

Nov. 15, 1932.

F. L. MARKEY ET AL

1,888,005

AMUSEMENT APPARATUS

Filed July 20, 1931

3 Sheets-Sheet 1

Fig. 1.

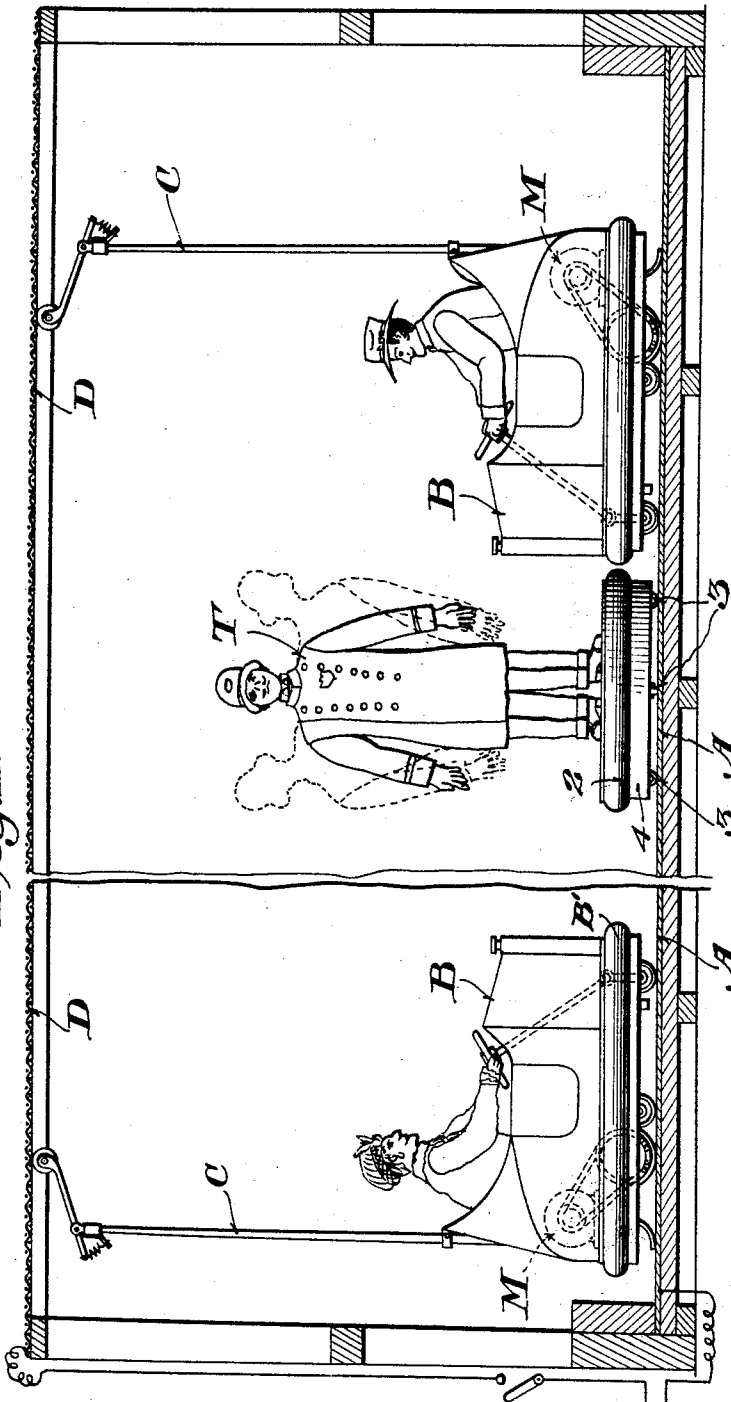
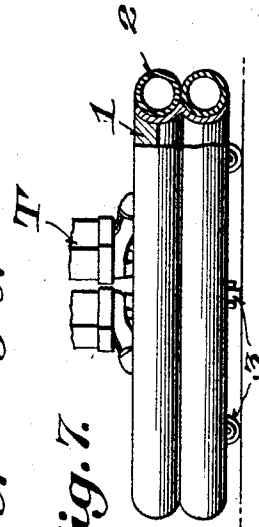


Fig. 7.



