July 30, 1957 B. M. PETERSON 2,801,108

GAME

Filed Feb. 13, 1956 2 Sheets-Sheet 1

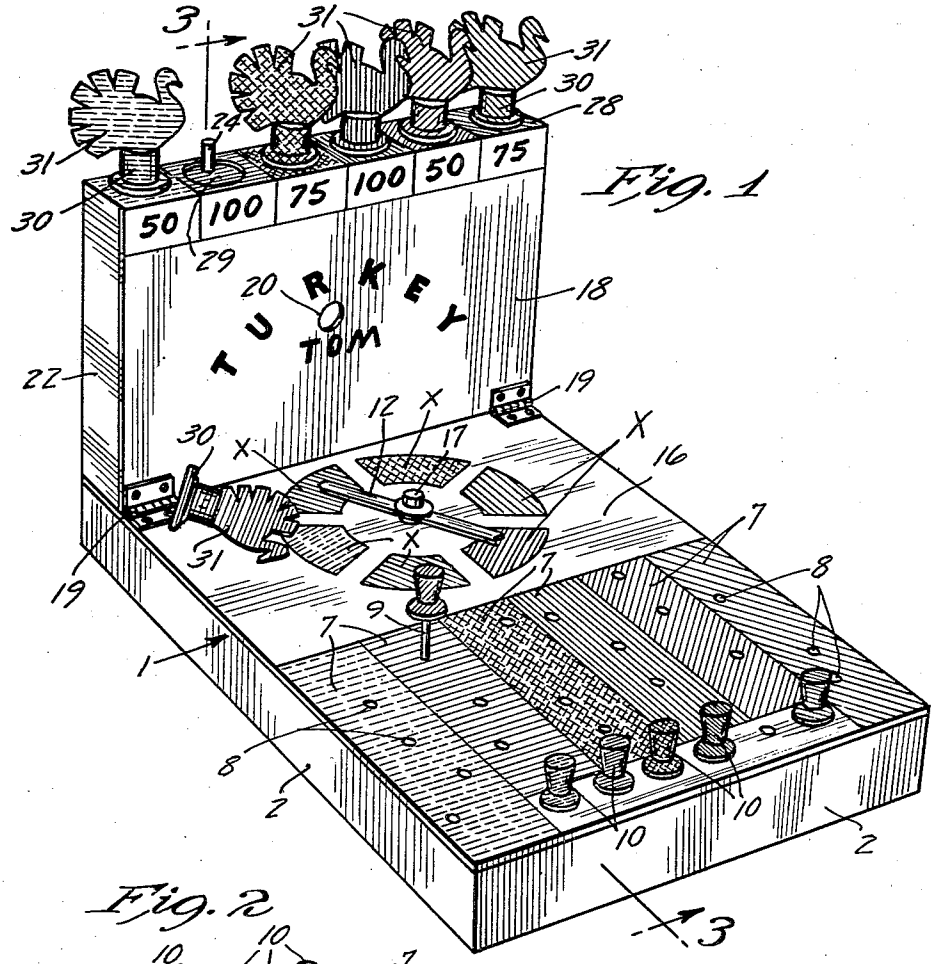
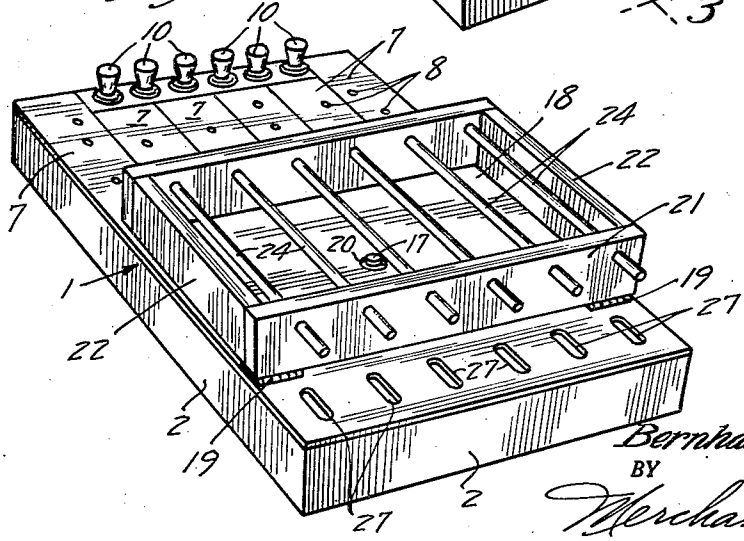


