Dec. 25, 1951 R. K. ACHEN 2,579,454

PERFORATED BOARD AND PUSH PIN FOR A SALVO GAME

Filed Dec. 14, 1949 2 SHEETS—SHEET 1

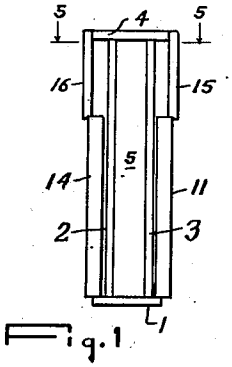


Fig. 1

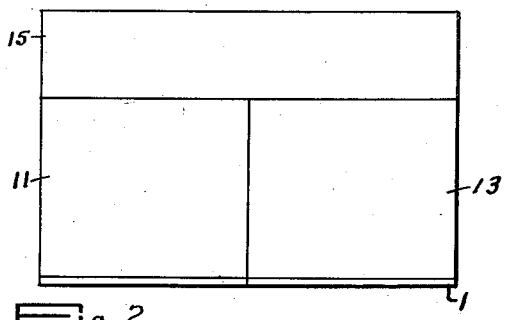


Fig. 2

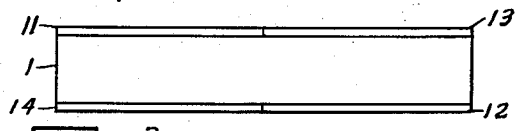


Fig. 3

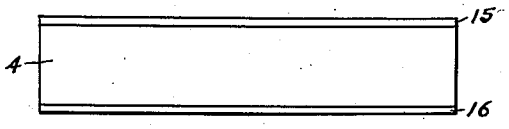


Fig. 4

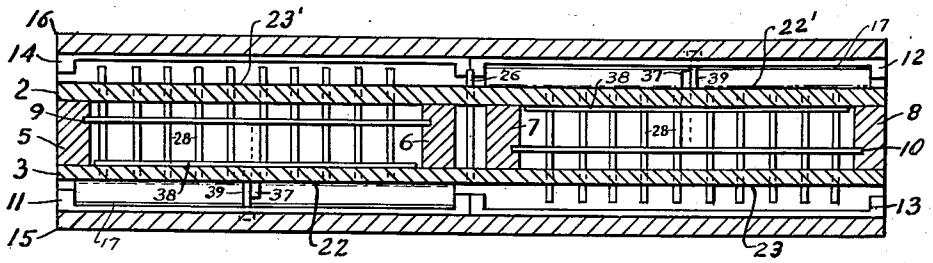


Fig. 5

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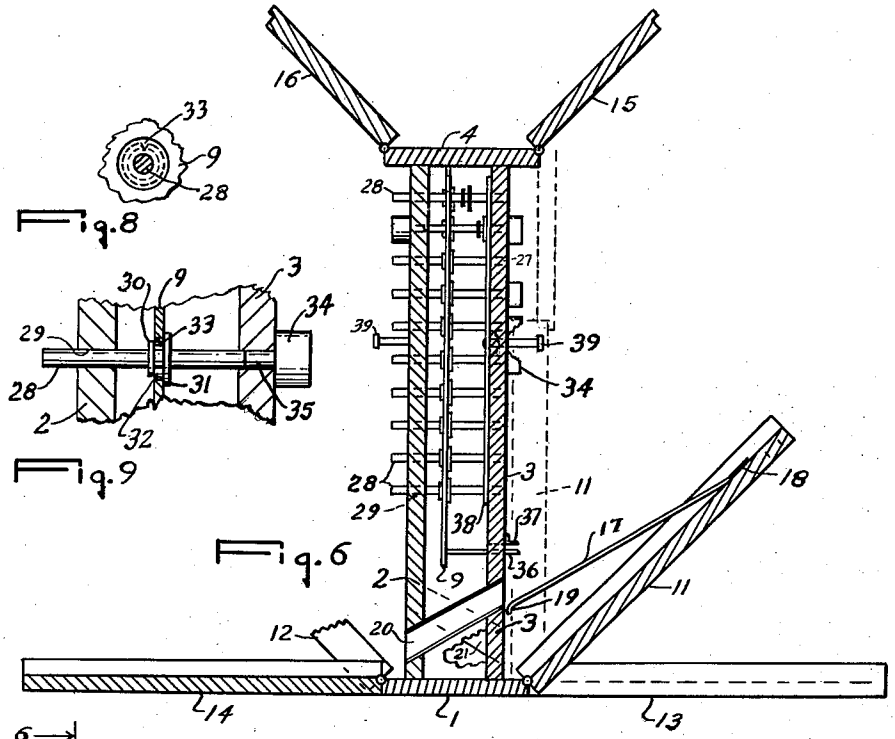


