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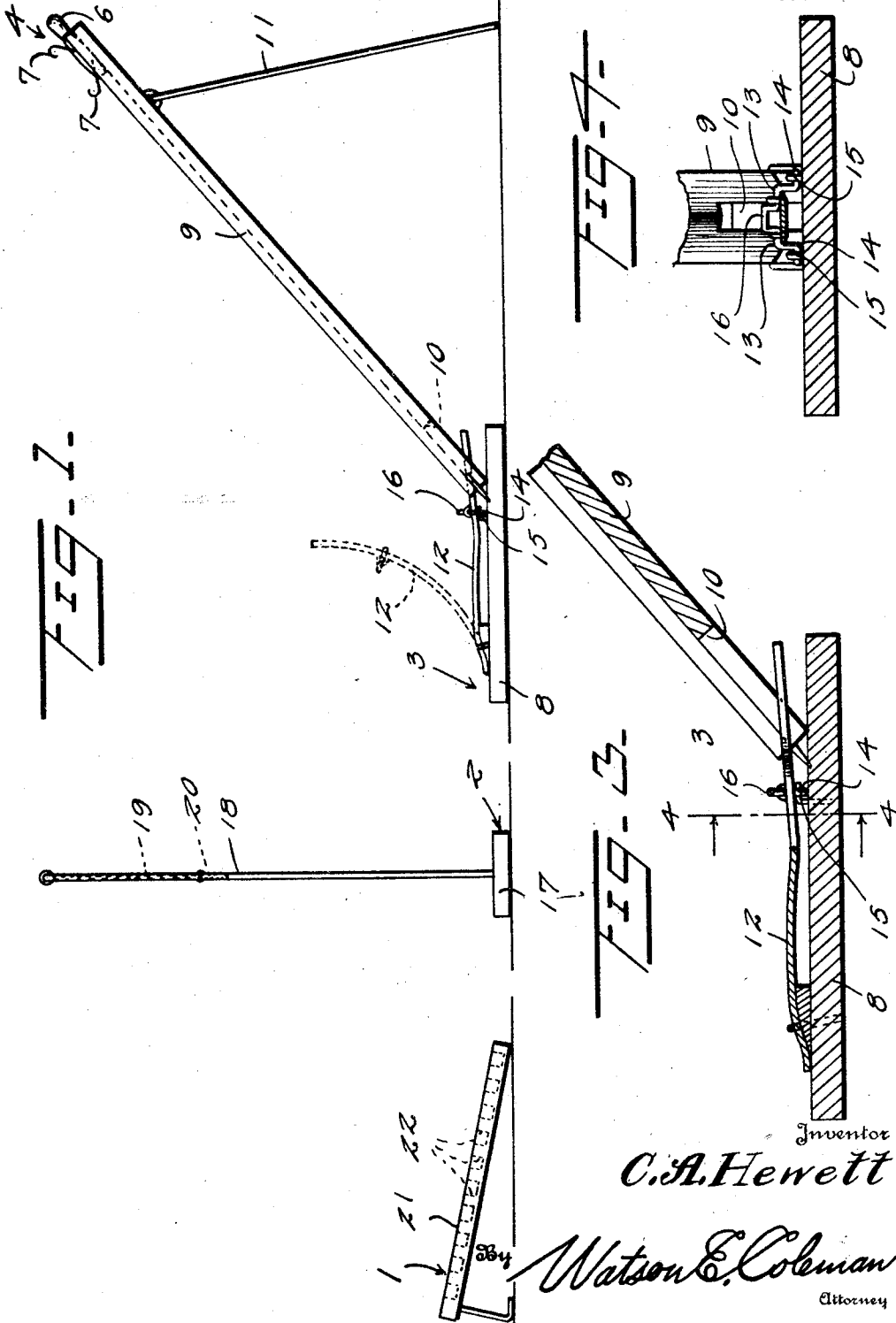
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1,683,185

GAME APPARATUS

Filed July 30, 1927

2 Sheets-Sheet 1



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Fig. 2.

