Aug. 6, 1935. W. WILLMAN 2,010,209

GAME APPARATUS

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FIG. 1

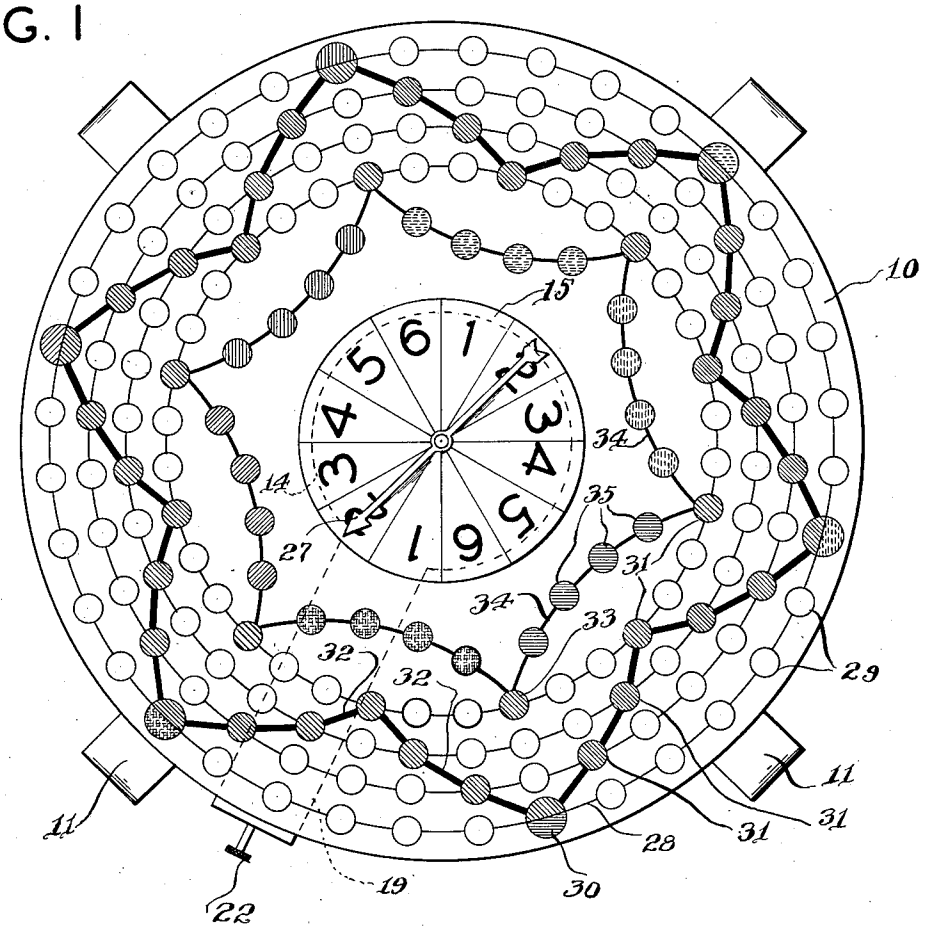
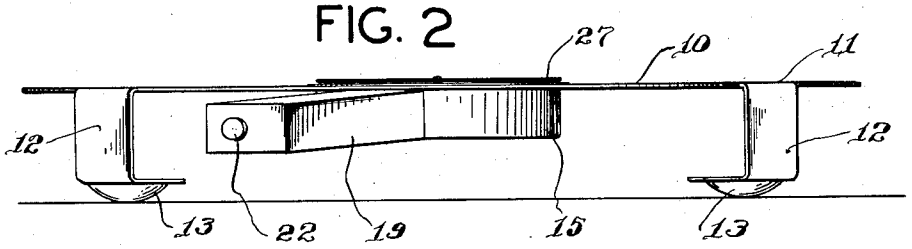


