March 16, 1926. 1,576,966

C. K. GLINGER

GAME OF SKILL

Filed April 12, 1922

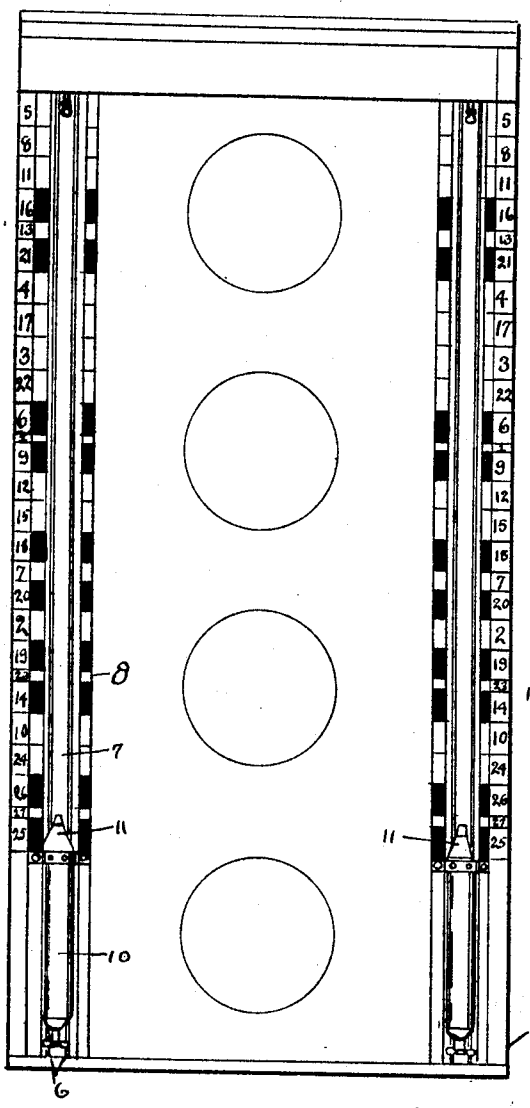


FIG. 1.

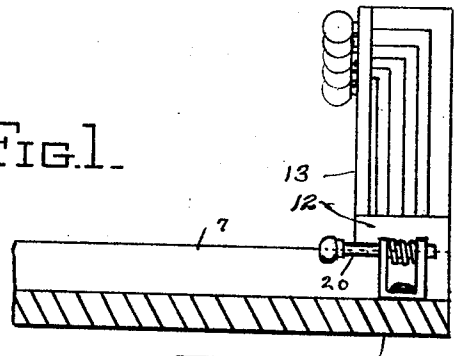


FIG. 4.

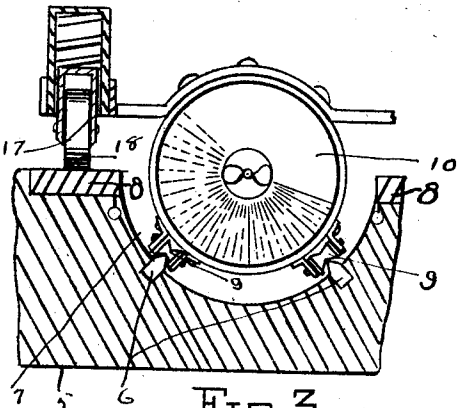


FIG. 3.

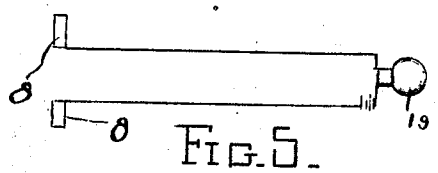


FIG. 5.

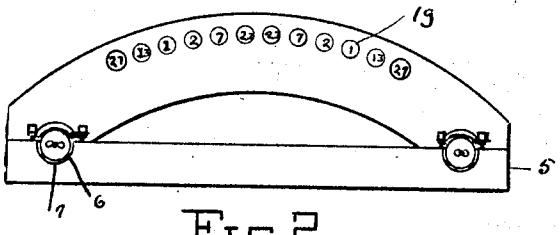


FIG. 2.

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Patented Mar. 16, 1926. 1,576,966

UNITED STATES PATENT OFFICE.

CHARLES K. GLINGER, OF AGAWAM, MASSACHUSETTS.

GAME OF SKILL.

Application filed April 12, 1922. Serial No. 551,780½.