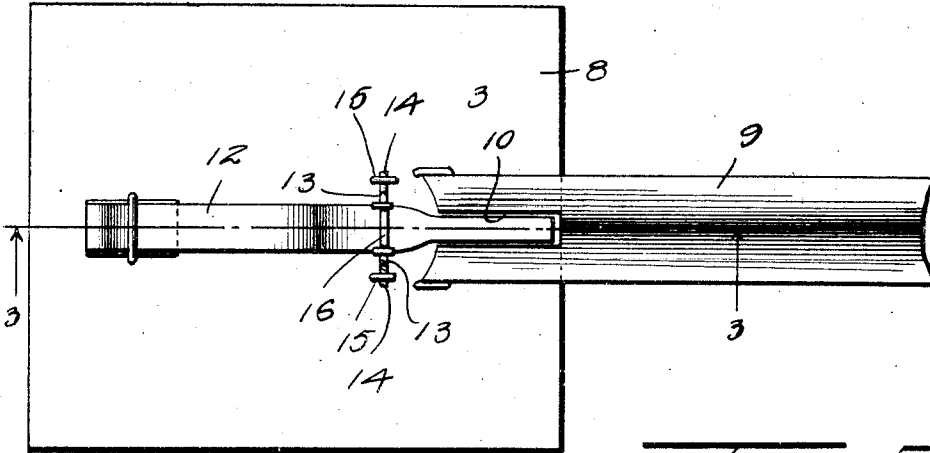


Fig. 7.

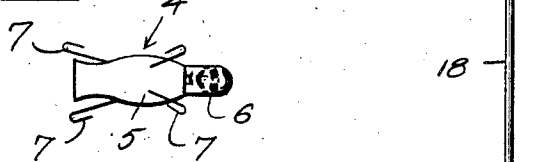


Fig. 6.

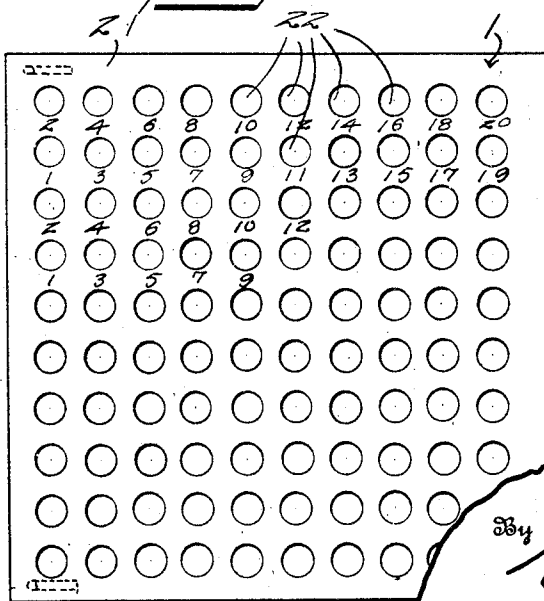
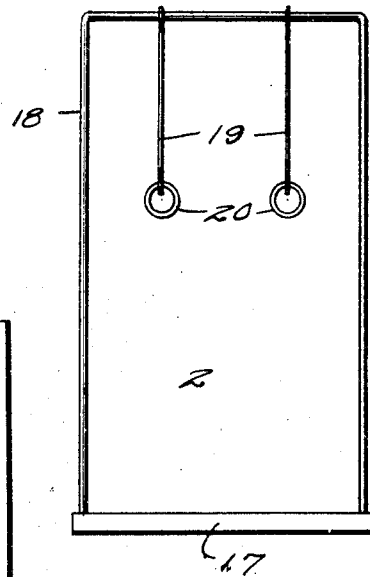


Fig. 5.



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GAME APPARATUS.

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This invention relates to game apparatus and it consists in the novel features herein-after described and claimed.

An object of the invention is to provide a
5 game apparatus which will afford amusement and at the same time includes educational features involving the processes of mathematics as for instance, division, subtraction, addition, and multiplication.