FIG. 2



Inventor

William Willman

By J. Kaplan

Attorney

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GAME APPARATUS

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FIG. 3

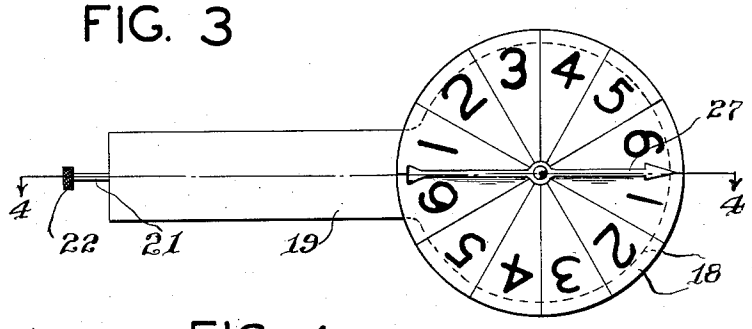


FIG. 4

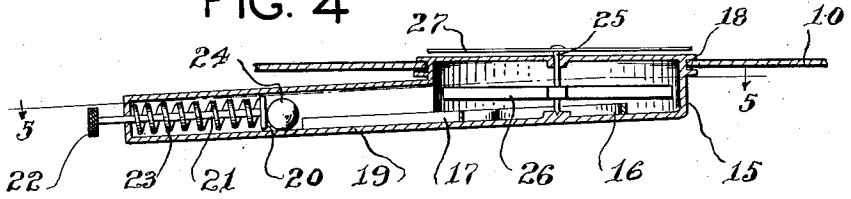


FIG. 5

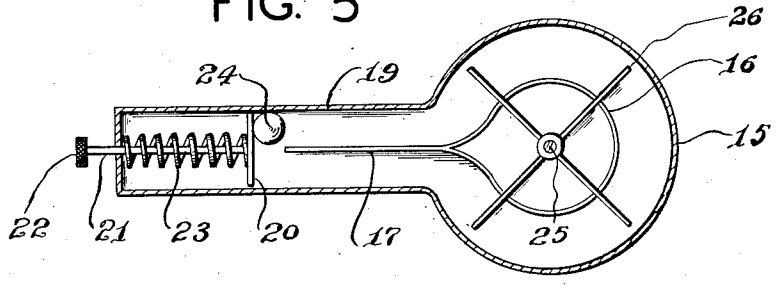
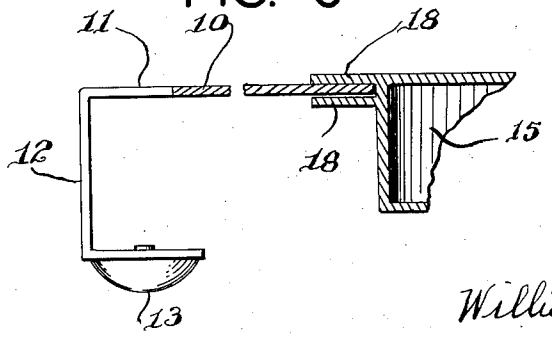


FIG. 6



Inventor

William Willman

By J. Kaplan

Attorney

Patented Aug. 6, 1935 2,010,209

UNITED STATES PATENT OFFICE

2,010,209

GAME APPARATUS

William Willman, New York, N. Y.

Application September 28, 1934, Serial No. 745,989

6 Claims. (Cl. 273—141)

This invention relates to a game apparatus and has special reference to a novel game apparatus depending on the spinning of an arrow over a circular series of numbers.

One important object of the invention is to provide, in such an apparatus, a novel arrangement for effecting the spinning of the arrow.

A second important object of the invention is to provide arrow actuating means rotatable about the apparatus to place it convenient to each player around the apparatus.

A third important object of the invention is to provide a novel game board for use in playing a novel game.

With the above and other objects in view, the invention consists in general of certain novel details of construction and combinations of parts hereinafter fully described, illustrated in the accompanying drawings and specifically claimed.

In the accompanying drawings like characters of reference indicate like parts in the several views, and:—

Figure 1 is a plan view of the game apparatus as constructed in accordance with this invention.

Figure 2 is a side elevation thereof.

