to form an operating end, and means on said operating end for supporting a game piece thereon.

2. A game piece projector comprising two relatively movable parts, said parts having registering apertures, the aperture of one part being longer than the aperture in the other part, a tapered lever arranged in the apertures to said parts, the flared end of the lever having a frictional engagement with the opposed walls of the aperture in the first mentioned part, the lever being freely movable in the shorter aperture of the second part and projecting therefrom to form an operating end, means on said operating end for supporting a game piece thereon, and said last named means comprising a socket.

3. A game piece projector comprising two relatively movable parts, said parts having registering apertures, the aperture of one part being longer than the aperture in the other part, a tapered lever arranged in the apertures to said parts, the flared end of the lever having a frictional engagement with the opposed walls of the aperture in the first mentioned part, the lever being freely movable in the shorter aperture of the second part and projecting therefrom to form an operating end, means on said operating end for supporting a game piece thereon, and said last named means comprising a socket and a notched cross bar.

4. A game piece projector comprising two relatively movable parts, said parts having registering apertures, the aperture of one part being longer than the aperture in the other part, a tapered lever arranged in the apertures to said parts, the flared end of the lever having a frictional engagement with the opposed walls of the aperture in the first mentioned part, the lever being freely movable in the shorter aperture of the second part and projecting therefrom to form an operating end, means on said operating end for supporting a game piece thereon, and said last named means comprising a notched cross bar.

5. In game devices of the class described, a freely shiftable game piece projector, said pro-

jector comprising two substantially similar hingedly coupled parts movable into different angular positions with respect to each other, adjacent portions of said parts having registering openings a lever arranged in said openings and having a pivotal engagement with one part and a variable bearing on the other part depending upon relative adjustment of the parts in changing angular position of the lever with respect to said parts, and means on the free end portion of the lever for supporting a game piece thereon.

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