United States Patent [19]

Burke

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[45] **July 24, 1973**

[54] **PLAYER CONTROLLED TETHERED STRIKING ELEMENT AND PLAYING PIECES**

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[73] Assignee: **Milton Bradley Company,** Springfield, Mass.

[22] Filed: **Sept. 11, 1972**

[21] Appl. No.: **287,914**

[52] **U.S. Cl.** ..... **273/98,** 273/95 A, 273/1 R

[51] **Int. Cl.** **A63b 72/01**

[58] **Field of Search** ..... 273/95 A, 97 R, 101, 273/1 R, 95 R, 98

[56] **References Cited**

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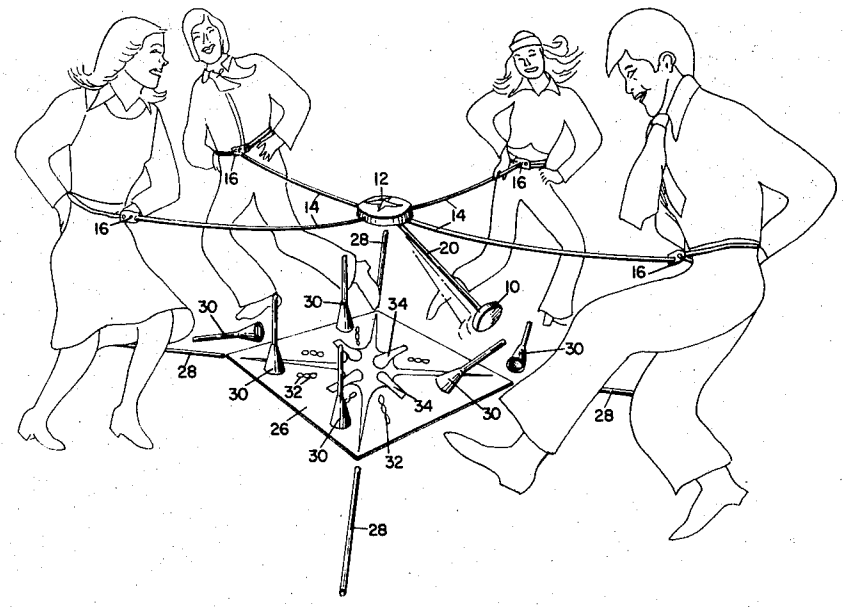
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Assistant Examiner—Marvin Siskind
Attorney—Kenwood Ross et al.

[57] **ABSTRACT**

Apparatus for playing a game by teams of players comprising a playing surface appropriately marked to designate the team, playing pieces in the form of pins of different colors for each team, and a striker suspended from cords or ropes attached to the players, the object of the game being to knock down the opponents' playing pieces by movement of the striker.

5 Claims, 8 Drawing Figures



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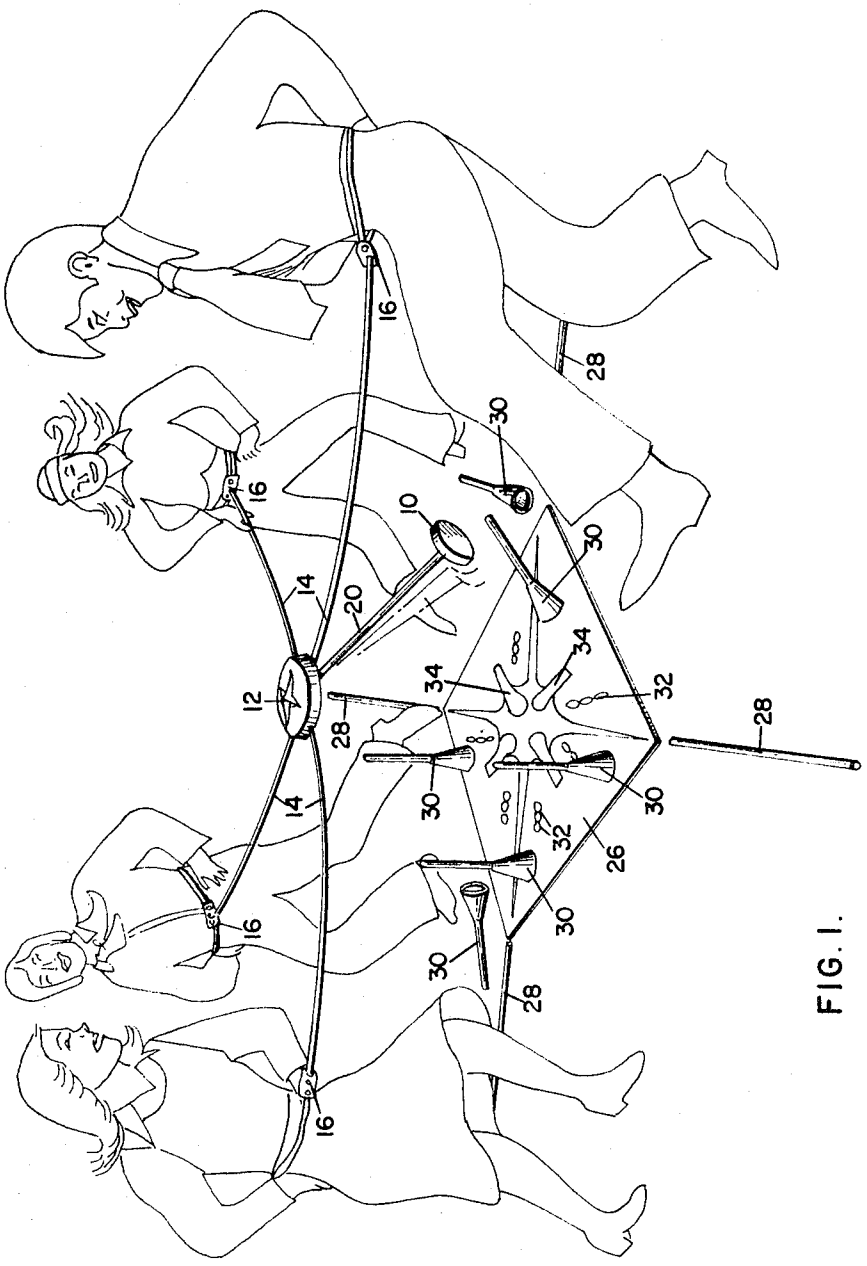