To all whom it may concern:

Be it known that CHARLES K. GLINGER, citizen of the United States of America, residing at Agawam, in the county of Hampden and State of Massachusetts, has invented certain new and useful Improvements in Games of Skill, of which the following is a specification.

This invention relates to improvements in games of skill and one of its objects is to provide a device wherein the player may project a projectile, preferably constructed along the lines of a miniature torpedo, toward a target or obstacle and the projectile or torpedo will be caused to rebound and move across a series of contacts and come to a stop so as to bridge certain of these contacts, these contacts being arranged in pairs to control a light or other signal element, whereby the throw of the player will be indicated.

With the above and other objects in view the invention relates to new and useful constructions, combinations and arrangements of parts, clearly described in the following specification and fully illustrated in the accompanying drawings, in which:—

Fig. 1 is a plan view.

Fig. 2 is an end elevation of the device.

Fig. 3 is a detail vertical sectional view of an enlarged scale showing the rollers for supporting the projectile and the contact rollers.

Fig. 4 is a vertical sectional view showing the buffer and a series of lights and their controlling wires.

Fig. 5 is a diagrammatic view showing the circuit for one of the lights.

Referring to the accompanying drawings illustrating the invention 5 designates a board on which various prizes are displayed, and on each or only one side thereof a track 6 is arranged in a groove 7. Along the side of this track is a strip of wood or other insulating material, on which the metal contact plates 8 are arranged, the confronting ends of the plates being spaced from each other so as to provide a gap therebetween. Certain of these contact plates are long and certain, a minor number are short, the short contact plates indicating the prizes, while the others indicating the blanks.

The track 6 is in the form of a flat strip and presents rounded edges on the opposite sides thereof which are engaged by the grooved roller bearing rollers 9 carried by the projectile of torpedo 10. The nose 11 of the torpedo projects in the direction of the forward travel of the same along the track, and is adapted to enter an opening or the like 12 formed in a target 13 which is preferably provided with an illustration of a war or other vessel.

The torpedo carries a spring pressed brush 17 which is equipped with a contact roller 18 adapted to successively engage the contact plates, so as to successively make and break circuit.

The target carries a series of visual signal lamps 19 which are connected in circuit with the source of current and with the contact plates and the track, so that when the projectile is projected across the track to the target the contact roller will successively make and break circuit with the lamps.

The player grasps the projectile 10 and imparts a forward movement to the same by pushing the projectile along its track. The player aims to hit the buffer 20 and to gauge the force of the propelling effort so that the recoil of the projectile will cause the contact rollers 18 to stop at a preferred position so that the lamp elevating the highest prize will be energized by the closing of its socket through the contact roller 18 and the projectile itself. The contacting plates are spaced from each other by insulating strips and vary in width so that various degrees of skill will be required to bring the projectile to a position indicated by any given number.

A spring bumper 20 is arranged in the path of the projectile so that when the projectile is pushed through the opening in the target it will engage this bumper and a reverse movement will be imparted to the same, which will return the projectile or torpedo a distance along the track. The force of the recoil movement will determine the extent of the movement of the projectile in the reverse direction on the track. When this force has been expended the torpedo will come to a stop and the circuit connected with the plate engaged by the contact roller at this time will be closed and the lamp or other signal element controlled thereby will be energized, so that the player will known at once whether or not he or she won a prize or did not.

In other words, the skill of the player in projecting the torpedo or projectile across the track will determine whether or not the contact brush comes to a stop to energize the

circuit controlling the number of a lamp or element indicating a prize. By repeated efforts the player will be able to operate the torpedo so that it will land at a winning number, each of the contact plates being numbered and the lamps or other elements being correspondingly numbered.

Having described my invention I claim:—

1. A game of skill comprising a board having a track, a projectile slidable on the track, means of imparting a reverse motion to the projectile, a series of contacts arranged along the path of the projectile, a series of signal elements, and circuits connecting the elements to the contacts controlled by said projectile.

2. A game of skill consisting of a track, a projectile slidable thereon, a spring bumper disposed in the path of the track, a series of contact plates located in parallel relation to the path of the projectile, signal elements in circuit with the plates, and a contact means carried by the projectile and movable over the contact plates to make and break contact between the plates and the signal elements.

3. A game of skill comprising a track consisting of a pair of rails, a projectile having rollers to engage the rails, the rails being disposed in converging lines, a series of plates located in opposite sides of the track, a pair of brushes carried by the projectile and adapted to engage both series of contact plates and signalling devices in circuit with the plates.

Signed by me at Springfield.

CHARLES K. GLINGER.