Fig. 1

Fig. 2



INVENTOR.
Bernhart N. Peterson
BY
Merchant & Merchant
ATTORNEYS

July 30, 1957 B. M. PETERSON 2,801,108

GAME

Filed Feb. 13, 1956 2 Sheets-Sheet 2

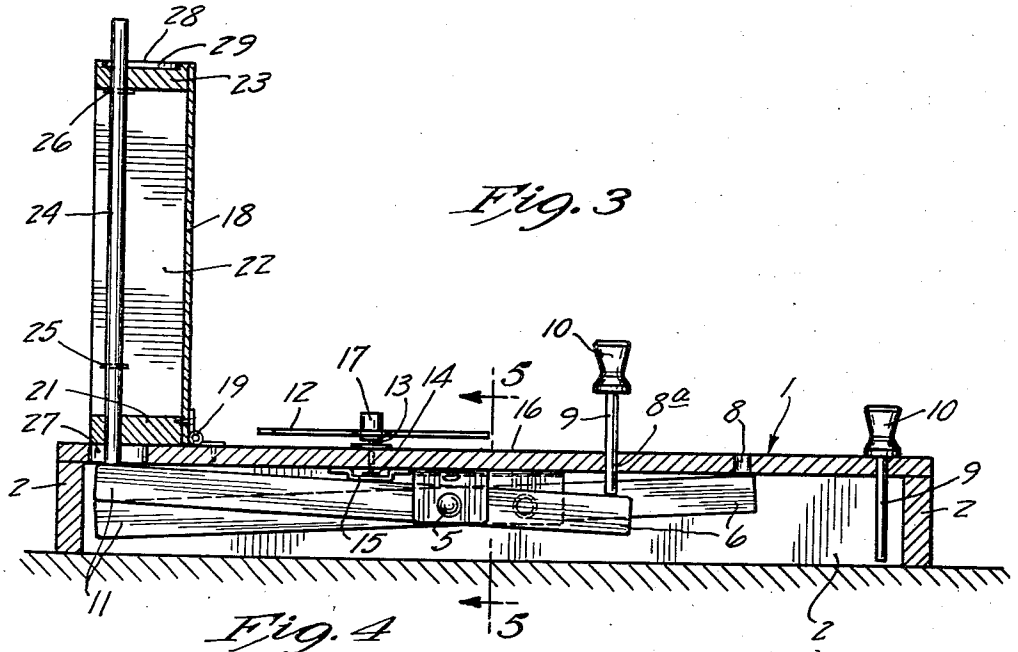
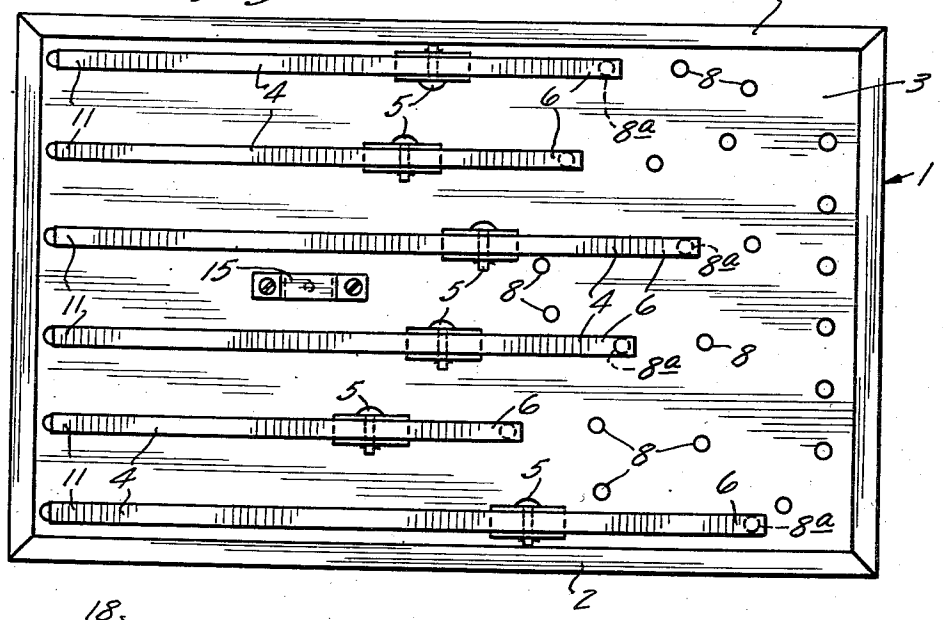