FIG. 1.

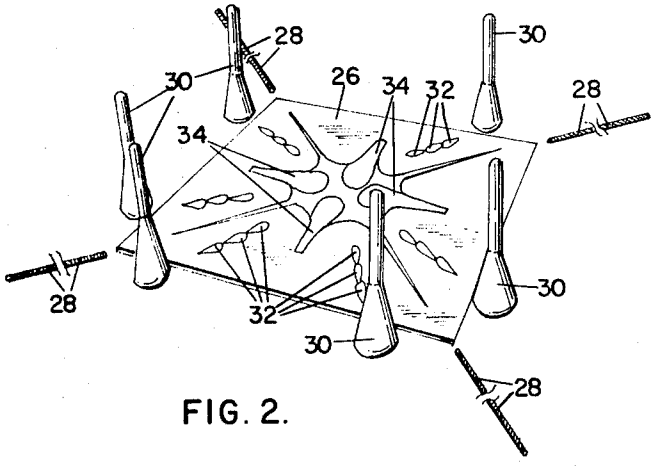


FIG. 2.

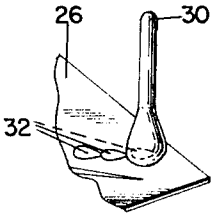


FIG. 3.

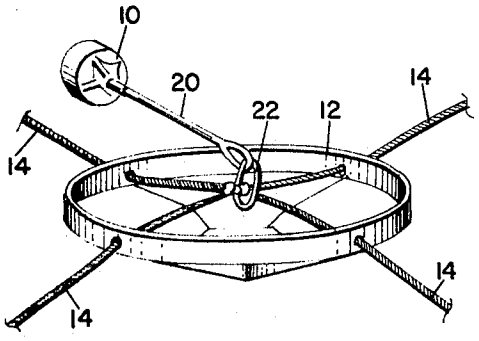


FIG. 4.

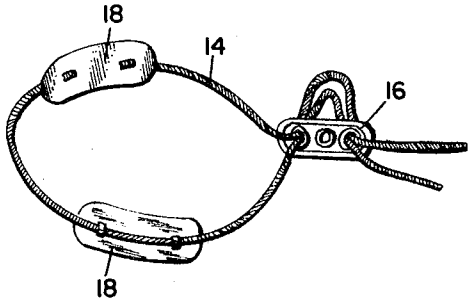


FIG. 5.

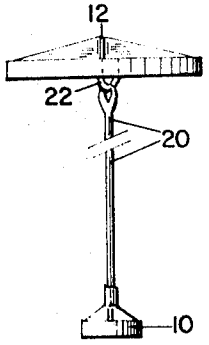


FIG. 6.

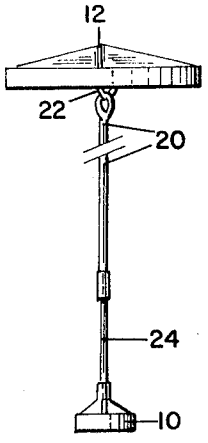


FIG. 7.

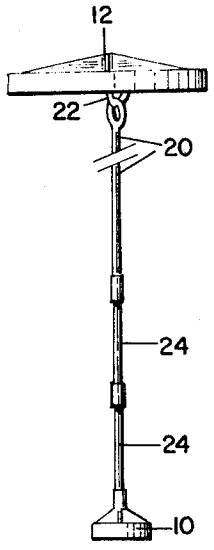


FIG. 8.

