

1,148,944.

Patented Aug. 3, 1915.
 2 SHEETS—SHEET 1.

Fig. 1.

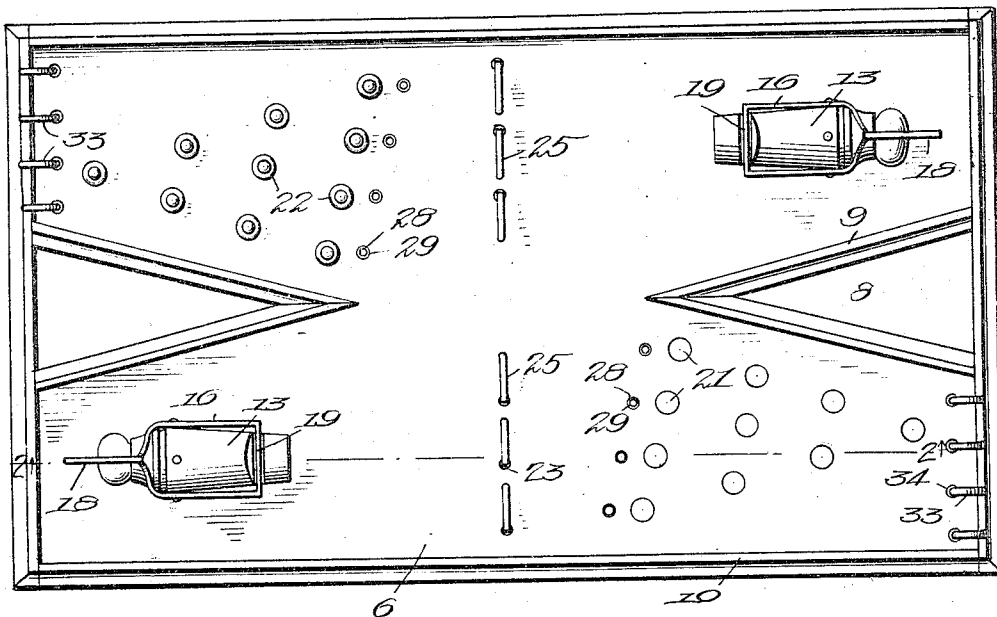


Fig. 2.

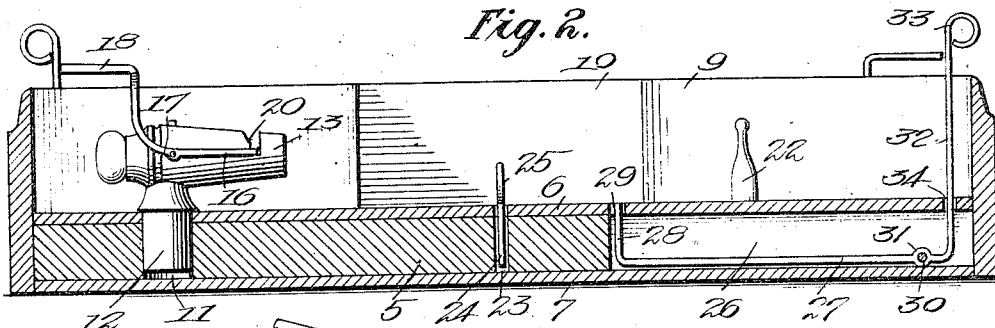
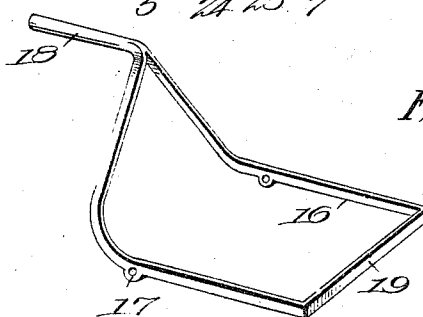


Fig. 5.



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 2 SHEETS—SHEET 2.

Fig. 3.

