May 7, 1929. C. FOWLER 1,712,073

INDOOR GAME

Filed March 5, 1928

Fig. 1.

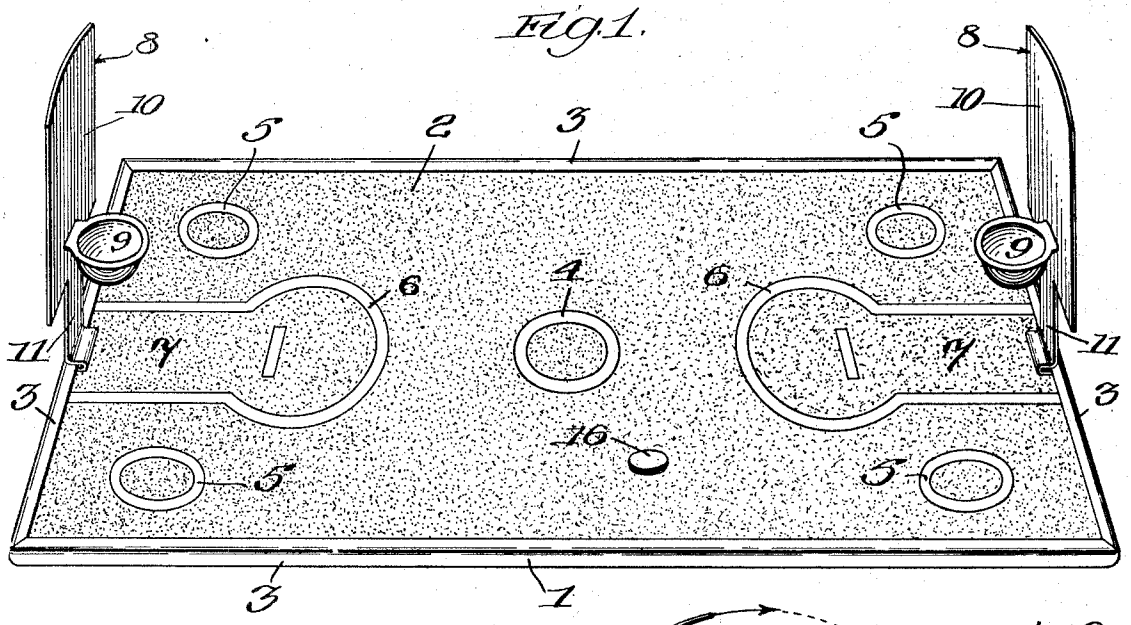


Fig. 2.

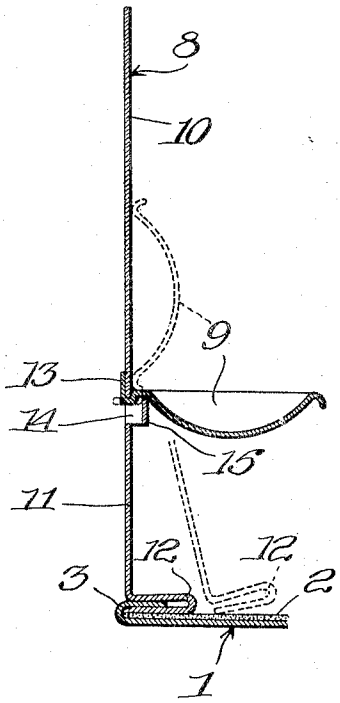


Fig. 9.

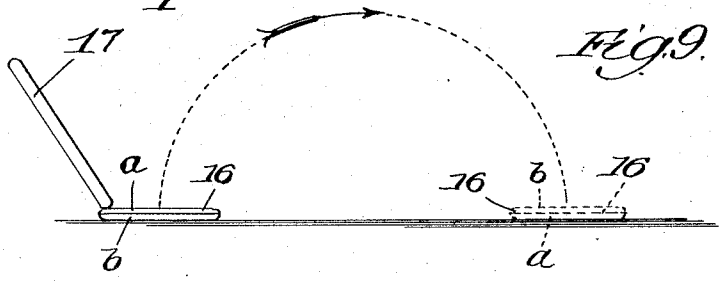


Fig. 3. Fig. 5. Fig. 7.

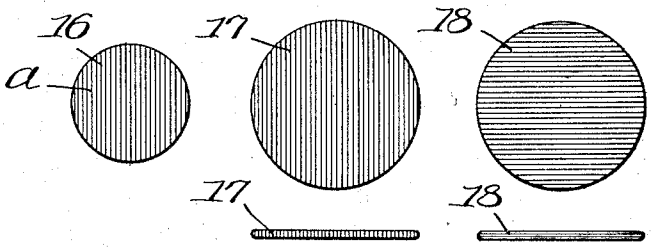
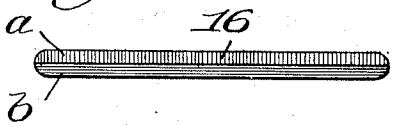


Fig. 4. Fig. 6. Fig. 8.