Fig. 3

Fig. 4



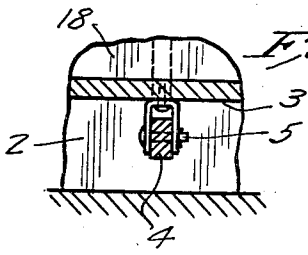


Fig. 5

INVENTOR.
Bernhart N. Peterson
BY
Merchant & Merchant
ATTORNEYS

United States Patent Office

2,801,108

Patented July 30, 1957

2,801,108

GAME

Bernhart M. Peterson, Minneapolis, Minn.

Application February 13, 1956, Serial No. 565,212

3 Claims. (Cl. 273—139)

My invention relates to games and provides a novel game board.

The primary object of my invention is a provision of a novel game board which makes possible an entirely new concept of game—one which is highly amusing and stimulating.

A further object of my invention is a provision of a game board and game which may be participated in by by two or more persons.

A further object of my invention is a provision of a game board, the mechanism of which is relatively simple and durable, which is not unduly costly to produce and which may be folded into compact form when not in use, for storage, transportation and the like.

The above and still further objects of my invention will become apparent from the following detailed specification, appended claims, and attached drawings.

Referring to the drawings, wherein like characters indicate like parts throughout the several views:

Fig. 1 is a view in perspective of my novel game as seen from the front and one side thereof;

Fig. 2 is a perspective view of the structure shown in Fig. 1 with the parts thereof in a folded and inoperative position;

Fig. 3 is a view in longitudinal section as seen substantially from the line 3—3 of Fig. 1;

Fig. 4 is a view in bottom plan of my game board, and

Fig. 5 is a fragmentary sectional view as seen substantially from the line 5—5 of Fig. 3.

Referring with greater particularly to the drawings, the numeral 1 indicates a generally horizontal game board, preferably and as shown, being generally rectangular in form and supported by a depending skirt or flange 2. Shown as being pivotally secured to the underside 3 of the game board 2 are a plurality of forwardly and rearwardly extending levers 4 pivotally mounted as at 5 for rocking movements on horizontal axes in laterally spaced generally parallel relationship. It wil be noted that each of the pivots 5 are located forwardly of the longitudinal centers of the levers 4 so as to cause the forward ends thereof to engage the underside 3 of the board 1 under the action of gravity. The front end portions 6 of the several levers 4 are preferably, and as shown, longitudinally staggered with respect to each other as shown particularly in Figure 4.

Approximately the front half of the board 1 is divided into six longitudinally extending parallel areas 7, one each overlying a front end portion 6 of one of the levers 4 and one each bearing a different identifying characteristic, such as color, shade lines, or the like. Each of said areas 7 is provided with a plurality of apertures 8 with one and one only thereof, identified as 8*a*, being in vertical alignment with the front end portion 6 of its associated lever 4.

