S. S. WELLS.

MECHANICAL TOY OR GAME.

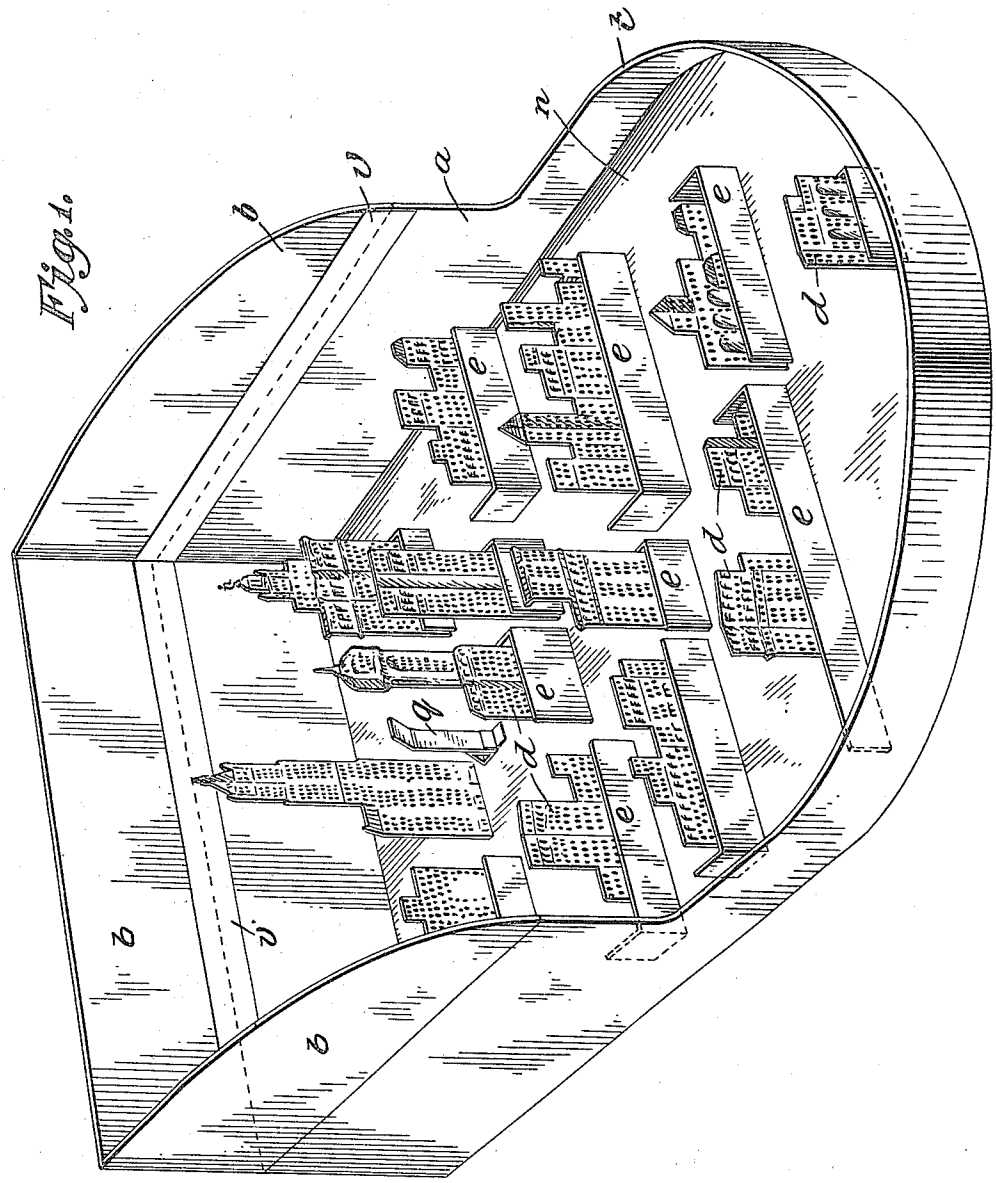
APPLICATION FILED SEPT. 8, 1915.

1,222,829.

Patented Apr. 17, 1917.

2 SHEETS—SHEET 1.

Fig. 1.