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UNITED STATES PATENT OFFICE.

CHARLES FOWLER, OF WATSEKA, ILLINOIS.

INDOOR GAME.

Application filed March 5, 1928. Serial No. 259,048.

This invention relates to games, and more particularly to indoor or parlor games.

The game contemplated by my invention is played in the manner of tiddledywinks, and one object of my invention is to have the opposite faces or surfaces of the projectible disk or "wink" differently marked or colored so that the possession of the disc during the play of the game is determined by the marking which comes uppermost each time the disc comes to rest.

Another object of my invention is to reproduce on the soft yieldable playing surface of the game a basket-ball court, and to have the upright basket supporting elements and the baskets at the opposite ends of the court marked or colored to correspond to the markings or colorings on the opposite surfaces of the projectible disc so that the players may readily know during the play of the game toward which basket to shoot the disc as the possession of said disc or "ball", as it may be called, repeatedly changes.

A further object of my invention is to releasably connect the basket supporting elements with the game-board so that said elements may be removed and laid flat on the board when the game is packed for shipment or storage.

The invention consists further in the matters hereinafter described and claimed.

In the accompanying drawings—

Fig. 1 is a perspective view of a set up game constructed in accordance with my invention;

Fig. 2 is an enlarged vertical sectional view through one of the basket supporting elements and the adjacent part of the game-board;

Fig. 3 is a face view of the projectible disc;

Fig. 4 is an enlarged edge view thereof;

Figs. 5 and 6 are face and edge views, respectively, of one of the playing discs;

Figs. 7 and 8 are similar views of the other of the playing discs; and

Fig. 9 is a view showing the manner in which the possession of the projectible disc is determined during the course of the play.

The game-board 1 is preferably made of sheet metal and has a covering 2 of soft felt-like or similar yieldable material on its upper surface with the edges of the covering enclosed and clamped down against the flat body of the board by inturned marginal flanges 3, 3 which are around the edges of the board.

The covering 2 may be green, and marked on the upper surface thereof in white lines in the representation of a basket-ball court. This includes a centrally disposed circle 4, from which the start of the game is made, and end circles 5, 5 arranged in pairs at the opposite ends of the court and defining "technical foul" territory. These circles 5 are on opposite sides of white lines 6 which define the "free-throw" territory at the opposite ends of the court, and this territory has "free-throw" lanes 7 extending to the adjacent ends of the board.

At the opposite ends of the board are upright elements 8, 8, preferably stamped from sheet metal and provided with baskets 9 which extend inward over the board in line with the lanes 7, 7, as shown in Fig. 1. The portions of the elements 8 at and above the baskets 9 are made relatively wide so as to provide the "back-boards" for the baskets. The lower portions 11 of the elements are made narrower and provide standards which at their lower ends are bent to provide hooks 12 which engage under the adjacent flanges 3, 3, as shown in Fig. 2, for releasably connecting the elements to the board.

The baskets 9 are also pressed out of sheet metal in cup form and of a size to accommodate the projectible disc of the game. These cups are hingedly connected to the elements 8, as by having tongues 13 extending through openings 14 made in the elements 8 therefor, as shown in Fig. 2.

The openings 14 are preferably formed by slitting the metal of the elements along two parallel lines and then bulging outward the interposed parts of the metal to form a loop 15 which provides a support or stop for the tongue 13 when the basket 9 is in horizontal or playing position. The tongue extends over the upper edge of this loop and is there offset downward so that the basket 9 may stand in a horizontal position, instead of projecting upward should this offset be omitted. The outer end of each tongue 13 is bent at right-angles to the body of the tongue so as to lie against the face of the element 8 opposite the basket when the latter is in playing position, as shown in Fig. 2. On releasing the elements 8 from the flanges 3, the elements may be laid flatwise against the covering 2 and the baskets 9 may be swung

down against the elements so as to take up as little space as possible for shipping and packing of the game.

The game is played with a projectible disc 16 and two playing discs 17, 18, each of the latter being preferably of the same diameter but larger than the diameter of the disc 16. All of the discs are made of rigid material, and the disc 16 is projected over the playing surface 2 in the manner of "tiddledywinks," as by pressing the edges of the playing discs against the projectible disc and drawing the playing discs with a pressure downward across the edge of the projectible disc. The distance or jump that may be given to the projectible disc 16 may be more or less determined depending on the skill of the players.