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3 Sheets-Sheet 2

Fig. 2.

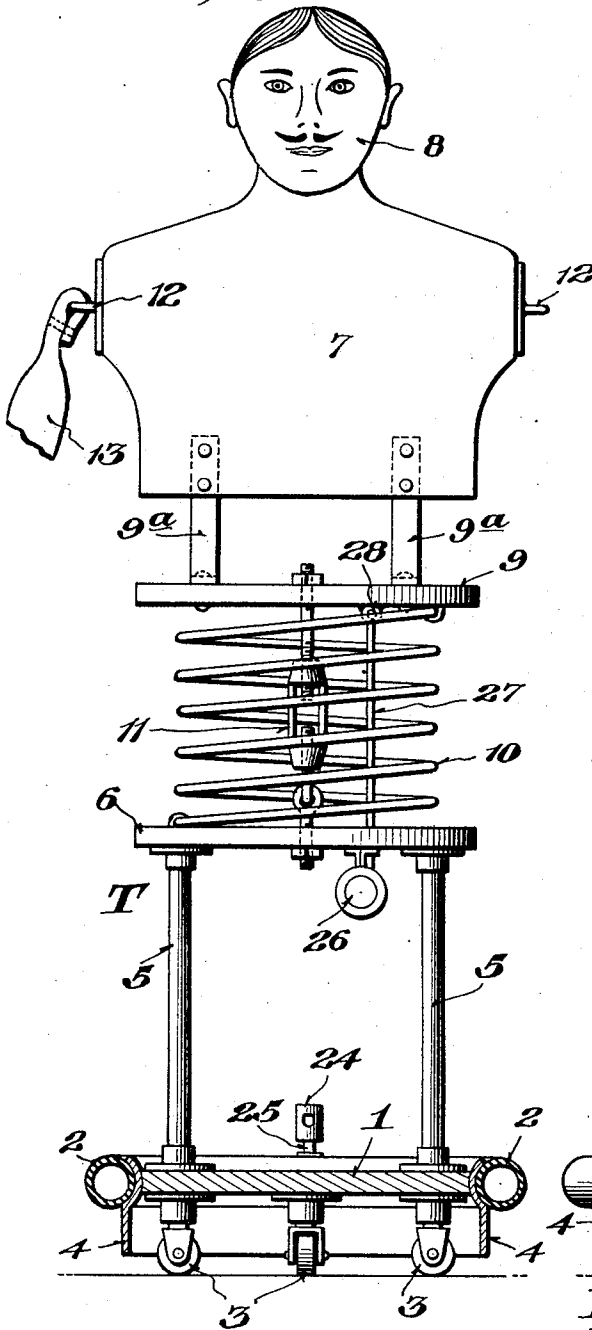
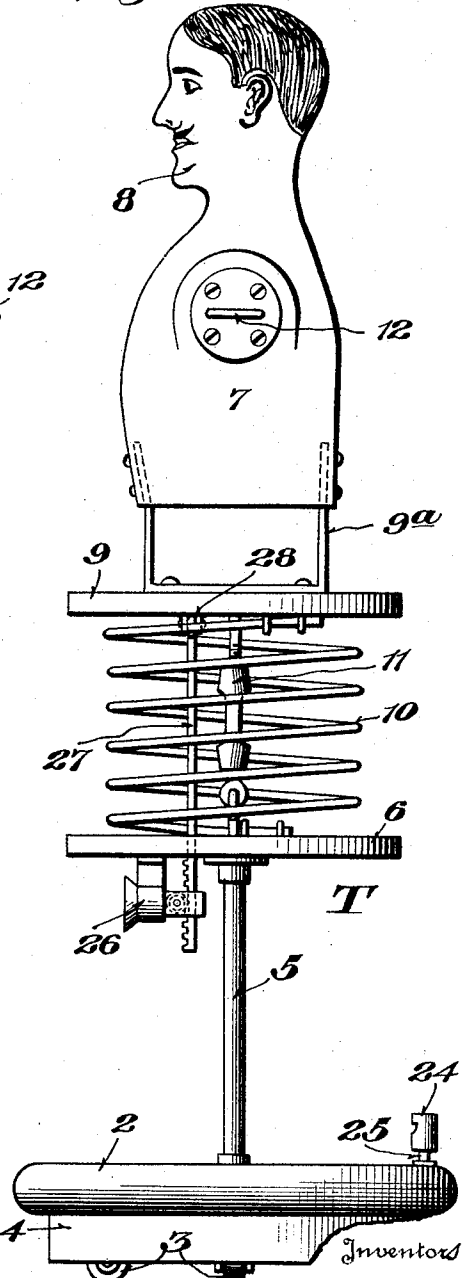


