R. NUSSBECK.

GAME DEVICE.

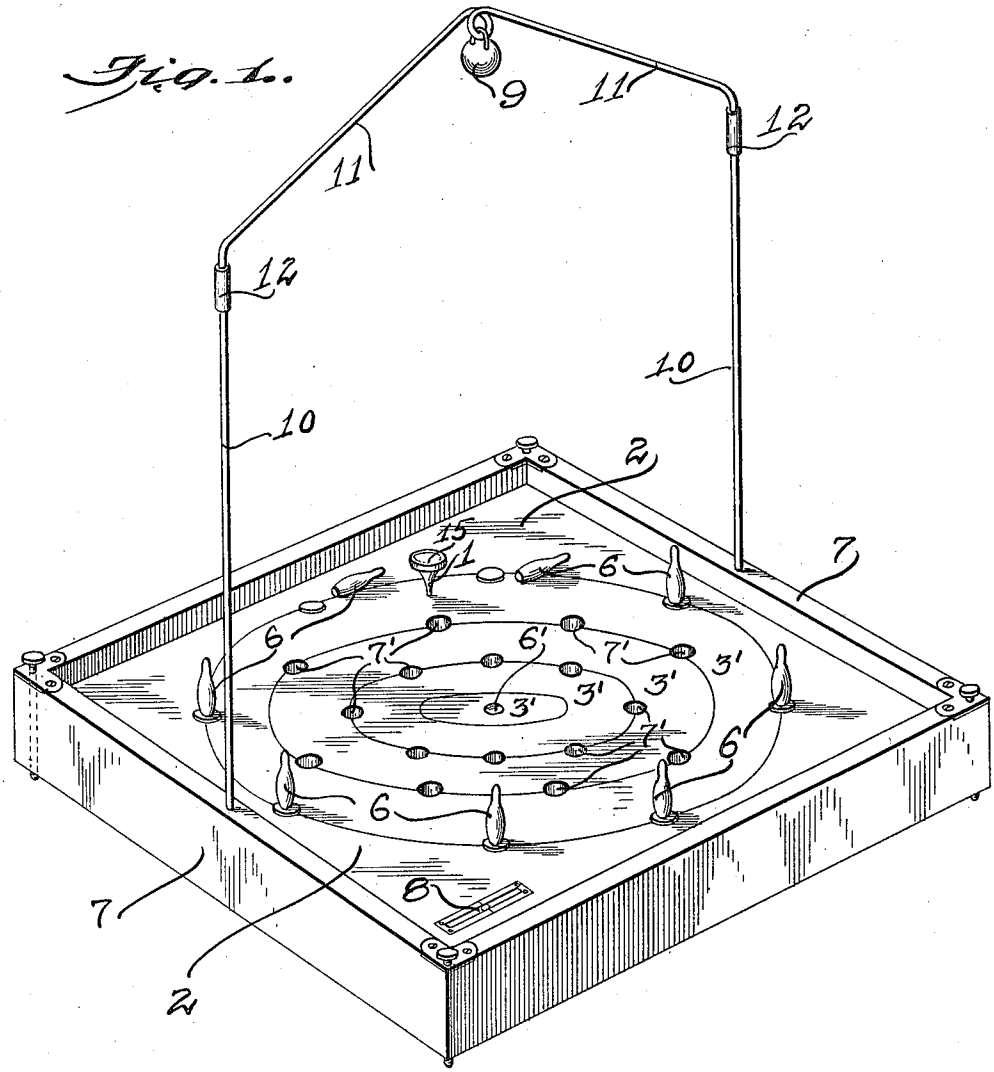
APPLICATION FILED APR. 22, 1919

1,317,640.

Patented Sept. 30, 1919.

2 SHEETS—SHEET 1.

Fig. 1.



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2 SHEETS—SHEET 2.

Fig. 7.