It is not so easy to control the side or surface of the projectible disc which will come uppermost each time the disc comes to rest on the playing surface 2. In accordance with this, I provide the opposite surfaces of this disc with different markings, as by different coloring, say red for one surface, as at *a*, and blue for the opposite surface, as at *b*. Thus each time the red marking is uppermost when the disc comes to rest on the playing surface 2, the disc will pass to the possession of the player selecting the red marking, and the same way with the blue marking.

In Fig. 9, I have shown the manner in which the possession of the disc is determined. In full lines the disc 16 has the red surface *a* uppermost. When the disc is projected upward and forward by one of the playing discs, as in the manner of "tiddledywinks," the disc 16 naturally turns over or spins in its flight and, should it come to rest with the blue surface *b* uppermost, as indicated in dotted lines, then the possession of the disc will pass to the player having the blue color. The colors selected by the players will be determined by which of the playing discs they select. The playing disc 17 will have the same color as the surface *a* of the projectible disc, while the other playing disc 18 will have the same color as the surface *b* of the projectible disc.

In playing the game, the disc 16 is placed on the surface 2 in the central circle 4, and the player having the playing disc corresponding to the color of the projectible disc which is uppermost at this time starts the play. With the red surface of the disc uppermost the player will shoot the disc toward the red upright element 8; whereas when the blue surface of the projectible disc is uppermost the player will shoot the disc toward the blue upright element. These elements or goals will be colored to correspond with the markings on the disc 16 so that the respective players may readily know to which goal to shoot the disc. The player making the first basket wins the game and the count will be the same as in the regulation game of basket-ball. The disc 16 landing within or on either of the circles 5 or on or within either of the white lines 6, provides a "foul" or a "free throw" according to which color of the disc is uppermost.

While I have shown and described my invention as applied to a basket-ball game, it is of course applicable to any other game which may be played in the manner of "tiddledywinks," and I do not wish to be restricted to the particular details of structure shown and described. These may be readily changed and modified without departing from the spirit and scope of my invention.

I claim as my invention:

1. A game apparatus having a playing surface of soft yieldable material, a rigid circular disc projectible over said surface in the manner of tiddledywinks, said disc having its opposite surfaces differently marked so that the possession of the disc may be determined by the uppermost marking each time the disc comes to rest during the play of the game.

2. A game apparatus having a playing surface of soft yieldable material, a rigid circular disc projectible over said surface in the manner of tiddledywinks, said disc having its opposite surfaces differently colored so that the possession of the disc may be determined by the uppermost color each time the disc comes to rest during the play of the game.

3. A game apparatus having a playing surface of soft yieldable material, and a plurality of rigid circular discs, one of said discs being projectible over said surface in the manner of tiddledywinks by the other discs which constitute the playing discs, said projectible disc having its opposite surfaces differently marked, and said playing discs being respectively marked to accord with the markings on the projectible disc.

4. A game apparatus having a soft yieldable playing surface, a rigid circular disc projectible over said surface in the manner of tiddledywinks, said disc having its opposite surfaces differently marked so that possession of the disc may be determined by the uppermost marking each time the disc comes to rest during the playing of the game, and goal means at the opposite ends of the playing surface and respectively marked to correspond with the markings on the projectible disc.

5. A game apparatus having a playing surface of soft yieldable material on which is reproduced a basket-ball court, basket supports with the baskets at the opposite ends of the court, and a rigid circular disc projectible over said surface and into said baskets in the manner of tiddledywinks, said disc having its opposite surfaces differently

marked, and said basket supports and baskets being respectively marked to accord with the markings on the projectible disc.

6. A game apparatus having a playing surface of soft yieldable material with the representation of a basket-ball court thereon, upright elements at the opposite ends of the court, baskets carried by said elements and extending inward over the court, and a plurality of rigid circular discs, one of said discs being projectible over the playing surface and into the baskets by the other discs which constitute the playing discs, said projectible disc having its opposite surfaces differently marked, said playing discs and the upright elements and their baskets being respectively marked to accord with the markings on the projectible disc.

7. In a basket-ball game, a sheet metal base, a covering of soft yieldable material thereon, said base having a marginal flange bent inward over the adjacent edge of the covering, an upright element of sheet metal having a hook-shaped portion at its lower end to releasably engage said flange, and a basket member carried by said element above said covering.

8. In a basket-ball game, a supporting base having an inturned marginal flange, an upright basket supporting element stamped from sheet metal and having a widened portion at its upper end and a narrow shank portion at its lower end, said shank portion being bent to provide a hook to engage said flange for supporting the element on the base, and a basket member carried by the element at its widened portion.

In testimony whereof I affix my signature.

CHARLES FOWLER.