United States Patent

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[54] **PROJECTILE, LAUNCHER, AND TARGET**
2 Claims, 3 Drawing Figs.

[52] U.S. Cl. ..... 273/101, 273/95 R, 273/102 PM
[51] Int. Cl. A63b 67/06
[50] Field of Search 273/95; 46/47, 51, 67, 71, 82, 83

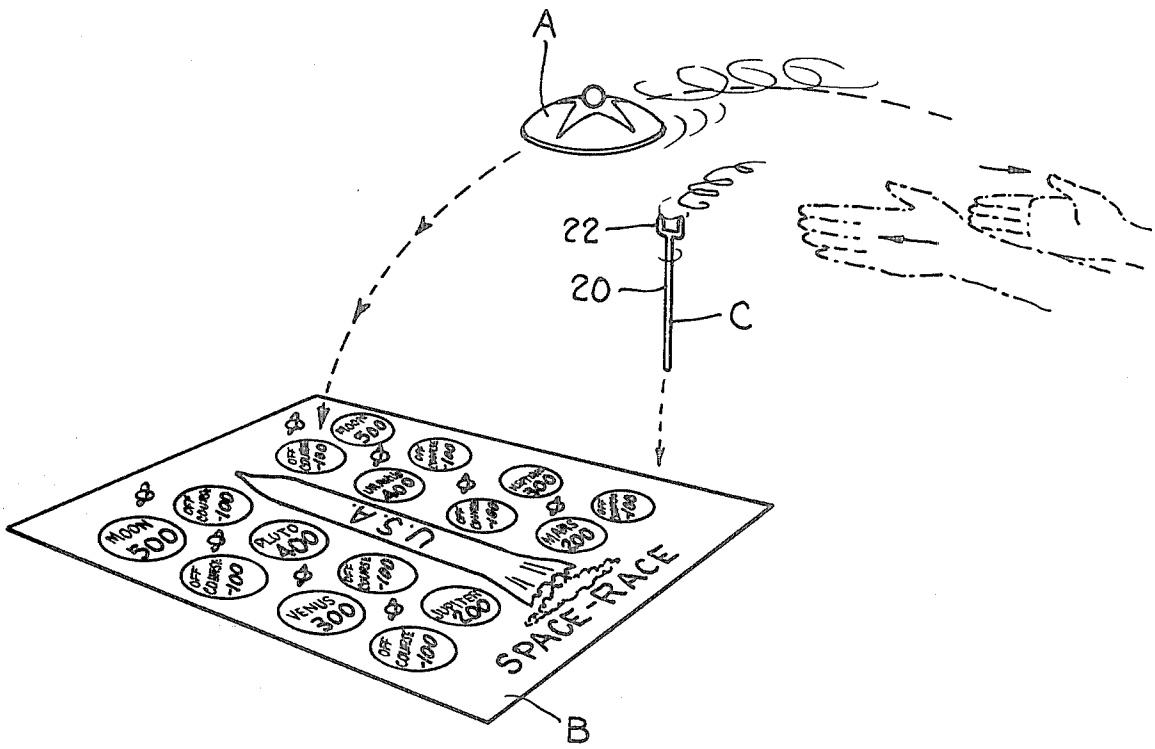
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ABSTRACT: A game including a disc-shaped projectile which has a pair of recesses mounted in a base portion for receiving a pair of prongs carried on a launch stick. When the launch stick is rotated and released the disc-shaped projectile glides outwardly and downwardly towards a playing surface. The playing surface has indicia thereon indicating the landing areas of different points.



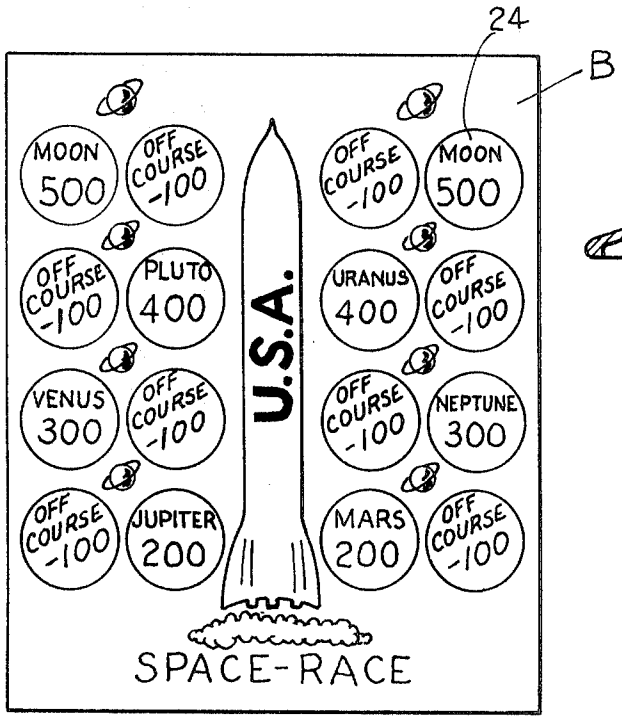


Fig. 1.