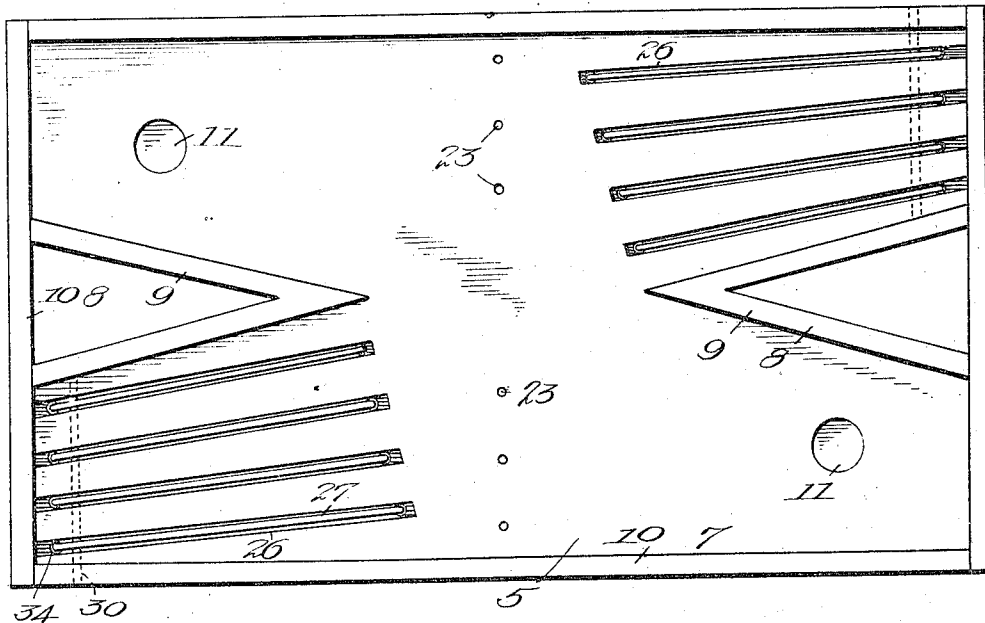


Fig. 4.

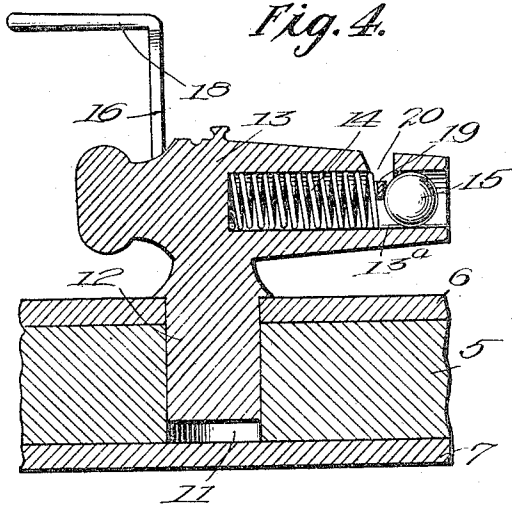


Fig. 6.

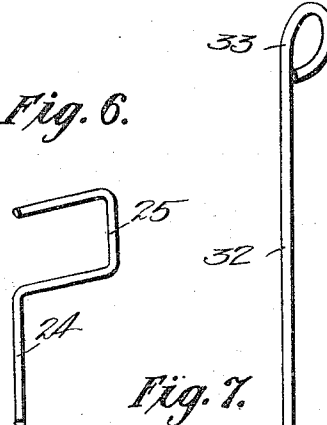
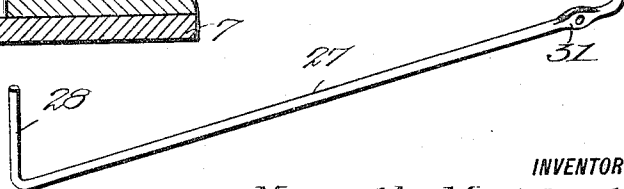


Fig. 7.



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UNITED STATES PATENT OFFICE.

NUNNALLY H. ALBRECHT, OF DAWSON, GEORGIA, ASSIGNOR OF ONE-HALF TO WALTER ANDREW BALDWIN, OF DAWSON, GEORGIA.

GAME.

1,148,944.

Specification of Letters Patent.

Patented Aug. 3, 1915.

Application filed April 16, 1915. Serial No. 21,797.

To all whom it may concern:

Be it known that I, NUNNALLY H. ALBRECHT, a citizen of the United States, and a resident of Dawson, in the county of Terrell and State of Georgia, have invented a certain new and useful Improvement in Games, of which the following is a specification.

One of the principal objects of the invention is to provide a game of war, in which a board is utilized upon which toy men and cannon are mounted, a set for each of the players, barricades being provided for protecting the men on each side from projectiles operable by the cannon, further obstructions being provided for the toy men and being operable by the players at will.