Fig. 8

Fig. 9

Fig. 6

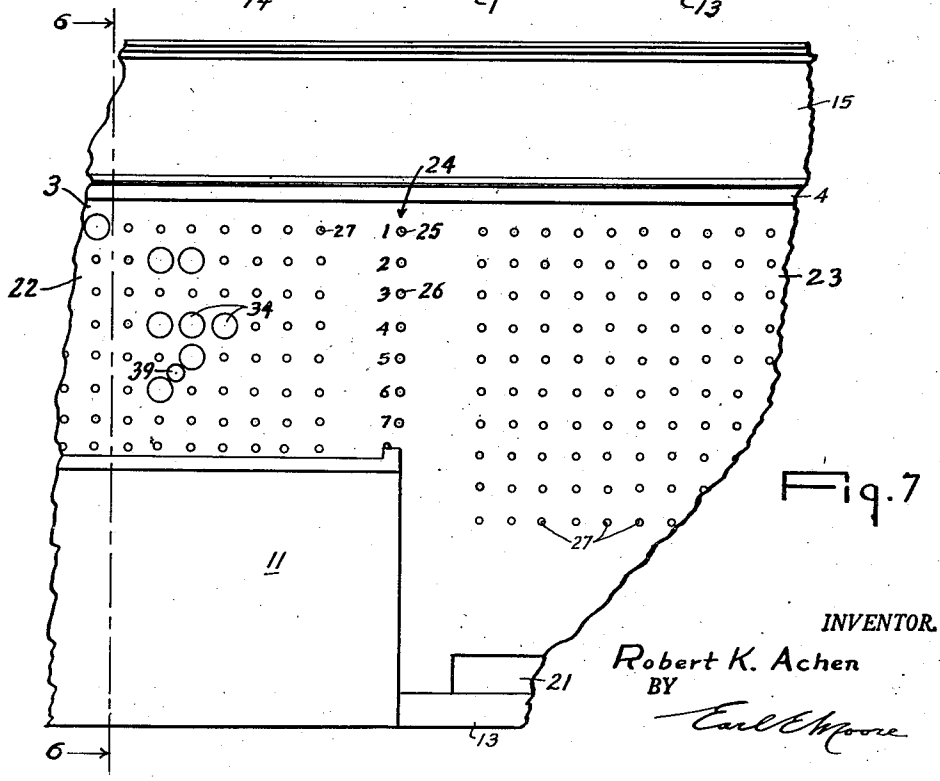


Fig. 7

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PERFORATED BOARD AND PUSH PIN FOR A SALVO GAME

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7 Claims. (Cl. 273—130)

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This invention belongs to that general class of devices known as games and relates particularly to the type of game device which employs push-pins and the like for dislodging men or plugs placed at particular positions on the opposite sides of an upright play board; the players not being able to sight the design or arrangement of the men or plugs on the opposite side of the board.

The invention has among its objects the production of a means of the kind described that is simple, durable, dependable in action, convenient to use, inexpensive to make and manufacture, compact, efficient, and a device which is pleasing and attractive in appearances.

One of the principal objects is to present a new and novel game device that increases the spirit of chance and develops the art of blind action.

Other objects, advantages and features of this invention will appear from a careful perusal of the accompanying drawings, the subjoined detailed description, the preamble of these specifications ,and the appended claims.

Below, applicant describes one of the preferable forms of his invention in order to teach the arts connected therewith and show how to make the same and use it, but it is to be understood that the drawings and description thereof are not to limit the invention in any sense whatsoever as the same is limited by the prior art.

In the drawings:

Figure 1 shows the preferred form of the device in side-end elevational view,

Figure 2 is a side elevational view; the ends and sides being identical,

Figure 3 is a bottom plan view,

Figure 4 is a top plan view,

Figure 5 is an enlarged horizontal section view taken substantially along line 5—5 of Figure 1,

Figure 6 is a vertical sectional view taken substantially along line 6—6 of Figure 7,

Figure 7 is an elevational view of a portion of one of the playing surfaces as viewed from the right hand side of Figure 6,

Figure 8 is an elevational view of a portion of the plate 9, a part in section, and shown on an enlarged scale, and

Figure 9 is a vertical sectional view, parts in elevation, showing a detail which is also on an enlarged scale.