10 The apparatus is also instructive regarding the laws of physics, in that a movable piece is catapulted thru a zone having rings suspended therein and upon which the piece may lodge or catch. The apparatus is also
15 provided with a field or target upon which the piece may lodge, the said field or target being provided with apertures in which the piece may lodge. The said apertures are graded by having numerical values applied
20 thereto or in the vicinity thereof, and these values are credited to the account of the player who by his manipulation of the apparatus, causes the piece to enter the aperture. During its flight through the air from the catapulting means to the field or target, the
25 piece may describe one or more loops, and inasmuch as the piece is in the form of a clown or caricature doll, the antics described during the course of the flight add spectacular amusement to the process of the game.

In the accompanying drawings,

Figure 1 is a side elevational view of the game apparatus set up.

35 Fig. 2 is a fragmentary top plan view of the catapulting device of the apparatus.

Fig. 3 is a longitudinal sectional view thereof cut on the line 3—3 of Fig. 2.

Fig. 4 is a transverse sectional view cut on the line 4—4 of Fig. 3.

40 Fig. 5 is a side elevational view of an arbor used in the game apparatus.

Fig. 6 is a fragmentary top plan view of the target used in the apparatus, and

45 Fig. 7 is a plan view of a figure used in the apparatus.

As illustrated in the accompanying drawings, the game apparatus includes a target member 1 and an arbor member 2, a catapult device 3 and a playing member 4. The playing
50 piece consists of an oblate body 5 provided at one end with a weight 6 simulating in caricature the human head. Hooks 7 are mounted upon the body 5 and correspond with arms and legs of the human anatomy.

55 The catapult device includes a platform 8 having a chute 9 pivotally connected thereto,

the said chute being provided at its lower end with a medially disposed slot 10. A proper member 11 is pivotally connected with the chute and is adapted to rest upon a
60 supporting surface whereby the chute may be held at a desired angle with relation to the plane of the platform 8. A resilient flagelliform arm 12 is mounted upon the platform and carries at a point between its
65 ends a transversely disposed shaft 13 having at its ends cranks 14 adapted to engage end hooks 15 mounted upon the platform 8. The shaft 13 is provided at its intermediate portion with an offset trip portion 16.

70 When the trip is set the arm 12 is extended substantially parallel across the upper surface of the platform 8 and the free end thereof is passed through the slot 10 at the lower end of the chute 9. The shaft 13 is
75 turned so that the cranks 14 are engaged under the hooks 15 and the intermediate portion 16 is upwardly disposed at the lower end of the chute 9. The piece 4 is then placed at the upper end of the chute 9 with the weight-
80 ed or head end thereof uppermost. The piece is released and permitted to slide down along the chute 9. When the lower end of the piece strikes the trip portion 16 of the shaft 13, the said shaft is turned whereby the
85 cranks 14 are rotated from under the hooks 15 and the arm 12 is released. The said arm swings from a substantially horizontal position to a substantially vertical position and in doing so the free end portion of the arm
90 strikes the under side of the piece 4 which is then just above the slot 10. Thus the piece is catapulted away from the platform and in doing so the piece will describe loops inas-
95 much as it is heavier at one end than at the other.

The arbor comprises a base 17 having an arch 18 mounted thereon with cords or wires 19 depending from the intermediate portion of the arch and carrying at their lower ends
100 rings 20. The arbor 2 is so positioned that the rings 20 are located substantially in the path of movement of the piece when it is thrown from the catapulting device, and inas-
105 much as the piece is describing loops, the hooks 5 of the piece may catch into the rings 20. Should the hooks engage the rings the piece will hang pendant from the arch and the player who accomplishes this feat is en-
110 titled to a certain prescribed score.

The target or field comprises a plate 21 having a number of openings 22 therein.