Fig. 3.



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3-Sheets-Sheet 3

Fig. 4.

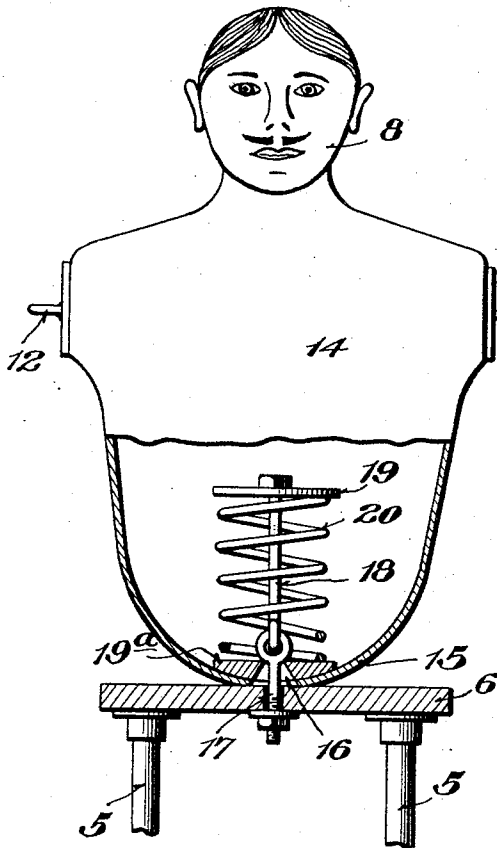


Fig.5.

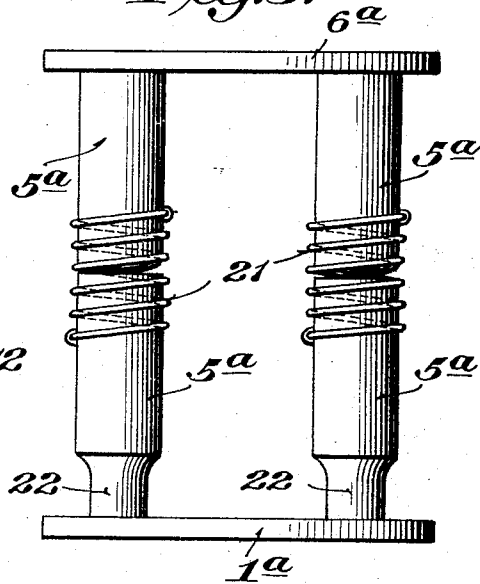


Fig. 6.

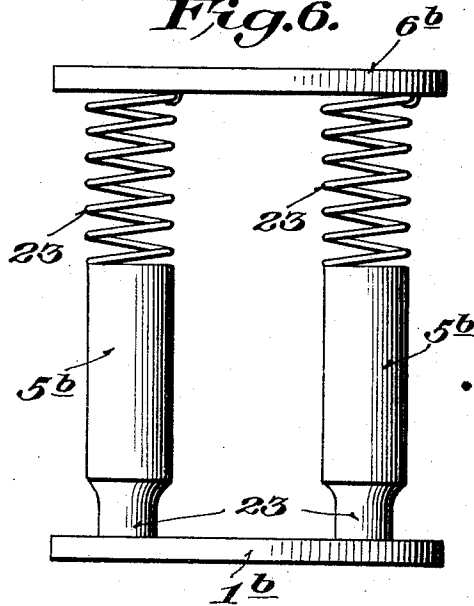
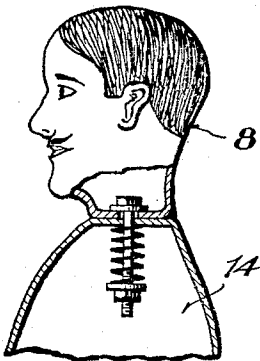


Fig. 8.