Figure 3 is a plan view of the arrow actuating apparatus removed from the board.

Figure 4 is a section on the line 4—4 of Figure 3.

Figure 5 is a section on the line 5—5 of Figure 4.

Figure 6 is an enlarged section partly broken away on a diametrical line of Figure 7.

In the embodiment of the invention as herein disclosed there is provided a circular game board 10 which is provided with legs each including an upper portion 11 extending horizontally outward from the peripheral position of the board 10 and farther including a downwardly extending portion or leg 12 which may be provided at its lower end with a foot 13 preferably extending inwardly from the lower end of the leg 12. The board 10 is provided with a central opening 14 and in this opening is mounted a cylindrical casing 15 which has spaced flanges 18 at its upper end embracing the peripheral portion of the board 10 surrounding the opening 14. Thus the casing 15 is revolubly mounted in the opening 14. In the casing is a circular guide wall 16 from which projects a tail 17 to guide an actuating ball. From the casing 15 projects a spring plunger housing 19 which extends substantially radial of the casing 15. This spring plunger housing 19 slants downwardly from the casing 15 for purposes which will be presently explained. In the housing 19 is mounted a piston 20 which is fixed on a piston rod 21. The rod 21 extends through a suitable opening in the outer end of the housing 19 and is provided on its outer end with a pull button 22. Between the outer end of the housing 19 and the piston 20 there is provided a coiled compression spring 23 which surrounds the rod 21 and constantly urges the piston 20 inwardly. An actuating ball 24 rests lightly, under normal conditions, against the inner face of the piston 20 but, when the button 22 is pulled out and released suddenly, this ball is projected around the casing 14 and finally drops back against the piston 20.

Mounted in the top of the casing 14 at its center is a shaft 25 which is revoluble freely with respect to the casing. The lower part of this shaft carries a paddle wheel 26 the blades of which are so positioned that one of these blades is struck by the ball 24 as it is projected by the action of the spring 23. On the upper end of the shaft 25 is a pointer 27, in the shape of an arrow, the point of which traverses around a twelve numbered dial carrying two series of numbers from 1 to 6 imprinted on the upper surface of the casing. Thus, when the button 22 is pulled back and quickly released the pointer is caused to spin and eventually comes to rest at one of the indicia on the dial.

Around the board 10, parallel to the periphery thereof, is arranged a plurality of series of concentric lines 28 having each thirty-six station points 29 arranged in six groups of six each. On the outer circle each group of six station points is provided with an initial or starting point or station 30 indicatively indicated as by a distinctive color such as one-half green. Each of the inner rows also has a similarly indicated station point 31 staggered laterally in succession from the next outer point and then in again along lines 32. Connecting the inner station points inwardly opposite each point 30 as at 33 are curved lines 34 on each of which is located a series of station points 35 corresponding in number to the number of pieces to be used by each player, as shown here in four station points.

Now, it is to be understood that the buttons 22 can pass freely within the legs 12 so that the housing 19 may be swung around to any position relative to the board 10.

The game is played in the following manner. Each player has a number of men like checkers. By lot, the players sitting around the board select the player who is to start the game. The starting player turns the hollow arm 19 to lie in front

of him and pulls back the plunger and releases it to project the ball **24** which hits the paddle **26** which spins the arrow. If the arrow points at 6 then the player puts one of his men on his starting point **20**. For each time a player plays 6 he is entitled to an additional throw so that the starting player then again actuates the plunger if he throws 6. Whatever he throws on this shot indicates the number of spaces he moves his man. If, for instance the arrow indicates 3 he moves his man three spaces around the circle. If, however the arrow indicates 1 he moves his man along the heavy black line **32** to the next inner circle. If the starting player fails to throw 6 he passes the tubular extension to the next player who acts in the same manner and the tubular extension passes in this manner from one player to another, finally returning to the starting player who has another shot. Now, suppose the player has thrown a 6 and a 3 so that his man rests on the third white spot to the right of his entry spot **30**. If, now the arrow stops at 4 he moves his man around the circle **28** to the next entry spot **30** and then along the path **32** to the next inner circle. If the arrow stops at any other number he simply moves around the outer circle. In other words, to pass from any circle to the next inner circle the number indicated by the arrow must be just sufficient to bring the man to rest by a one step movement along the path **32**. On the inner circle at exit spots **33** from where the man in the same manner as in moving from circle to circle, moves onto the finish path **34**. When all spots on his finish path **34** are filled by the four men of a player the game is won by that player. If there be a man on a spot and a second man arrives at the occupied spot the first man is removed and must be started over.