Another object is to provide a game in which a number of men and a projectile discharging apparatus is provided for each player, the projectile apparatus being movable so as to be aimed in various directions, a number of obstacles being provided and which may be operated by the players, for protecting the toy men on their side.

With these and other objects in view which will become apparent as the description proceeds, the invention resides in the construction, combination, and arrangement of parts hereinafter more fully described and claimed, and illustrated in the accompanying drawings in which like characters of reference indicate like parts throughout the several figures, of which—

Figure 1 represents a plan view of a game constructed according to my invention. Fig. 2 represents a view in section taken longitudinally of Fig. 1, on the plane indicated by the line 2—2 thereof. Fig. 3 represents a bottom plan view of the game board. Fig. 4 represents a view in section of one of the projectile discharging apparatus. Fig. 5 represents a view in section of one of the triggers used with the projectile discharging apparatus. Fig. 6 represents a view in perspective of one of the barricades; and Fig. 7 represents a view in perspective of one of the triggers or player operable obstacles.

In carrying out my invention, I provide a substantially rectangular board 5 upon which playing surface pictures of war scenes and flags may be represented. This surface may be formed of a strip of suitable material indicated at 6 and secured upon one face of board 5. On the opposite side

of the board a back strip or piece of suitable material 7 is provided.

The playing board which includes the main board 5 and the strips or facings 6 and 7, is provided centrally at its ends with wedge-shaped openings 8 in each of which the converging strips 9 are secured. The apexes of the wedges formed by these strips are directed toward each other and lie in the medial line of the playing board. The strips 9 at their upper edges extend above the playing surface of the board, and this board is surrounded by side and end walls or strips 10 which also project above the upper surface of the board and whose upper edges lie in a common plane with the upper edges of strips 9.

At diametrically opposed points, the board 5 is provided near its ends with openings 11. These are for the reception of the shanks or pivots 12 formed on toy cannon 13 whereby the latter may be pivotally mounted upon the board. These cannon are each made of suitable material turned to represent a cannon and provided with a central bore 13^a. Within each cannon bore is disposed a coiled spring 14 which is secured at its inner end to the cannon and at its outer end is free. The spring is adapted to be compressed by the introduction into the mouth of the cannon of a suitable projectile such as a marble indicated at 15. Upon each of the toy cannon is mounted a trigger which is in the form of a rectangular frame 16 whose side bars are provided with eyes 17 for the reception of pivot pins whereby said frames or triggers may be pivotally connected to the toy cannon as shown. At their rear ends the side bars of the frame extend upwardly and converge and are then bent rearwardly to form a lever 18 by means of which the trigger may be operated. The front bar 19 of the trigger is adapted to be extended into a recess provided transversely in the cannon and merging with the bore thereof.

In operating the toy cannon the trigger is maintained out of engagement with the spring until the projectile or marble 15 has been inserted into the open end of the cannon and forced backwardly so as to compress the spring, until the free end thereof is rearwardly of the opening or recess 20. The trigger may then be released so as to drop the bar 19 into the recess and in front

of the spring for restraining the latter. Upon depressing the lever 18 the spring will thus be released and will force the projectile out of the cannon in the direction in which

5 said cannon is pointed.

Each cannon is disposed, as will be noted, on one side of its adjacent wedge-shaped railing or lining, and upon the opposite side of each railing 9 are provided any desired
10 number of spots indicated at 21. These spots are preferably arranged in parallel rows extending at an inclination to the transverse line of the board. Upon the spots are adapted to be placed the toy men
15 indicated at 22. These may be made of wood or any other suitable substance and are generally in the form of tenpins. A set of men is provided for each player, as well as a cannon, and as will be noted from Fig.
20 1, the board is substantially divided by reason of the V-shaped railings 9 into playing spaces lying one on each side of the longitudinal medial line of the board. At one end of each playing space is mounted a
25 cannon and at the opposite end thereof, the toy men are adapted to be placed.