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UNITED STATES PATENT OFFICE

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AMUSEMENT APPARATUS

Application filed July 20, 1931. Serial No. 552,030.

This invention relates to amusement apparatus, and more particularly to an animated feature of the apparatus shown in the United States patents to Stoehrer et al., No. 1,467,959, September 11, 1923, and No. 1,373,108, March 29, 1921.

One of the objects of the invention is to provide an amusement or game apparatus including a plurality of propelled and dirigible cars or vehicles arranged on a running or playing floor, together with a normally inert but movable or shiftable target device which may be struck by the cars to provide increased interest in the use of the cars and materially add to the sport and pleasure in endeavoring to strike the target by the skillful manipulation of the cars. In that connection it is proposed to make the target include the effigy of an individual possessing novel features of appearance and construction so that when the target is struck, the arms, head and body may move to produce ludicrous gestures, and also a noise making device will be operated to produce a shriek, groan or other sound.

Another object of the invention is to provide a novel and practical form of target which may be safely used in connection with the vehicles or cars so that the impact of the car with the target will not injure either the equipment or the occupant of the vehicle.

A further object of the invention is to make the dummy target in such a way that it will always tend to automatically right itself so that it will always return to its original formal position after being struck.

With the above and other objects in view, the invention consists in the novel features of construction, combination and arrangement of parts as will be hereinafter more fully described, illustrated in the accompanying drawings and defined in the appended claims.

A preferred and practical embodiment of the invention is shown in the accompanying drawings, in which:—

Figure 1 is a view illustrating the application of the invention and its complete embodiment in a game apparatus.

Figure 2 is an enlarged elevation of the dummy or target.

Figure 3 is a side elevation of the construction shown in Figure 2.

Figure 4 is a detail view of a modified form of torso of the dummy.

Figures 5 and 6 are detail views illustrating a modification of the stand or support for the torso of the dummy.

Figure 7 is a detail view illustrating a modified form of bumper.

Figure 8 is a detail view of a modified form of torso construction.

Similar reference characters designate corresponding parts throughout the several figures of the drawings.

The present invention includes in its general organization an amusement apparatus having a running floor or surface A provided with a metallic covering for constituting one of the electrodes of an electric circuit which supplies current to the motor M of the occupant driven dirigible cars B, the circuit through the motor being completed through the use of the overhead trolley device C which engages with the electrically charged ceiling D. The cars B may be controlled by the operators so as to move freely over and about the floor A in accordance with the method and practice set forth in the patents aforesaid whereby the cars may collide with each other, and also with the novel target device designated generally as T.

The target device T is mounted so that it may be moved about the floor when struck by the vehicles B, and, therefore, will not continuously occupy any fixed position on the floor. When struck by one of the vehicles, it may be shifted into and against another vehicle and other vehicles in turn will have an opportunity, by dodging other cars or vehicles, to strike the target and send it in another direction. Heretofore, the chief sport in the manipulation of the cars B has been the feature of colliding with another car, and also causing "traffic jams" which tax the skill of the operator to untangle. However, with the use of the novel shiftable target T the sporting feature of the game is materially enhanced since it gives the driver of the vehicle an opportunity to strike the effigy or dummy with impunity and yet with safety, which is

an essential factor in all amusement apparatus of this type.