Sheldon S. Wells Inventor:

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William R Baird, his Atty

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

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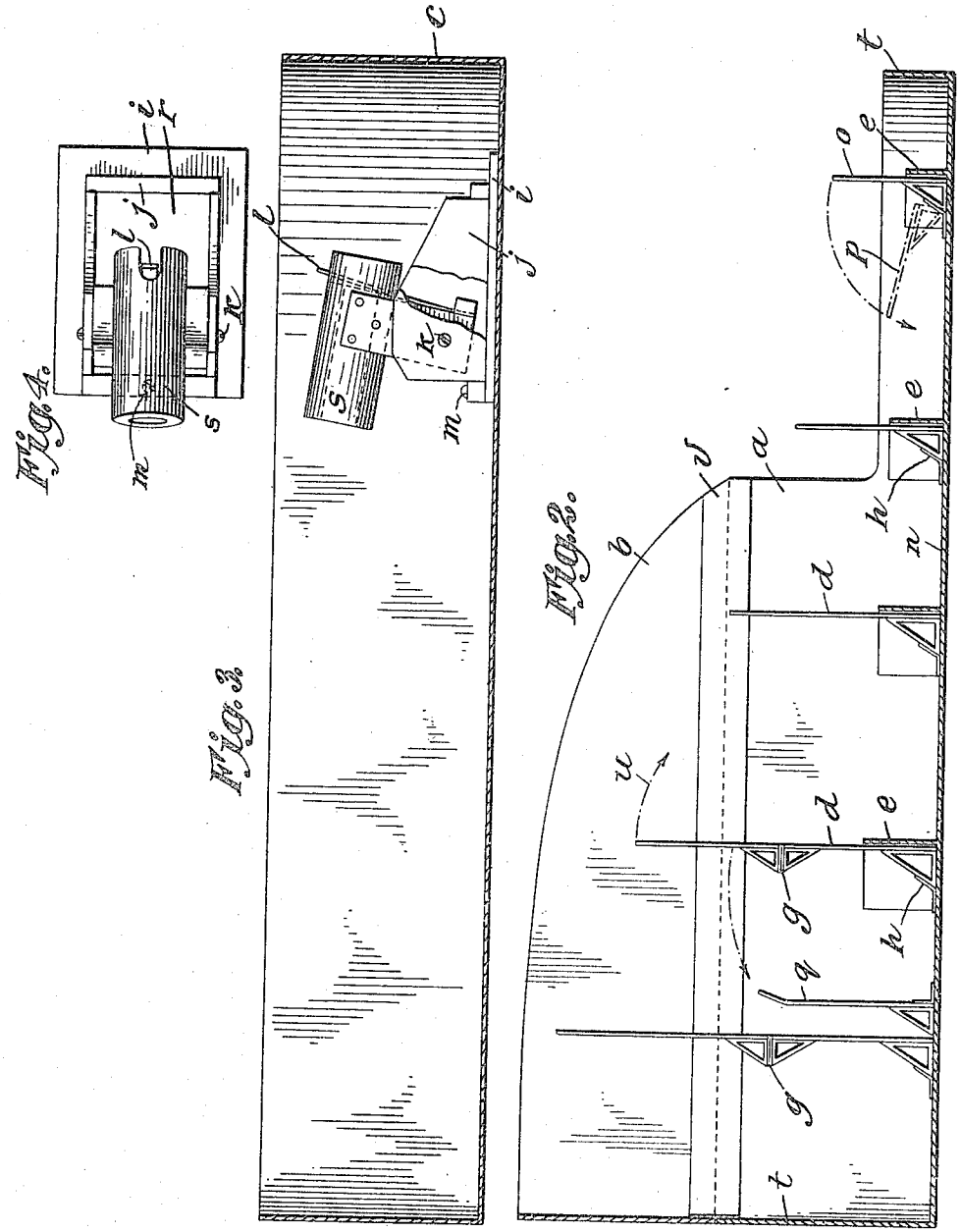
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Witnesses:

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UNITED STATES PATENT OFFICE.

SHELDON S. WELLS, OF NEW YORK, N. Y.

MECHANICAL TOY OR GAME.

1,222,829. Specification of Letters Patent. Patented Apr. 17, 1917.

Application filed September 8, 1915. Serial No. 49,424.

To all whom it may concern:

Be it known that I, SHELDON S. WELLS, a citizen of the United States, residing at New York, in the county of New York and State of New York, have invented certain new and useful Improvements in Mechanical Toys or Games, of which the following is a specification.

My invention relates to a mechanical toy or game, in the use or playing of which incidents of the bombardment of a city or the like are imitated; to that end it consists of a support carrying a plurality of pivoted or otherwise movable figures or objects, preferably made to represent buildings or the like, and a device for throwing projectiles against such figures or objects.

One of the objects of my invention is to provide an apparatus which may be folded in a compact form for shipment or when not in use, and which may be readily adjusted for use and when so adjusted prevents the projectiles doing injury beyond the limits of the apparatus. The movable figures or effigies are so guarded that although in alinement with reference to the device for throwing the projectiles, nevertheless, only one object may be hit or knocked down as the result of a single shot.