There has then been provided an interesting game and a novel apparatus for playing the same.

What is claimed is:—

1. A game apparatus including a game board, arrow actuating means including a casing mounted centrally of said board to rotate with respect thereto, said casing having a tubular extension projecting at its free end from beneath the periphery of the board, said casing being provided on its upper face with a numbered dial, a rotatable shaft mounted centrally of said casing, an arrow mounted on the upper end of said shaft to traverse said dial, a paddle wheel on said shaft within the casing, ball projecting means carried by the tubular extension, and guide means within the casing for guiding said ball therearound.

2. A game apparatus including a game board, arrow actuating means including a casing mounted centrally of said board to rotate with respect thereto, said casing having a tubular extension projecting at its free end from beneath the periphery of the board, said casing being provided on its upper face with a numbered dial, a rotatable shaft mounted centrally of said casing, an arrow mounted on the upper end of said shaft to traverse said dial, a paddle wheel on said shaft within the casing, ball projecting means carried by the tubular extension, and a guide rib on the floor of the casing to guide the ball around the periphery of the casing.

3. A game apparatus including a game board, having a multiplicity of spots for playing pieces arranged along definite paths each of which includes an entry spot and a plurality of finish spots, arrow actuating means including a casing mounted centrally of said board to rotate with respect thereto, said casing having a tubular extension projecting at its free end from beneath the periphery of the board, said casing being provided on its upper face with a numbered dial, and an arrow rotatably mounted centrally of the casing to rotate over said dial.

4. A game apparatus including a game board, having a multiplicity of spots for playing pieces arranged along definite paths each of which includes an entry spot and a plurality of finish spots, arrow actuating means including a casing mounted centrally of said board to rotate with respect thereto, said casing having a tubular extension projecting at its free end from beneath the periphery of the board, said casing being provided on its upper face with a numbered dial, a rotatable shaft mounted centrally of said casing, an arrow mounted on the upper end of said shaft to traverse said dial, a paddle wheel on said shaft within the casing, ball projecting means carried by the tubular extension, and a ball normally resting in said casing and projectable by said ball projecting means to strike a blade of the paddle wheel.

5. A game apparatus including a game board, having a multiplicity of spots for playing pieces arranged along definite paths each of which includes an entry spot and a plurality of finish spots, arrow actuating means including a casing mounted centrally of said board to rotate with respect thereto, said casing having a tubular extension projecting at its free end from beneath the periphery of the board, said casing being provided on its upper face with a numbered dial, a rotatable shaft mounted centrally of said casing, an arrow mounted on the upper end of said shaft to traverse said dial, a paddle wheel on said shaft within the casing, ball projecting means carried by the tubular extension, and guide means within the casing for guiding said ball around.

6. A game apparatus including a game board, having a multiplicity of spots for playing pieces arranged along definite paths each of which includes an entry spot and a plurality of finish spots, arrow actuating means including a casing mounted centrally of said board to rotate with respect thereto, said casing having a tubular extension projecting at its free end from beneath the periphery of the board, said casing being provided on its upper face with a numbered dial, a rotatable shaft mounted centrally of said casing, an arrow mounted on the upper end of said shaft to traverse said dial, a paddle wheel on said shaft within the casing, ball projecting means carried by the tubular extension, and a guide rib on the floor of the casing to guide the ball around the periphery of the casing.

WILLIAM WILLMAN.