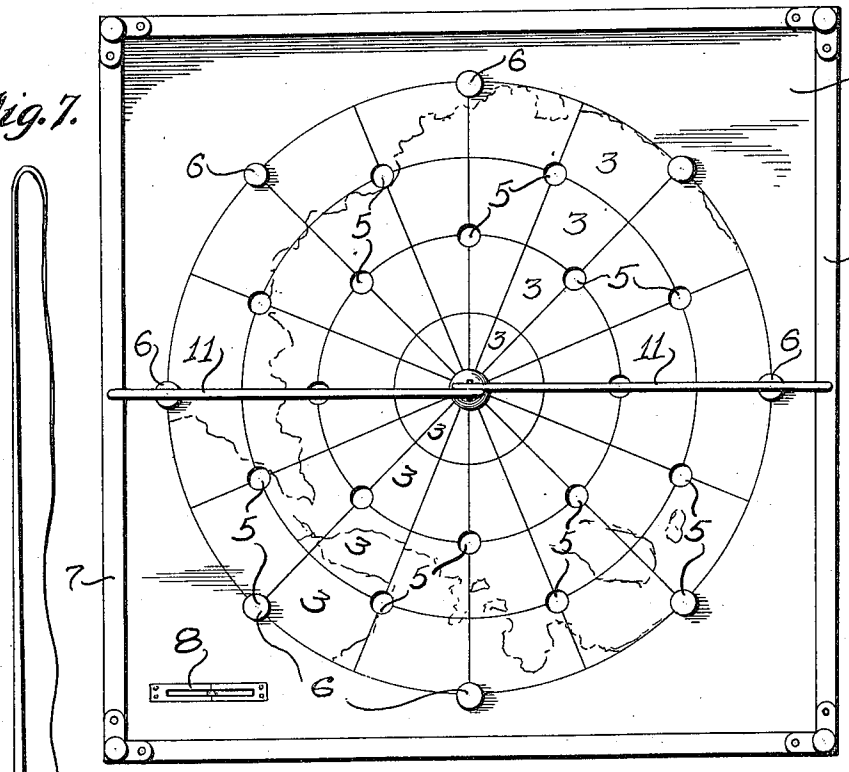


Fig. 2.

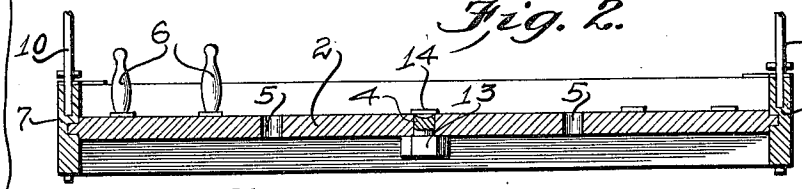


Fig. 3.

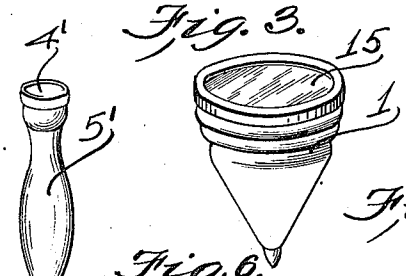


Fig. 6.

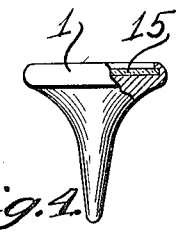


Fig. 4.

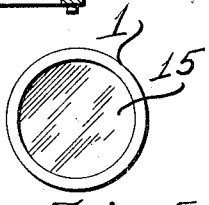


Fig. 5.

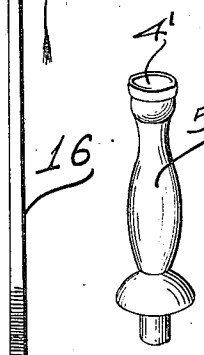


Fig. 8.

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UNITED STATES PATENT OFFICE.

RICHARD NUSSBECK, OF LAKEBAY, WASHINGTON.

GAME DEVICE.

1,317,640. Specification of Letters Patent. Patented Sept. 30, 1919.

Application filed April 22, 1919. Serial No. 291,856.

To all whom it may concern:

Be it known that I, RICHARD NUSSBECK, a citizen of the United States, and a resident of Lakebay, in the county of Pierce and State of Washington, have invented certain new and useful Improvements in Game Devices, of which the following is a specification.

The present invention relates to a game device, and particularly to such games which are played by manipulating a projectile over a playing surface, which surface is divided into a series of zones representing play-indicating counts, one of which comprising a goal, and the object of the game being to manipulate the projectile in such a manner as to have it occupy the goal, the zones being arranged to vary in counting denominations, according to their respective positions relative to the goal.

One object of the invention is to provide a game which will offer amusement to the players, as well as a certain amount of educational advantages.

Another object of the invention is to so construct the device that different games may be played without departing from the principle involved, and following the general idea.

Further objects will appear upon reference to the following detailed description of the accompanying drawings, the novel features being particularly pointed out in the subjoined claims.