The cars B are equipped in accordance with the usual custom with the resilient bumpers B' and the target T including the platform 1 is also provided with a suitable bumper 2 arranged in line with the bumpers of the car so that when the target is struck, the safety feature of the impact will be adequately provided for. The platform 1 is preferably mounted on a plurality of swivel casters 3 and the bumper 2 is arranged above a suitable depending skirt portion 4 which extends sufficiently close to the floor to act as a guide and also if the target when struck has a tendency to lift, the cars will not be damaged or dented by striking the casters.

One of the essential characteristics of the target is that it carries or supports a suitable effigy or dummy which will provide a ludicrous and animated aspect under the impact of being struck or pushed and moved about. To that end, it is obvious that the particular style or dress of the dummy may vary within a wide limit. That is to say, the effigy may assume the style and dress of a policeman, a jaywalker, a comic negro, or other popular characteristics which render it distinctly novel.

In the effigy or dummy shown by way of illustration, the same includes the platform 1 previously referred to having mounted thereon a stand or support which may consist of the spaced posts 5, or their equivalent, secured at their lower ends to the platform while their upper ends are provided with a suitable base or table 6 on which the torso of the dummy may rest. This torso may be mounted on the base through the medium of various instrumentalities so that it will bend or give the appearance of the effigy moving at the waist or hip line.

Referring first to Figures 2 and 3, it will be observed that the torso or costume supporting part of the dummy includes a suitable upper part 7 having a head 8 and provided at its lower end with a flexible connection with the table or support 6. The head 8 may be rigid or movable with reference to the torso as shown in Figures 4 and 8. In the example of Figures 2 and 3 the said flexible connection between the torso and the plate consists of the plate 9 affixed to the part 7 by the brackets or straps 9a and a coil spring 10 arranged between the plate 9 and the table or base 6. A suitable turn buckle connection 11, having its ends anchored in the plate 9 and table 6, is provided for the purpose of compressing and tensioning the spring 10. With this arrangement, when the target is struck the upper part of the dummy will rock or swing, but, due to the tension of the spring 10, will return to its normal erect position when the target is at rest. The upper part 7 of the torso may be provided at the

location of the arm pits with brackets or anchoring members 12 which provide a support for arm members 13 in such a way that the arms may freely swing or move.

The skeleton or framework of the dummy may be provided with suitable garments or costumes for covering the posts or uprights 5—5 and the entire torso of the dummy. That is to say, if the effigy is that of a man, the same may be provided with a coat and trousers of the style and cut to simulate the character of the individual represented by the dummy. Also, the dummy may be provided with a hat, as shown, which may be anchored or not on the head of the dummy according to whether it is desirable to have the hat fall off or stay on under the impact.

Figure 4 illustrates a modified construction of the dummy wherein the torso 14 may be made or cast in one piece to provide a rounded base portion 15 adapted to rest on the table 6. According to this embodiment of the invention, the lower rounded part of the torso is provided with an opening 16 to receive the links 17 and 18 which cooperate with washers 19 and 19a to compress a coil spring 20 to yieldingly hold the torso 14 against the surface of the table 6. With this arrangement, it will also be apparent that the upper part of the body of the dummy will move or swing when the platform on which the dummy is mounted is struck.

If desired, the stand or support for the torso of the dummy may also be made non-rigid as illustrated by Figures 5 and 6. According to the illustration of Figure 5, the uprights of the stand consist of the two-part posts 5a whose meeting ends are surrounded or embraced by a coil spring 21. The upper ends of the two-part posts 5a carry the table or base 6a while the lower ends are secured as at 22 to the base or platform 1a. In Figure 6, the feature of effecting movement of the stand or support is provided for by mounting the base or table 6b on which the torso is to be placed, directly on the coil springs 23 whose lower ends are carried by the one piece posts 5b. These posts are fixed to the platform 1b in any suitable manner.

The foregoing description illustrates the wide range of adaptability of the construction of the dummy or target, and it will, of course, be understood that it is within the scope of the invention to so construct the dummy or effigy that movement of any part thereof may be effected when the target is struck by one of the propelled cars or vehicles under the guidance of its operator.

