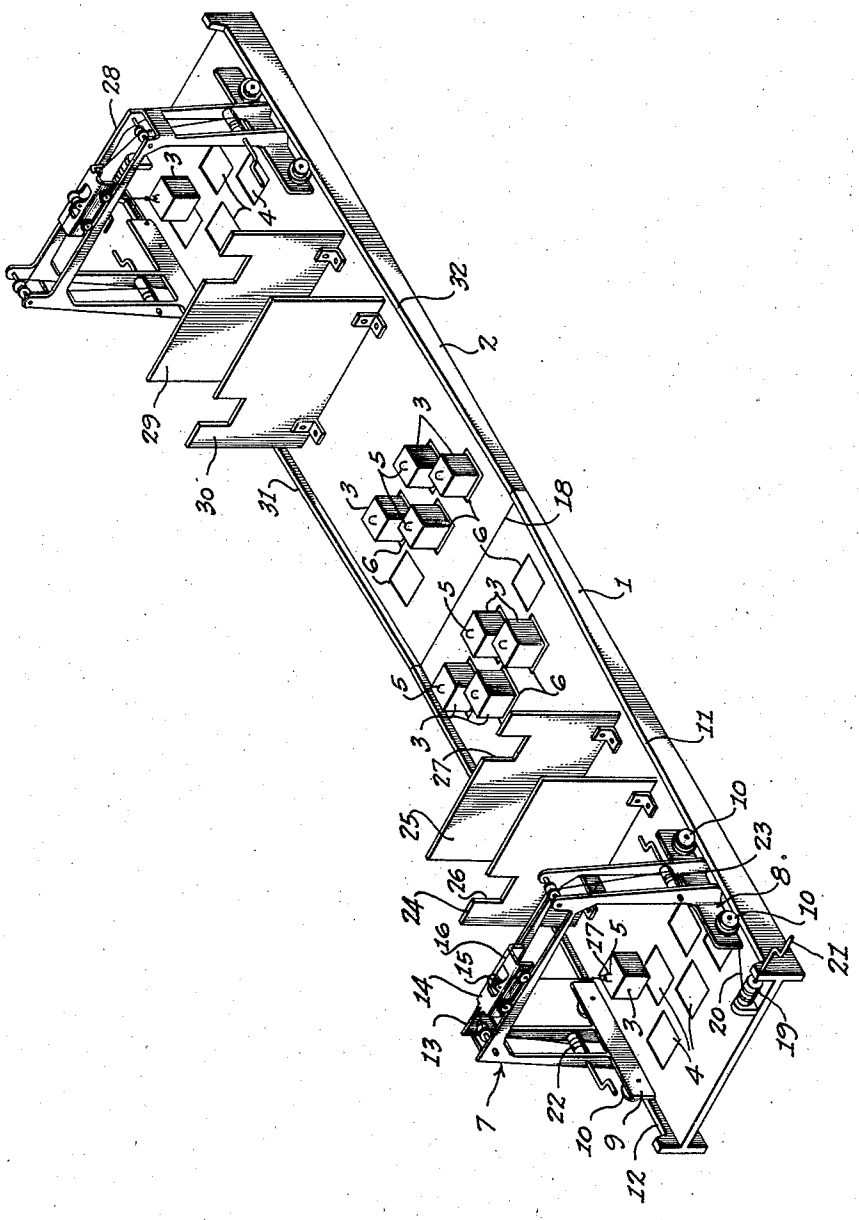
Nov. 23, 1948. M. R. ROBERTS 2,454,478

GAME

Filed June 26, 1945



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Patented Nov. 23, 1948 2,454,478

UNITED STATES PATENT OFFICE

2,454,478

GAME

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Application June 26, 1945, Serial No. 601,662

3 Claims. (Cl. 46—40)

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This invention relates to a game adapted to be played by one or more players, and especially to a game that developes mental and physical coordination.

In order to accomplish this result, the invention provides for the moving of objects from specified places to other specified places by the aid of a miniature crane structure. It is one of the objects of this invention to provide a structure of this character that is simple and inexpensive to manufacture and yet capable of requiring a high order of mental and physical coordination in order to operate the mechanism properly.

This invention possesses many other advantages, and has other objects which may be made more clearly apparent from a consideration of one embodiment of the invention. For this purpose there is shown a form in the drawings accompanying and forming part of the present specification. This form will now be described in detail, illustrating the general principles of the invention; but it is to be understood that this detailed description is not to be taken in a limiting sense, since the scope of this invention is best defined by the appended claims.

Referring to the drawing the single figure is a pictorial view of a game apparatus incorporating the invention.

The game apparatus is shown in this instance as made up of two units, each including a base 1 and 2 arranged end to end. Accordingly, two players can play the game simultaneously. However, by appropriate multiplication of apparatus, any number of players may be accommodated.