Value numbers 23 are located adjacent the openings 22. The openings 22 are of sufficient diameter to snugly receive the heavy end or head 6 of the piece 5 and should the piece pass through the arch in describing its trajectory flight it will descend toward the plate 21 and in its downward movement the weighted end will be lowermost so that when the head 6 enters one of the openings 22 the piece will have the appearance of resting in an inverted posture upon the plate 21. The number adjacent the opening 22 which is entered by the piece, is credited to the score of the player.

Various rules may be provided for carrying out games and using the apparatus, as, for instance, the numbers upon the plate 21 may be even and odd and if the piece goes in a number to the value of 10, at one flight, and to the value of seven at another flight, the smaller number may be subtracted from the larger number leaving the player 3 points to the good. Thus addition and subtraction may be inculcated.

To each division, the process of counting, as above described, may be followed; and if the piece catches upon one of the rings, the sum total may be divided by 5, as for instance, if a player has made 10 by the adding and subtracting process and the piece makes a ringer, the sum of 10 is divided by 5 and the dividend, which is 2, is added to the sum of 10 making the score 12. Multiplication may be taught by carrying on the process of counting as hereinbefore described and if the piece makes a ringer when the player has a score of 10, the said score is multiplied by 5, thus making the player 50 to the good. However, different methods of carrying out arithmetical processes may be resorted to for the purpose of familiarizing players with such processes.

Having thus described the invention, what is claimed, is:

1. Game apparatus comprising a catapulting device, a piece adapted to be thrown by the catapulting device, said piece being weighted at one end, a target having openings adapted to receive the weighted end of the piece, and means interposed between the target and the catapult and in the approximate line of flight of said piece having co-action with said piece whereby when it is properly engaged thereby, it interrupts the piece in its flight.

2. Game apparatus comprising a catapulting device, a piece adapted to be thrown by the catapulting device and being weighted at one end and having outstanding hooks, a target having openings adapted to receive the weighted end of the piece, and rings suspended approximately in the path of movement of the piece when in flight.

3. Game apparatus comprising a cata-

pulting device, a piece having a weighted end adapted to be thrown from the catapulting device, said piece having outstanding hooks, a target member having openings adapted to receive an end of the piece, and an arch member interposed between the catapulting device and the target and having rings suspended therefrom.

4. Game apparatus comprising a target, a catapult including a flagelliform arm of resilient material secured at one end, a chute having a slot adapted to receive the free end of the arm, a shaft disposed transversely of the arm and having an intermediate trip portion, and end crank portions, hooks for receiving said crank portions, and a piece adapted to slide upon the chute and engage the trip portion of the shaft.

5. Game apparatus comprising a target, a catapulting device consisting of a platform, a chute pivoted upon the platform, a prop connected with the chute, and adapted to hold the chute at a desired angle with relation to the platform, said chute being slotted at its pivoted end, hooks mounted upon the platform beyond the pivoted end of the chute, a resilient arm fixed to the platform and having a free end adapted to pass through the slot in the chute, a trip shaft mounted upon the arm, and a weighted piece adapted to slide upon the chute.

6. Game apparatus comprising a platform, a chute member pivoted thereto and provided at one end with a slot, means for holding the chute member at a desired angle with relation to the platform, a resilient arm pivoted upon the platform and having a free end adapted to pass through said slot, a trip shaft carried by the resilient arm and adapted to be connected with the platform, and a piece adapted to slide along the chute.

7. A catapulting device comprising a platform, a chute member pivoted thereto and having a slot leading in from one end thereof, a prop member pivoted to the chute member, a flagelliform resilient arm fixed to the platform and having a free end portion adapted to pass through said slot, a shaft pivoted upon the arm and adapted to be connected with the platform, and having a trip portion adapted to be disposed transversely across the chute, and a weighted piece adapted to slide along the chute.

8. In game apparatus including a catapult and a piece to be thrown thereby, a trip for locking the catapult in cocked position and a chute associated with the catapult upon which the piece may be slid into engagement with the catapult and said trip to release the same.

In testimony whereof I hereunto affix my signature.

CHARLES A. HEWETT.