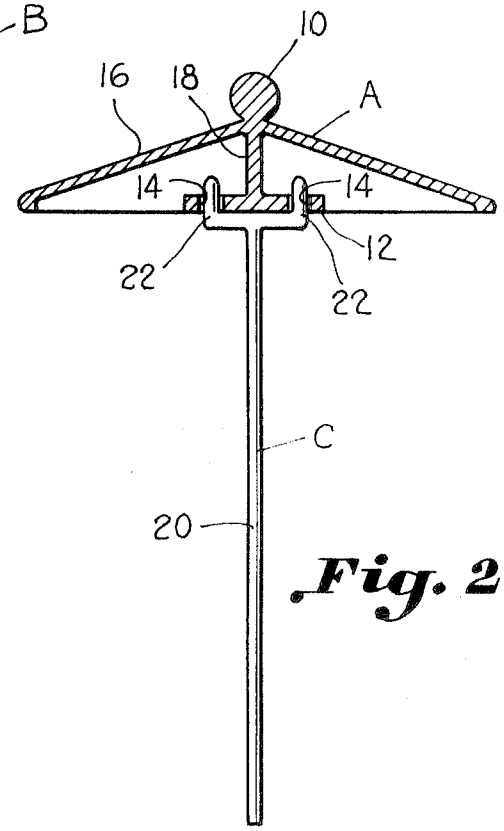


Fig. 2.

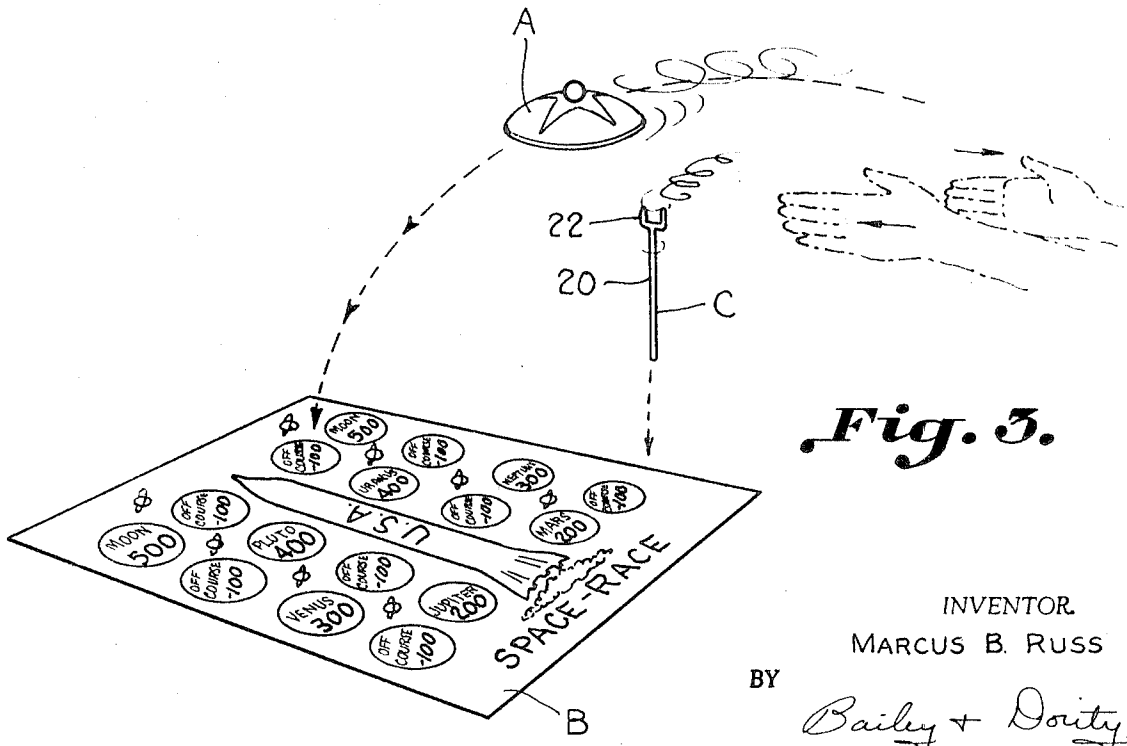


Fig. 3.