The device is the particular form illustrated, comprises a base or bottom plate or wall 1 with a pair of spaced apart side walls 2 and 3 and a top plate or wall 4. The spaced upright

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spacer cleats 5, 6, 7 and 8 give strength to the device and provide groove-like guide means to accommodate their respective shiftable sounding plates 9 and 10, as shown clearly in Figure 5. Diagonally positioned inclined catch boards 11 and 12 are hinged to the base and are provided with friction hinges so that the catch board can be forced into the inclined position as shown and held there. Diagonally positioned play boards 13 and 14 are also supported by the base by the same hinges and have spring locks which are designed to aid in the stability of the entire device when open. The boards just mentioned are provided with side flanges to prevent the men or plugs used in the game from being lost by rolling upon the floor of a room. The top surfaces of the boards 13 and 14 may be provided with any type or kind of pencil-writing surface so that scores can be kept. The top flaps or doors 15 and 16 have friction hinge connection with the top wall 4, as shown, and these flaps extends entirely across the device and are designed to achieve secrecy and prevent players from glancing onto their opponents playing surface.

The catch boards 11 and 12 are alike and each has a springy plate 17 attached to their respective boards along the slightly bent margin 18 and the other or lower edge has a slightly curved edge 19 which is adapted to slide along their respective walls 2 or 3 when the catch boards are closed against the sides of the device as shown in Figure 1; these plates being of a size that they will neatly fit within the confines of the flanges of their respective boards. The purpose of these springy plates being to guide fallen men or plugs into the passages 20 and 21, these passages being inclined in opposite directions so that the players have their fallen men or plugs automatically pass onto their respective play boards.

Facing each player there is a set-area 22 and an operational-area 23, the set-area 22 on one side of the device being opposite to the operational-area 23' on the other side, and the operational-area 23 on one side of the device being opposite to the set-area 22' on the other side, see Figure 5. The set-area and the operational-area of both sides are divided by a common memorandum push-pin line means 24, and this consists of a vertical line of bores 25 in each of which there is a pin 26. The pins are just a little longer than the spaced outer surfaces of the walls 2 and 3 so that each player can readily count the number of plays made by his opponent, both players using the same means. Ten pins

are shown in that each player gets but ten trys at a time in alternation.

Each set-area has one hundred bores **27** arranged as shown and in each bore there is a pin **28** with means to control its travel, and the opposite wall **2** has one hundred bores in alinement with the bores of wall **3** and receive the same pins **28**. The pins **28** have a length equal to the distance between the outer surfaces of the side walls **2** and **3**, but these pins may be longer, if desired. Each pin has spaced fixed washers **30** and **31** which may be annular flanges integral with the pin. The washer **31** has a greater diameter than washer **30** and the distance between the washers is slightly greater than the thickness of the sounding board or plate **9**. Each sounding plate has a plurality of holes **32**, one for each pin **28**, and the holes are sized so as to allow the washer **30** to pass therethrough but not the larger washer **31**. Integral with each margin about the holes **32** there is reed or short projection **33** which is adapted to be struck by the small washer **30** when its pin **28** is pushed and thus make an audible click or snap-like sound so as to let the other player know that the pin has been pushed and should be counted, as an attempt has been made to dislodge a man. Each man has a head portion **34** and a stem portion **35**, so that when dislodged, it can be inserted in the bore at the other end of the pin that has been pushed.

The sounding plate **9**, at its bottom, has an extended arm **36** that passes through a vertical slot in the wall **3** and the other sounding plate **10** has a similar arm which passes through a similar slot in wall **2**. And over the distal end of each arm there is a thumb support means **37** so as to enable the thumb and forefinger of a player to raise the sounding plate **9** or **10** slightly when the pins **28** are reset by the reload plate **38** or **38'**.

For resetting the pins **28**, a reload plate is employed and there are two as indicated at **38** and **38'** and they are juxtaposed to the inner side of their respective walls **3** and **2**. These plates are perforated so as to easily ride along their respective pins **28**, there being a perforation for each pin. Centrally of each reload plate there is a push head and stem means **39** fixed thereto which is adapted to be pushed for resetting all the pins in its area, the plate engaging the large washers of the pushed pin **28** and forcing them against the near side of the sound plate **9** after the smaller washers have passed through their respective holes in the sound plate. The bores in the sound plates are large enough so that the small washers will not strike their respective reeds **33** for the reason that the sound plate has been raised by operation of the finger means **36—37**.

Operation

The two players position themselves on opposite sides of the game device and each one opens his secrecy shield **15** or **16**, his guide board **11** or **12**, and his stabilizing board **13** or **14** so that the device has the general appearance as shown in Fig. 6 of the drawings. Each player has ten men which are to be placed in their respective set-areas. Four of the men of each set of ten may be, for instance, provided with blue colored heads, three men provided with red heads, two of them green, and the tenth one black which normally is the most valuable one. The various colors may have different numerical values, for instance, the blues may be counted as **1**, the reds as **2**, the greens as **3** and the black one as **5**; thus when one player wins by dislodging all the other player's men, he receives for a score the sum or numerical value of all the men still remaining on his set-area, that is, the men not dislodged by the other player.