A plurality of lever actuating pegs 9 have enlarged heads 10, one each bearing the identifying characteristic of a different one of said areas 7. As shown particularly in Fig. 3 the pegs 9 are insertable through the game board

apertures 8, 8*a*, to actuate its associated lever 4 when inserted through the aperture 8*a* vertically aligned with said lever 4. As shown in Fig. 3, when the peg 9 is inserted through the given opening 8*a*, it depresses the front end portion 6 of the lever 4 on its pivot axis 5, causing the rear end portions 11 of said levers 4 to be elevated as shown, for a purpose which will hereinafter be explained in greater detail.

The approximate rear half of the game board 1 is devoted to a spinner 12 which preferably, and as shown in Fig. 3, is fast on a rotary shaft 13 projecting through board 1 and provided with an enlarged head 14 therebeneath to prevent accidental removal. It will be noted that the head 14 rests upon a metallic saddle 15 secured fast to the underside 3 of the board 1 whereby to space the spinner 12 from the upper surface 16 of the board 1. Also preferably and as shown, the spinner 12 is provided with an upstanding axially spinner knob 17. Circumferentially spaced about the axes 13 of the spinner 12 are spaced areas X bearing the identifying characteristic, one each of a different one of said areas 7, and heads 10 of pegs 9.

Adjacent its rear edge portion, the game board 1 is provided with an upstanding rear wall 18 which is pivotally secured thereto by hinges 19 for swinging movements from the upstanding position of Fig. 3 to the folded inoperative position of Fig. 2 wherein the wall 18 overlies the rear end portion of the upper surface 16 of the board 1. It will be noted particularly by reference to Figs. 1 and 2, that the wall 18 at its approximate center is provided with aperture 20 for the reception of the spinning knob 17 of the spinner 12. As shown particularly in Figs. 2 and 3, the wall 18 is provided with a rearwardly projecting base 21, rearwardly projecting side 22, and a platform 23 along its upper edge. Base 21 seats upon the upper surface 16 of the board 1 and prevents swinging movements of wall 18 rearwardly of the vertical position of Fig. 3.

A plurality of push rods 24, mounted for vertical reciprocation in the base 21 and platform 23, one each of said push rods 24 overlie the rear end portion 11 of one of said levers 4 and are engageable therewith. Stop collars 25 on the lower ends of the push rods 24 limit downward movements of the push rods 24 beyond positions wherein their lower ends immediately overlie the rear ends 11 of their cooperating levers 4 when same are in the lowered position which they assume under the action of gravity, and their upper ends are still retained within the platform 23 but do not project thereabove.

On the other hand, similar stop collars 26 on the upper end portions of push rods 24 limit upward movements of the push rods beyond the position of Fig. 3. Stop collars 25 and 26 are spaced apart so as to positively preclude accidental removal of the push rods 24 from the platform 23 and base 21 in which they are mounted for vertical reciprocation.

It will be noted that the sides 22 not only impart great rigidity to wall 18, base 21 and platform 23 associated therewith, but also conceal the push rods 24 behind the wall 18 as viewed from the front of the board 1.

It will be noted, particularly by reference to Fig. 2, that the lower end portion of the push rods 24 work through elongated slots 27 in the rear end portion of game board 1 immediately behind the hinges 19. This factor enables the board to be folded as there shown.

Referring now to Figs. 1 and 3, it will be noted that the platform 23 is divided into a number of areas 28 corresponding in numbers to the areas 7 and X and one each bearing the identifying characteristic of one of said areas 7, X and the pegs 9. Each of the areas 28 is provided with a circular recess 29 for the snug reception of a base 30 of the game objects 31. Game objects 31 can take any form, but as shown, are made to simulate

turkeys. Game objects **31** bear identifying characteristics one each of a different one of said areas **28** of the platform **23**. It is also important to note, particularly as shown in Figs. 1 and 3, that the upper ends of the push rods **24** work through the recesses **29** in offset relationship to their centers. This is important in that it assures the upsetting of the game objects **31** when the pegs **9** are inserted through the openings **8***a*, as shown in Fig. 3. Preferably, and as shown, the upper edge portion of the wall **18**, immediately forwardly of the areas **28** and their cooperating game objects **31**, are arbitrarily given different values for a purpose which will hereinafter be explained more fully.