In said drawings—

Figure 1 is a perspective view of a game device constructed in accordance with the invention;

Fig. 2 is a top plan view of the device as illustrated in Fig. 1;

Fig. 3 is a cross-sectional view;

Fig. 4 is a side elevation, partly in section, of one form of spinning device;

Fig. 5 is a top plan view of the form of spinning device shown in Fig. 4;

Fig. 6 is a perspective view of a different form of spinning device;

Fig. 7 represents a whip which may be used in connection with the spinning device illustrated in Fig. 6; and

Fig. 8 represents one form of device which is used in connection with the goal.

Referring now to the drawings in detail, I will first describe the game as played according to the preferred embodiment of the invention, and in which the game may be called "a nautical problem"; that is, the object to be attained being to manipulate the projectile 1 across the playing surface 2, which surface is divided into a series of zones 3 surrounding a goal 4. In this form the playing surface is marked off to represent the vicinity of the world around the North Pole, the markings dividing the zones representing the longitude and latitude markings. Each of the zones 3 represent play-indicating counts, varying in counting denominations according to their respective positions relative to the goal; that is to say, the zone nearest to the goal represents a larger count than the zone next removed from the goal, and so on until the outer zone represents a very small counting denomination. Located at equal distances over the playing surface are a series of holes or openings 5, which comprise obstacles adapted to interrupt the spinning device 1 in traversing the playing surface. A series of pins 6 are also employed and positioned around the edge of the outer zone to act also as obstacles to the spinning device. The playing surface is surrounded by a suitable border, such as 7, and a level 8 is employed to indicate when the device has been set on a level surface. Supported above the playing surface and over the goal 4 is an object 9, which comprises a small ball representing the North Star. This ball is supported by means of a suitable bracket, consisting of the uprights 10 and the transverse arm 11, which is adapted to be disconnected from the upright 10, as at 12, to enable the game to be conveniently packed. In playing the game the spinning device 1 is intended to be held above the goal 4, which will represent the North Pole. It may be spun by the fingers and released in a manner to permit it to spin upon the North Pole, which comprises a suitable plug 13 received in an opening in the playing surface and having a slightly concave surface 14. Considerable skill will be required to release the spinning device in a manner to permit it to spin on the North Pole or goal, and most likely the player will so release the device that it will spin some distance from the goal. It may even be spun in such a way that it will traverse the playing

surface, in which event it is likely to foul some one of the openings or holes 5, or the pins 6, whereupon it will either be deflected to some other part of the playing surface or caused to stop. As the zones represent play-indicating counts of varied denominations, the place where the spinning device stops will be used to indicate the number of points gained or lost. For instance, if the player were skilful enough to succeed in spinning the top on the North Pole, he would be granted a certain number of points; if he succeeded in spinning the device in the zone immediately surrounding the goal or North Pole, he would be given a certain number of points, but not so many as he would have gained should he have succeeded in spinning the device on the North Pole; likewise, should the spinning device stop in the zone next removed from the goal, the player would receive less points than if he had succeeded in spinning the device in the zone immediately surrounding the goal. Furthermore, should the device foul one of the holes or openings and remain therein, the player may either be penalized a certain number of points or granted a limited number. The pins 6 will represent certain financial help, such as promoters of expeditions, scientists or other persons interested, and should the spinning device foul one of these pins the player would be penalized a certain number of points. No particular importance is put on the number of points which are necessary to win the game or the details to be carried out in playing the same, as this may be arranged in any convenient way or even by an agreement between the players.

As the game is intended to represent an expedition to the North Pole, and to lend realistic features to the game when played with this end in view, the top of the spinning device is provided with a mirror 15. Consequently, when the device is spun on the playing surface, the image of the object of the ball 9 will be reflected on the mirror 15, in which event the representation of the North Star will be presented.

The opposite face of the playing surface 2 is provided with a modified form of the game, and includes a series of zones 3′, without the latitude markings which are present in the nautical form. The game to be played on this side involves the same general principle, with the exception that in this instance the goal represents the presidential chair and the object is to spin the projectile on the concave surface 4′ of the pedestal 5′, which is supported in the opening 6′ of the goal area. In this form the holes or openings 7′ act as obstacles, as in the other form, the pins 6 being employed in each form. In playing this game, which, for convenience, may be termed a presidential or political game, the pins 6 represent supporters to the election, and if disturbed, will count in a manner as described in the other form of game. In this form the object or ball 9, which represents the North Star, need not be used, and may readily be removed by disengaging the uprights 10 from the border 7. The playing surface is confined within the border 7 in a manner to leave both sides thereof available for playing by merely turning it upside down. The particular construction of the device is along conventional lines, and changes from what is shown may be made without departing from the spirit of the invention; for instance, either one of the games may be arranged to provide outdoor amusement, in which case the board or playing surface could be modified to accommodate it for this purpose. I would also suggest that the invention, when appropriated as an outdoor game, include a different form of spinning device, such as shown in Fig. 6, in which the projectile or top 1′ may be kept spinning by a whip 16, thus necessitating considerable skill in whipping the projectile over the playing surface to the goal. The entire device may be so constructed as to permit it to be readily assembled or disassembled for shipping.