Each time a player dislodges a man, that man is forced from its respective bore **29** and falls down along the wall on the other side and then rolls dwn the inclined plate **17** and into the catch or stabilizing board on the opposite side via of passage **20** or **21** to the player who made the play. This player then picks up the man and places the stem **35** thereof into the bore on his side of the game device where he pushed the pin **28** which dislodged the man. Each player must arrange each color group in consecutive bores and in a straight line before the blind playing begins. The straight line may be horizontally, vertically or diagonally, but it must be a straight line. Each time a pin **28** is pressed, an audible click occurs and the opponent then pushes one of the counting pins in line **24** to keep count of the number of operational pins pressed by his opponent; each player pushing only ten operational pins in turn. After each player pushes his allotted number of pins, the other player does likewise until one of the players succeeds in dislodging all the other player's men. When this is done, the men are reset again after each player pushes his knob **39** or **36** and **37** on his particular side of the board in order to return all the pins **28** in his particular set-area to their start positions.

It is, of course, understood that various changes and modifications may be made in the details of form, style, design, and construction of the whole or any part of the specifically described embodiment of this invention without departing from the spirit thereof in that such changes and modifications are considered as being within the scope of the following claims.

I claim:

1. In a game device comprising an upright wall means with a set-area and an operational-area arranged side-by-side on each side of the wall means but with the set-area of each side in opposition to the operational-area on the other side, a plurality of bores with push-pins in each area which are common to their respective opposite areas, and a plurality of men having stems which are supported in certain bores in each set-area and arranged according to some predetermined set of rules and which are adapted to be dislodged when their particular push-pin is pushed on the other side of the wall means, the wall means being hollow and providing a chamber, and plate means in the chamber operable by external means for resetting all the pins of one of the set-areas.

2. The device recited in claim 1 wherein each set-area is provided with a declined passage-way through the wall means at the bottom thereof, and a declined plate means supported by the device and alined with the passage-way for directing men into the passage-way for delivery on the other side of the wall means.

3. The device recited in claim 1 wherein the chamber is provided with a shiftable plate means for each set-area which has a plurality of bores accommodating all the push-pins of that area and supported by them, a reed-means for each bore extending thereinto, and means on each push-pin for snapping past its respective reed

means so as to make a sound for indicating that a particular pin has been pushed.

4. In a game device comprising an upright wall means with a set-area consisting of a group of arranged bores and a laterally positioned operational-area with a group of arranged bores wherein the set-area on one side of the wall means is back-to-back with the operational-area on the other side of the wall means so that the bores thereof are in common alinement, a push-pin in each bore, each bore being adapted to receive the stem portion of a playing man, shiftable plate means supported by the pins in each group of bores and provided with exterior operating means for resetting pins which have been pushed, and means beneath each set-area including a passageway for conducting fallen men from one side of the wall means to the other side thereof.

5. In the game device recited in claim 4 wherein the wall means has a base with a pair of covers hinged to each longitudinal side edge thereof, a top wall fixed to the wall means, and a longitudinal door hinged to each longitudinal side edge of the top wall which are adapted to overlap the tops of the covers when they are in closed position.

6. In the game device recited in claim 4 wherein the wall means has a base with a pair of covers hinged to each longitudinal side of the base, one cover of each pair being arranged to take an inclined position, and a resilient plate on said one cover of each pair which is declined and alined with its respective passageway and thus adapted to conduct men into said passageway and deliver them to the opposite side of the wall.

7. In a game device comprising a base with an upright hollow wall fixed thereto, the base having elongated opposite side edges and each edge having a cover hinged thereto which aids in supporting the device when open in a horizontal position, a set-area and an operational-area arranged side-by-side on each side of the upright wall but with the set-area of each side in opposition to the operational-area on the other side of the wall, each opposed operational-area and set-area having a plurality of common bores with a push pin in each bore, each push pin having a fixed protrusion thereon, a plurality of playing men having stems which are supported in certain bores in each set-area and which men can be dislodged by its respective push pin, the upright hollow wall having a chamber and having a pair of shiftable plates therein and arranged intermediate their respective set and operational areas and supported by the push pins of their respective areas, and each shiftable plate having an external means for operating it so as to reset all the push pins in its respective area by working against the protrusions on the pins.

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