PLAYER CONTROLLED TETHERED STRIKING ELEMENT AND PLAYING PIECES

A primary object of the invention is to provide game apparatus wherein teams of players by cooperative efforts attempt to knock down their opponents' playing pieces by means of a swinging striker.

Another object of the invention is to provide game apparatus wherein a striker is suspended from ropes or cords attached at their ends to teams of players, the striker being swung by body movements of the players.

These and other objects will be apparent from a consideration of the annexed drawings, in which:

FIG. 1 is a perspective view showing the manner in which the game of the invention is played;

FIG. 2 is a perspective view of the game mat and pins or game pieces;

FIG. 3 is a fragmentary perspective view of a portion of the game mat and one of the pins or game pieces;

FIG. 4 is a fragmentary perspective view of the striker swivel;

FIG. 5 is a fragmentary perspective view of the body encircling means; and

FIGS. 6 – 8 are broken front elevational views of the swivel and striker plate arranged for short, medium and tall players, respectively.

To play the game, partners form teams and try to cooperate in directing a swinging striker to knock down opponents' pins while protecting their own pins. They do this by swiveling their hips to and fro, and from Side to side.

The swinging striker is designated by **10** and depends from a swivel plate **12** through which ropes or cords **14** extend, the ropes or cords being adapted to be attached at their ends to the players in the manner shown in FIG. **5** as by looping about the players' waists, a sliding buckle **16** being employed to facilitate such attachment.

Hip pads **18** may also be used for player comfort.

The striker may be attached directly to an arm **20** which is pivoted to a ring **22** through which the ropes or cords **14** pass so as to depend from the swivel plate.

Alternatively, one or more extension pieces **24** may be releasably disposed between the striker and the arm for taller players as shown in FIGS. **7** and **8.**

A mat or playing surface **26** is placed on the floor or ground and the players are spaced therearound, with partners facing each other.

Boundry markers **28** are provided at the corners of the mat to designate the areas in which the players must operate.

Pins or playing pieces **30** are placed on the mat or immediately off the mat within the area bounded by markers **28.** Pips or teardrop insignia **32** on the mat serve as guides to the placement of the pins. The insignia **32** may be of different colors, as for instance red and yellow to indicate the two teams.

Larger pips or teardrop insignia **34,** which may also be of different colors, are provided to clearly indicate the teams.

After assembling the swinging apparatus, the mat is placed on the floor inside, or gound outside, several feet from furniture or obstructions, and the boundry markers **28** are laid down.

Players then choose teams with, for instance, two players forming a red team and two a yellow team. Red partners stand facing each other, at opposite sides of the playing mat, in line with the two large red teardrops **34.** The yellow partners do the same in line with the large yellow teardrops. The small teardrops **32** are for pin placment as mentioned above.

Players attach their ropes and the game is ready to play.

After the pins are placed, the players adjust their distances from the mat so that the striker dangles closely over the mat center.

Each player now places a hand on each of his two hip pads, and keeps them there during the play of the game.

One player, acting as starter, gives a signal and play begins for all four players at once.

Players can swing, sway, crouch or stand on their toes. They may move forward, backward, right or left. However, a player's foot may not touch the target mat nor step over either of his boundary lines.

Partners attempt to work together, causing the striker to swing and knock down opponents' pins. The red team attempts to knock down the yellow pins and the yellow team the red pins. Partners try to protect pins of their color, which is the color of the teardrop facing them on the mat.

When all three pins of one team are knocked down, a round ends with the team with the three downed pins being the loser of the round. The winning team of the round scores one point for each pin of its color still standing. That is, one pin up scores one point, two pins up, two points and three pins up, three points.

A round also ends when a player of either team steps on the target mat or over either of his boundry lines. This is a penalty against his team and the opponent team is awarded three points.

All six target pins are set up for the start of each new round.

A team, at the end of any round, with an accumulated total of five or more points, is the winner of the game.

I claim:

1. Apparatus for playing a game by teams of players comprising, a playing surface, playing pieces for positioning on the playing surface, a striker for striking the playing pieces, and cords attached to and extending from said striker, said cords suspending the striker and adapted to be stretched to the players from the striker whereby the players move their bodies to give motion to the striker and impact the playing pieces.

2. Apparatus according to claim **1,** including colored indicia on the playing surface for indicating teams and for indicating playing piece placement.

3. Apparatus according to claim **1,** wherein the playing pieces are pins appropriately colored in team colors.

4. Apparatus according to claim **1,** including boundry markers for delineating player boundaries.

5. Apparatus according to claim **1,** including means for varying the length of the striker for accommodating to player height.

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