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PROJECTILE, LAUNCHER, AND TARGET

This invention relates to a game, and more particularly to a competitive game in which players compete in launching a disc-shaped projectile on a playing area having areas of various point values.

The primary object of the present invention is to provide a highly amusing, interesting and attractive game in which the qualities of skill, judgment and luck play proportionate parts in the operation of the same.

Another object of the invention is to provide a game which can be played either indoors or outdoors by an unlimited number of participants, as well as one or more persons may enjoy the sport with equal interest.

Still another important object of the present invention is to provide a game in which very little training is needed to participate as a player, yet skill in such can be developed.

The construction designed to carry out the invention will hereinafter described, together with other features thereof.

The invention will be more readily understood from a reading of the following specification and by reference to the accompanying drawing forming a part thereof, wherein an example of the invention is shown and wherein:

FIG. 1 is a plan view illustrating a playing surface which acts as a target area for the projectile,

FIG. 2 is an elevational view, partially in section, illustrating the projectile carried on a launcher, and

FIG. 3 shows a player launching a projectile allowing the projectile to glide towards the playing surface.

The drawing illustrates a game including, a disc-shaped projectile A which is adapted to be manually spun so as to glide towards and land on a flat playing surface B. A launcher C, which includes an elongated shaft, having a pair of laterally spaced prongs carried on the top thereof and extending upwardly therefrom is used for launching the projectile. The prongs are positioned in a pair of laterally spaced recesses carried in a base portion of the projectile so that when the launcher is rotated and released the projectile separates therefrom and glides toward the playing surface B. The playing surface B has indicia thereon designating areas of various point values. A game may consist of a predetermined number of points which may be obtained by totalizing the points from each launch.

The projectile A is disc-shaped and may be constructed of any suitable material, such as plastic. The disc-shaped projectile is cone shaped so that air can be trapped therein for making such more aerodynamically stable as the projectile is rotated and allowed to glide outwardly and downwardly from the launching area. Positioned on top of the projectile in the center thereof is a decorative ball 10. Extending downwardly from the center of the cone-shaped member A is a relatively flat base portion 12 which has a pair of laterally spaced recesses 14 therein. The base member 12 may be attached to the main body portion 16 of the disc-shaped member A by any suitable means, such as by the downwardly extending member 18 which is integral with the top main body portion 16.

The launcher consists of an elongated shaft 20 which has a pair of laterally spaced prongs 22 carried on the top thereof and extending upwardly therefrom. When it is desired to launch the projectile A the prongs 22 are placed within the recesses 14 and the shaft 20 is rotated by the palms of the players hands. The rotational movement is imparted on the shaft 20 by moving one hand forward while moving the other hand rearwardly. The player then releases the launcher which drops downwardly, such as illustrated in FIG. 2, allowing the projectile A to separate therefrom and spin towards the playing surface.

The playing surface B has indicia thereon, designating areas of different point values, such as illustrated in FIGS. 1 and 3 of the drawing. For example, if the disc-shaped projectile A lands in the area entitled "moon" the player will receive 500 points. However, if the disc-shaped member misses the playing surface entirely, he will lose 25 points, or if he lands in a circle area entitled off course he will lose 100 points.

The object of the game is to be able to launch the space ship, which is in the form of a projectile A, and have it land on a point-winning planet or designated area 24. The first player to reach game point, which in one preferred embodiment, is 2,000 wins.

In one preferred embodiment the playing surface B is constructed on a plastic sheet by printing indicia thereon, which designates the areas of score such as illustrated in FIG. 1. Since the playing surface is constructed of plastic, after the game is over it can be rolled up into a small package for storage.

What I claim is:

1. In combination a game including, a disc-shaped projectile adapted to be manually spun so as to glide towards and land on a flat-playing surface, a launcher including an elongated shaft, a pair of laterally spaced prongs carried on top of said shaft and extending upwardly therefrom, said projectile having a pair of laterally spaced recesses carried in a base portion thereof for receiving said prongs of said launcher so that when said launcher is rotated and released said projectile separates therefrom and glides towards said playing surface, said shaft being longer than the width of a player's hands so said shaft can be rotated between the palms of a player's hands, and said playing surface having indicia thereon designating areas of various point values for indicating a point value for each landing of said projectile.

2. The game as set forth in claim 1, wherein said playing surface is outlined on a plastic sheet that can be placed on a flat surface.