In playing either the nautical or the political game, the board is set up according to the playing surface to be used, and if two contestants are to engage, they will probably agree on some particular number of points to be gained in winning, whereupon they may either alternate their turns, or one may continue a certain number of times until he has gained so many points; this will be optional with the players. With the spinning device representing an explorer or an expedition seeking to reach the North Pole, the first player will hold the spinning device above the goal and endeavor to release it so that it will spin thereupon. It is very unlikely that he will succeed in accomplishing this, and more than likely that the device will traverse over the playing surface, fouling some one of the holes or openings 5 or the pins 6. The player will then be penalized, but should the device spin out in one of the zones without fouling any one of the holes or openings or the pins, he will be granted a certain number of points, according to the relative position of the zone to the goal.

These rules are stated only for the purpose of explanation, and need not be followed should other ways of playing the game prove better.

Claims.

1. In a game device, a playing surface, a projectile adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in counting denominations accord-

ing to their respective positions relative to the goal, a plurality of obstacles associated with the zones adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile.

2. In a game device, a playing surface, a projectile comprising a spinning device, adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in counting denominations according to their respective positions relative to the goal, a plurality of obstacles associated with the zones adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile.

3. In a game device, a playing surface, a projectile comprising a spinning device having a reflector in the top thereof, adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in counting denominations according to their respective positions relative to the goal, a plurality of obstacles associated with the zones adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile.

4. In a game device, a playing surface, a projectile comprising a spinning device having a reflector in the top thereof, adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in counting denominations according to their respective positions relative to the goal, a plurality of obstacles associated with the zones adapted to interrupt the projectiles in traversing the playing surface, and a reflecting device adapted to co-act with the projectile, said reflecting device comprising an object supported above the playing surface and over the goal thereof.

5. In a game device, a playing surface, a projectile adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in area and counting denominations from the goal to the outer edge of the playing surface, a plurality of obstacles associated with the zones covering an increased area of the surface and varying from the goal to the outer edge of the playing surface, said obstacles adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile.

6. In a game device, a playing surface, a projectile comprising a spinning device, adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in area and counting denominations from the goal to the outer edge of the playing surface, a plurality of obstacles associated with the zones covering an increased area of the surface and varying from the goal to the outer edge of the playing surface, said obstacles adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile.

7. In a game device, a playing surface, a projectile comprising a spinning device having a reflector in the top thereof, adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in area and counting denominations from the goal to the outer edge of the playing surface, a plurality of obstacles associated with the zones covering an increased area of the surface and varying from the goal to the outer edge of the playing surface, said obstacles adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile.

8. In a game device, a playing surface, a projectile comprising a spinning device having a reflector in the top thereof, adapted to traverse the playing surface, said surface divided into a series of zones representing play-indicating counts, one of which comprising a goal, said zones varying in area and counting denominations from the goal to the outer edge of the playing surface, a plurality of obstacles associated with the zones covering an increased area of the surface and varying from the goal to the outer edge of the playing surface, said obstacles adapted to interrupt the projectile in traversing the playing surface, and a reflecting device adapted to co-act with the projectile, said reflecting device comprising an object supported above the playing surface and over the goal thereof.

9. In a game device, a playing surface, a projectile comprising a spinning device having a mirror in the top thereof, adapted to traverse the playing surface, said surface divided into a series of zones, one of which comprising a goal and the others of which surrounding the goal and increasing in surface area from the goal to the edge of the playing surface, said goal and its associated zones representing play-indicating counts varying in counting denominations from the goal to the edge of the playing surface, a plurality of obstacles comprising openings located in the different zones and covering an increased area of the playing surface from the goal to the edge of the playing surface,

said openings adapted to interrupt the spinning device in traversing the playing surface, a series of pins associated along the outer edge of the zone farthest from the goal also adapted to act as obstacles to the spinning device in traversing the edge of the outer zone, and a reflecting device comprising an object supported above the playing surface and over the goal thereof, adapted to co-act with the spinning device and reflecting the image of the obstacle in the mirror thereof.

RICHARD NUSSBECK.

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