My invention consists in the novel details of construction and in the combination and arrangement of parts hereinafter described and claimed.

In the accompanying drawings, Figure 1 is a perspective of the pivoted members and base; Fig. 2 is a cross section of Fig. 1 showing the pivoted members and method of hinging; Fig. 3 is a cross section of the cover of the inclosing box showing the projectile-throwing device or catapult in side elevation with part torn away to show the method of mounting in order to swing the catapult in the vertical plane; Fig. 4 is a top plan view of the catapult showing the way in which it is mounted in order to get the horizontal movement.

In said drawings, *a* represents the box or container having the base *n* on which are pivotally mounted members *d*, made to represent buildings or the like, by means of hinges *h* which allow the hinged members to be set up in the upright position for use as in *o*, and to be folded or knocked down when struck as in *p*, as indicated by the arrow in connection with *o* and *p* in Fig. 2. The taller pivoted members are also hinged in the middle as at *g*, so that when struck by a shot the member will fall back on the hinge *h* until the upper part strikes the bumper guard *q*, which will compel the upper portion of the falling member to fold at the hinge *g* in the direction of the arrow *u*, Fig. 2. In this way the falling of one tall hinged member will not cause the falling of another hinged member back of it, since a guard is always so placed as to prevent this. And as a result of making the taller figures with hinged sections, they may be readily folded or collapsed to a compact condition when not in use.

There is placed in front of each hinged member a guard or wall *e* in order to prevent the projectile which may have struck the member in front of it from knocking down the member which it guards, as the force of the shot would do if it were not for such guard. In this way each shot can only score one hit. The catapult or projectile-throwing device *r* is, for convenience in packing, shown mounted on the inside of the cover *c* having *i* as its base on which the carriage *j* is mounted by means of the swivel *m* so that it can swing in the horizontal plane. The barrel *s* is mounted to the carriage *j* on a shaft *k* so that the catapult can be raised or lowered vertically. The catapult is also equipped with a spring or trigger *l* adapted to throw a projectile such as a marble when put into the mouth of the barrel, and the spring is manually pulled back and suddenly released. The catapult need not be mounted on the cover but can be used as shown in Fig. 4. In use, the projectile thrown by the catapult will be retained in the box *a* by means of the side wall *t* which has a hinged extension *b* that will be in the position shown in Fig. 1 in use, but folded on its hinge *v* to the closed position.

I claim:

1. A game comprising a target element composed of relatively movable sections, said element being arranged to assume an upstanding position and be overturned by a projectile striking it, and means for causing the sections to relatively move when the target element is overturned.

2. A game comprising a target element composed of relatively movable sections having hinge mountings and connections to permit their swinging in opposite directions, said element being arranged to assume an

upstanding position and being overturned by a projectile striking it, and means for causing the sections to relatively swing in opposite directions, when the target element is overturned.

3. A game comprising a support, a target element composed of sections, a hinge connection between the lower section and support that permits said section to swing in one direction, and a hinge connection between the sections that permits one of said sections to swing in an opposite direction.

4. A game comprising a support, a target element composed of sections, a hinge connection between the lower section and support that permits said section to swing in one direction, a hinge connection between the sections that permits one of said sections to swing in an opposite direction, and means for causing the last mentioned section to positivelv swing in said opposite direction when the lower section is swung.

5. A game comprising a support, a plurality of target elements mounted on the support and arranged to be overturned when struck by a target, the length of one target element being greater than the distance between it and the next target element, and means for preventing the first mentioned target element striking the other when overturned.

6. A game comprising a support, a plurality of target elements mounted on the support and arranged to be overturned when struck by a target, the length of one target element being greater than the distance between it and the next target element, and comprising foldable sections, and means for causing the said sections to fold when the target element is overturned.

7. A game comprising a support, a plurality of target elements mounted on the support and arranged to be overturned when struck by a target, the length of one target element being greater than the distance between it and the next target element, and comprising hingedly connected foldable sections, and a device interposed between the target elements for causing said sections to fold when the target element is overturned.

8. A game comprising a support, a target element having a lower rearwardly extending brace, and a hinged connection between the rear portion of the brace and the support, said hinge connection constituting a pivot on which the target element swings when overturned.

9. A game comprising a container support having rear upstanding stop walls, foldable extensions for said stop walls arranged to be placed in upstanding relation thereon, and target elements mounted on the support within the walls, and permitting said extension to be folded or to be placed in upstanding relation.

In testimony whereof I affix my signature.

SHELDON S. WELLS.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."