An example of a method of use of my above described novel game board is as follows: players in turn impart spinning movements to the spinner **12**. The areas X adjacent to which it stops indicates the peg **9** and areas **7** to which the player is confined. Not knowing the aperture **8***a* immediately overlying the rear end portion **6** of the lever **4** below his designated area **7**, he must insert the peg **9** in any given one thereof. If he misses his particular opening **8***a*, he loses his turn without receiving any score. On the other hand, if he is fortunate enough to insert the peg **9** into the aperture **8***a*, the corresponding game object **31** will be upset and caused to be removed from its recess **29** and the platform **23**. The player will then receive a score corresponding to the value given thereto as indicated in Fig. 1. The next player in turn then imparts spinning movements to the spinner **12**. In the event that the spinner comes to rest adjacent an area X which designates a playing area **7** from which a score has previously been achieved, this player loses his turn without having an opportunity to score. On the other hand, if the area **7** designated by the spinner **12** has not been scored upon, this player will then have an opportunity to locate and insert the designated peg **9** in the proper aperture **8***a* in his playing area **7** in the same manner as the previous player.

From the above it should be obvious that my novel game board is capable of considerable modification as to construction and method of playing. Such modification may be made in structure without departure from the spirit and scope of the invention as defined in the appended claims.

What I claim is:

1. In a device of the class described, a generally horizontally disposed game board having a normally upstanding wall at its rear edge portion, a plurality of forwardly and rearwardly extending levers pivotally mounted for rocking movements on horizontal axes in laterally spaced generally parallel relationship and underlying said board, a plurality of push rods located back of and normally concealed by said wall as viewed from the front of said game board, one each of said push rods normally overlying the rear end portion of a different one of said levers and engageable therewith, guide means associated with said wall including a horizontally disposed platform along the upper edge of said wall mounting and guiding said push rods for vertical reciprocation to and from operative positions wherein the upper ends thereof project above said platform to inoperative positions wherein said upper ends do not project above said platform, the front end portion of said board being provided with a plurality of apertures each associated with one end portion of a different one of said levers with one and only one thereof in vertical alignment with its associated lever, a plurality of game objects each having a different identifying characteristic and one each adapted to rest upon said platform in overlying relationship to one of said push rods and to be upset by said push rod when the upper end thereof is caused to project above said platform, a plurality of lever actuating pegs one each bearing the identifying characteristic of a different one of said game objects and each adapted to be inserted through the said game board apertures to actuate its associated lever when inserted through the aperture vertically aligned with said lever, the front end portion of said board containing said apertures being divided into a plurality of laterally spaced areas one each overlying the front end portion of one of said levers and including a plurality of said apertures, one each of said areas bearing the identifying characteristic of one of said game objects and pegs.

2. The structure defined in claim 1 in which said rear end portion of said game board is provided with a spinner, and a plurality of circumferentially spaced areas about said spinner, one each of said circumferentially spaced areas bearing the identifying characteristic of a different one of said game objects, pegs and first mentioned areas.

3. The structure defined in claim 1 in which said upstanding rear wall is hingedly secured to said game board for swinging movements from an upstanding position to an inoperative folded position overlying the rear end portion of said board, said wall being recessed to receive at least a part of said spinner.

References Cited in the file of this patent

UNITED STATES PATENTS

1,295,436	Cogswell	Feb. 25, 1919
1,647,276	Daman	Nov. 1, 1927

FOREIGN PATENTS

11,214	Great Britain	1907
332,415	Great Britain	July 24, 1930