GAME HAVING MAGNETICALLY COOPERATING PROJECTILES AND FLOATING SCORING ELEMENTS

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Filed: Sept. 4, 1973

Appl. No.: 394,162

U.S. Cl. .......... 273/95 R, 273/1 M, 273/58 K

Int. Cl........................... A63b 71/02

Field of Search.... 273/1 M, 106 B, 58 K, 95 R; 46/239, 240

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ABSTRACT

A game device including a target toward which discs are tossed by players to achieve a winning score. The target consists of a steel tray partially filled with fluid. It is covered by a transparent plate. Discs bearing numerical scoring values float in the fluid and are attractable by a magnetic force. When the magnetic tossing discs are thrown on the target plate, the magnetic force therefrom causes the floating discs to flow toward it. The player who tossed the magnetic disc receives a score based on the scoring value of the disc which becomes disposed directly beneath the magnetic disc. In a second embodiment the tossed projectile is a spherically shaped magnet and the floating elements are balls each having paddles projecting therefrom and a plurality of numerical scoring values.

3 Claims, 4 Drawing Figures
GAME HAVING MAGNETICALLY COOPERATING PROFECTILES AND FLOATING SCORING ELEMENTS

This invention relates generally to competitive scoring games.

A principle object of the present invention is to provide a novel target game for giving diversion and entertainment to children and adults playing competitively.

Another object is to provide a sticky pitch novel target game that can be played in-doors as well as out-of-doors, which can be made in various sizes, and wherein magnetism force is employed for attracting a tossed playing piece toward a target so that the playing pieces will tend not to roll away and become lost.

Yet another object is to provide a sticky pitch game in which the magnetic force will tend to prevent a tossed playing piece to skid along the target surface, so that a player can aim more precisely for a specific scoring value area, thus utilizing playing skill so that it is not just a game of chance.

Other objects are to provide a sticky pitch game which is simple in design, inexpensive to manufacture, rugged in construction, easy to use and efficient in operation.

These and other objects will be readily evident upon a study of the following specification and the accompanying drawings wherein:

FIG. 1 is a top plan view of the invention.

FIG. 2 is a fragmentary top plan view of a modified design of the invention in which the tray consists of a transparent plastic plate over the tray which contains liquid on which discs float, each disc having a thin sheet of steel on top having a scoring number on its upper side, so that when the magnet lands on top of the plastic plate, it attracts the numbered discs thereto. The one that gets there first gets under it, and this one scores.

FIG. 3 shows a cross section of the device shown in FIG. 2.

FIG. 4 shows still another modified form of the invention in which the magnet is ball shaped (instead of being a disc shaped) with magnet poles at opposite ends, and the floating pieces in the water comprise floating balls of thin steel around a hollow center, each ball having number all around it to determine which number faces the magnet, and the ball having fins to paddle it toward the magnet, so it rotates while traveling.

Referring now to the drawing in detail, and more particularly to FIG. 1 at this time, the sticky pitch game 10 includes a steel tray 11 having a central flat depression 12 that is lithographed with a series of scoring areas 13 throughout the depression playing field 14, each area 13 being designated by a printed numeral 15 that represents the value in points for the particular area. While the invention is not confined to specific dimensions, the size of the tray, for practical purposes, is suggested to be 2 feet by 3 feet and having a 4 inches high raised wall 16 all around. The areas 13 could be ½ inch in diameter. The scoring areas may be indicated at values of 5, 10, 15 or 20 points and only designated with a star having a value of 50 points.

The game also includes playing pieces for tossing at the target, and which comprise discs 17 consisting of a circular permanent magnet that is plastic coated. There are 48 discs in the game consisting of four groups of twelve discs each, and each group is of a different color such as red, blue, green and yellow.

Up to 4 players can play, each player getting twelve same colored discs which he tosses one at a time from a specific distance to the target. The players take turns after each throw, and the first player who attains 100 points wins the game.

In FIGS. 2 and 3, a modified design of the invention 18 consists of a tray 19 that includes a transparent, plastic, horizontal plate 20 over a shallow compartment 21 containing water 22 in which scoring discs 23 float, each disc being designated with a numerical scoring value 24. Each disc includes a floatable plastic base 25 upon which there is secured a thin steel sheet 26 that carries the number 24 on top.

In this game, when the magnet disc 17 is tossed upon the plate 20, the magnetic force therefrom causes the discs 23 to flow toward it. The one that gets there first, gets under it, so this disc 23 scores in the game.

In FIG. 4 another modified design of the invention 27 includes a target similar to the tray 19 except that instead of the flat discs 23, it contains spherical shaped balls 28 that float on the water, each ball having paddles 29 projecting therefrom in all directions, the ball having scoring numbers 30 all around. The ball comprises a thin steel shell that is hollow in order to float and be attracted toward a playing piece 31 that is tossed upon the plate 20, and which is a spherical shaped magnet so it can roll on the plate.

In this game the magnet attracts the balls 28 which rotate as they travel toward it. Thus causing any one of the scoring numerals to face it for scoring purpose.

While various changes may be made in the detail construction, it is understood that such changes will be within the spirit and scope of the present invention as is defined by the appended claims.

What is claimed is:

1. A sticky pitch game comprising a tray having a transparent top plate with raised surrounding edges, including a compartment below said plate partially filled with liquid having a surface parallel to and spaced from the plate, in combination with a plurality of magnetic surface elements having numbers thereon disposed to be viewed through said transparent plate, said elements being buoyantly supported in the liquid wherein the elements project into space between the plate and liquid to be closely adjacent the plate including a magnetic piece that is tossed on to the plate for attracting the most proximate element to said piece.

2. A game as in claim 1 wherein the elements are discs with a buoyant bottom portion and an upper thin sheet of magnetic material floating out of the liquid and in the space between the liquid and the plate.

3. A game as in claim 1 wherein the elements are surface portions of a hollow sphere of magnetic material having paddle like projections extending from the sphere whereby movement of the sphere towards the piece causes rotation of the sphere about its center due to resistance of the projection.