The object of the game is to transport one or more objects from one part of the base 1 or 2 to another part of the base 1 or 2. For example, objects in the form of blocks 3 may be originally placed upon designated areas 4 on the base 1. Each of the objects 3 is provided with an eye, such as 5, by the aid of which it may be hoisted by a miniature crane structure. The base 1 may also be provided with marked areas 6 upon which the objects 3 are to be placed. The areas 4 and 6 are permanently marked, as by painting, or the like, upon the base 1.

The base 2 likewise carries objects 3 with eyes 5 similarly capable of being transported to or from one set of areas 4 from or to another set of areas 6.

Associated with base 1 is the miniature crane structure 7. This crane structure 7 is provided with the carriages 8 and 9, having rollers or wheels 10. These rollers are intended to cooperate with the rails or tracks 11 and 12. The crane

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structure is also provided with an overhead track structure 13 for the accommodation of a rolling carriage 14, upon which a drum 15 is appropriately supported. Around the drum is passed a hoisting cable or wire 16 provided with a hook 17 engageable in the eye 5.

The means for operating the crane structure 7 in order to move it along the rails 11 and 12, as well as to move the carriage 14, and to operate the cable or cord 16, will now be described. For the sake of simplicity and to avoid counterweights or springs, the tracks 11 and 12 are downwardly inclined toward the farther end 18 of the base 1, where the base 1 abuts a similar end of the base 2. By this means the force of gravity serves as a counterweight. A winch or drum mechanism 19 is accordingly provided, which, by the aid of the rope or cord 20, pulls the crane structure 7 up the inclined tracks; and, by releasing the tension on the string 20, the crane structure is allowed to move downwardly by gravity toward the end 18. The drum 19 may be provided with a manually manipulable crank 21 for this purpose; and the cord 20 may be appropriately attached to the carriage 8.

Similarly, the overhead tracks 13 are inclined toward the right. Accordingly, the drum 22 must be operated to pull the carriage 14 toward the left; and it may be released to permit the carriage 14 to move toward the right by gravity. This winch or drum 22 is appropriately supported on the left hand uprights of the crane structure 7.

At the opposite side of the frame, another winch or drum 23 is provided, operating the hoisting cord 16 that passes over the drum 15.

Rapid coordination must be exercised in operating the three drums or winches 19, 22, and 23 so as to cause engagement of the hook 17 in the eye 5, and to cause the crane structure 7 to move in position for depositing the object 3 on the desired area 4 or 6.

In order further to render it difficult to transport the objects 3 from one locality to another, one or more barriers 24 and 25 may be interposed in the path of movement of the objects 3. These barriers may be appropriately supported on the base 1 and are each provided with a slot or opening 26 or 27 in its upper edge. These slots or openings are large enough to pass the objects 3. The dimensions of the barriers 24 and 25 are such that the crane structure 7 can pass over them. The slots or openings 26 and 27 are offset, making it necessary accurately to operate the carriage 14 for appropriate passage of the objects through

the labyrinthine passageways provided by the structure.

The crane structure **28** mounted on the base **2** may be entirely similar to that described in connection with crane structure **7**. Here, also, barriers **29** and **30** may be appropriately placed to provide a labyrinthine passage for the objects **3**. The rails or tracks **31** and **32** slope downwardly toward the end **18**.

In utilizing the game apparatus, all of the blocks or objects **3** are placed upon one or the other set of areas **4** or **6**; and the players then proceed, as rapidly as possible, to transfer these objects by the aid of the crane structure to the unoccupied spaces **4** or **6**. The one who properly first completes this transfer of all of the objects is the winner. Since there are three drums to operate, the proper and effective sequence of operation presents a challenge to the skill of the player.

The inventor claims:

1. In game apparatus: a base; a travelling crane thereon; a hoist supported on the crane; manual means for moving the crane with respect to the base; manual means for moving the hoist with respect to the crane; manual means for operating the hoist; and one or more barriers located at an intermediate part of the base, each barrier having a slot in its upper edge, each of said barriers having an upper edge which, except for the slot, prevents passage of the hoist when loaded.

2. In game apparatus: a base; a crane movable with respect to the base; manual means for moving said crane; said crane having an overhead track transverse to the base and inclined to the horizontal; a hoist rollable on the track; and manual means for rolling the hoist upwardly of the track against gravity.

3. In game apparatus: a base having inclined tracks; a crane rollable on said tracks by gravity; a manually operated device for rolling the crane upwardly of the tracks against gravity; said crane having an overhead track transverse to the base and inclined to the horizontal; a hoist rollable on the track; and manual means for rolling the hoist upwardly of the transverse track against gravity.

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