Arranged in alinement centrally and transversely of the playing board, are two series of openings 23, one series being provided for each playing space. These openings 23 are adapted to receive the shanks
30 24 of suitable obstacles, whose function it is to protect the sets of toy men from the projectiles fired by the cannon. These shanks 24 project downwardly from substantially rectangular frames 25, the frames alone extending above the surface of the playing
35 board, while the shanks extend into the openings 23 so as to pivotally dispose the obstacles upon the board.
40

The board 5 at opposite ends of the playing spaces, is provided with a series of substantially longitudinally extending spaced slots or recesses 26. In each of the slots is disposed the shank portion 27 of a trigger.
45 The shanks at their outer ends are turned upwardly as at 28 whereby they may be projected through openings 29 provided in the covering 6 of the board. These openings
50 are each disposed in front of one of the spots 21 occupying the first row of the series of spots. Each set of triggers is pivoted within the slots or recesses by means of a pin 30 extending transversely of the board,
55 the shanks 27 being provided with eyes 31 through which pins 30 extend. The opposite ends of shanks 27 adjacent the eyes 31 are bent upwardly as at 32 and are provided with loops or finger holds 33 at their
60 upper ends. These upwardly extending portions 32 project through openings 34 provided in the covering 6 near the ends thereof. The openings 34 are large enough
65 to allow a slight oscillation of the upwardly extending portion 32. The players may, by

grasping the rings or loops 33 and pushing them forwardly or rearwardly, project the ends 28 of the shanks upwardly to extend above the surface of the board or retract them within the recesses so as to provide a
70 smooth uninterrupted surface in front of the toy men.

In using the game, the obstacles 25 which may be designated forts, are disposed transversely of the playing board so as to afford
75 obstruction to the passage of the projectiles. The wooden men or pins 22 are then set up on their spots, and the players take turns in firing at each other's men in an endeavor to knock his opponent's men down before
80 his own are overturned. Each player, while his opponent is firing, may manipulate the triggers which may be termed breastworks, in such manner as to project them in front of the men or leave them unprotected as desired.
85 The obstacles 25 by being pivoted on the board, will of course be swung so as to allow passage of the projectile when the projectile strikes them, it being necessary that these obstructions be turned so as to
90 allow passage of the projectile before the men may be reached by said projectile.

The recesses 8 defined at the ends of the playing board, may be utilized in receiving the obstacles 25 which are removably placed
95 on the board, and in receiving the cannon and men, while the board is being taken from place to place, or when it is desired to pack the game away.

It will be found that the game will provide a degree of amusement, considerable skill and practice being required in directing the projectile so as to strike the obstacles properly for swinging them around, and
100 also for evading the breastworks, and at the same time striking the men. In playing, if a player fails to knock at least one of his opponent's men down, the opponent may have his force of men reinforced by another one, provided any of his men have been overturned.
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Although I have described the preferred embodiment of my invention, I may desire to make such changes in the construction, combination, and arrangement of parts thereof, as do not depart from the spirit of the invention and the scope of the appended claims.
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I claim:—

1. A game comprising a board provided with facings on its opposite sides, a rail surrounding the board and extending above the playing surface thereof, said board at its ends being provided with wedge-shaped openings directed toward each other, strips lining the openings and extending above the playing surface of the board, a pair of toy projectile discharging cannon pivotally carried by the board at diametrically opposed points near the ends thereof, a pair of sets of toy men adapted to be disposed upon the
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board at diametrically opposed points, one set at each end of the board, a series of movable obstructions pivotally connected with the board and adapted to be disposed transversely thereof between each cannon and a set of men, and a pair of sets of triggers carried in slots in the board at its ends, said triggers being adapted to be operated by the players and having upturned ends adapted to be moved at will to be projected in front of the adjacent set of toy men.

2. A game comprising a board, a facing provided on the board, a rail surrounding the board and extending above the playing surface of the facing, a pair of toy projectile discharging cannon pivotally carried by the board at diametrically opposed points near the ends thereof, a pair of sets of toy men adapted to be disposed at the ends of the board, one set in front of each cannon, a set of movable obstructions disposed between each cannon and its opposite set of men, said obstructions being in the form of substantially rectangular wire frameworks pivotally connected to the board, and a pair of sets of triggers disposed in slots in the

ends of the board beneath the covering, said triggers at one end projecting through openings in the board and being provided with loops whereby the triggers may be operated by the players, the opposite ends of said triggers adapted to be extended upwardly through openings in the covering whereby to be projected in front of the adjacent set of toy men.

3. A game comprising a game board, a pair of toy projectile discharging cannon pivotally carried by the board at diametrically opposed points near the ends thereof, a pair of sets of toy men adapted to be disposed adjacent the ends of the board, one set in front of each cannon, a series of pivoted obstructions carried by the board between each cannon and the opposite set of men, and player operable obstacles adapted to be manipulated by the players and adapted to be projected in front of each set of men at will.

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Witnesses:

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