Another distinctive feature of the invention resides in providing the dummy or effigy with suitable noise making devices or apparatus, so that under the force of impact the dummy may produce various sounds such as groans, shrieks, or the like. Figure 2 of the drawings illustrate examples of these noise

making devices, which may be located at various parts of the dummy or target to give simultaneous or delayed sounds, and sounds of different note or pitch. To that end the platform 1 of the target may be provided with a suitable wind-operated noise making device 24 which is connected by means of the pipe 25 with the hollow or tubular bumper 2. When the bumper is struck by one of the vehicles the air of the hollow bumper 2 will be displaced to operate the whistle or other device 24. Another type of noise maker is illustrated at 26. This device may be a horn of the well known resonant diaphragm type which is carried by the under side of the base or table 6 and is operated by a suitable connection 27 connected as at 28 to the movable or swinging plate 9 of the torso construction. As the torso of the body swings or moves, this connection 27 will operate the diaphragm of the device 26 to produce a raucous sound or groan. As long as the torso of the dummy continues to swing, the sound may be prolonged.

Accordingly, it will be apparent that suitable noise making devices may be provided on either a stationary or movable part of the target, or in other words, they may be either fixed as in the case of the device 25, or may be mounted on a fixed part as in the case of the device 26 and operated by a moving or swinging part of the dummy.

The distinctive feature of the present invention is the provision of a movable target which is normally inert so far as its various parts are concerned and its location on the playing floor. In that connection, however, it is pointed out that the dummy or target as a whole is movable or shiftable under impact furnished by one of the propelled vehicles on the playing floor, and likewise the various parts of the dummy or effigy may be set in motion by the impact.

Without further description it is thought that the features and advantages of the invention will be readily apparent to those skilled in the art, and it will of course be understood that changes in the form, proportion and minor details of construction may be resorted to, without departing from the spirit of the invention and scope of the appended claims.

We claim:

1. In an amusement apparatus, the combination with a playing floor and occupant steered propelled vehicles movable on said floor, of a target including an animated figure adapted when struck by one of said vehicles to produce fantastic gyrations.

2. In an amusement apparatus, the combination with a playing floor and occupant steered propelled vehicles movable on said floor, of a target adapted to be struck by said vehicles and having means for causing

its self-erection after receiving impact from said vehicles.

3. In an amusement apparatus, the combination of a dirigible car and a shiftable target device adapted to be struck by the car, said target device including an animated figure.

4. In an amusement apparatus, the combination of a dirigible car and a target, said target including an effigy mounted on a base provided with rollers, and adapted to be struck by the car.

5. In an amusement apparatus, the combination of a playing floor having propelled occupant steered vehicles thereon, and a self-righting normally inert target device movably supported on said floor and adapted to be struck by said vehicles.

6. In a game apparatus, the combination with a playing floor and a plurality of propelled occupant steered vehicles on said floor, of a normally inert shiftable target, and means on the target for producing a noise when the said target is shifted or moved under impact of said vehicles.

7. In a game apparatus of the class described, an uncontrolled shiftable animated target comprising a platform, travelers for supporting the platform and an effigy framework carried by the platform, said framework comprising a pair of uprights mounted on the platform, a base carried by the uprights, a torso simulating part, and means for connecting said torso simulating part with the base whereby the said torso simulating part may move with reference to the base and tend to normally right itself.

8. In a game apparatus of the class described, an uncontrolled shiftable animated target comprising a platform, travelers for supporting the platform and an effigy framework carried by the platform, said framework comprising a pair of uprights joined by resilient connections, a base carried by the uprights, and means carried by the base providing a support for a costume or garment.

9. In a game apparatus of the class described, an uncontrolled shiftable animated target comprising a platform, travelers for supporting the platform and an effigy framework carried by the platform, said framework comprising a pair of uprights mounted on the platform, a base, a resilient connection between the base and the uprights, and means carried by the base providing a support for a costume or garment.

10. In a game apparatus of the class described, an uncontrolled shiftable animated target comprising a platform, travelers for supporting the platform, and an effigy framework carried by the platform, said framework comprising a stand, a base mounted on the stand, a torso including a plate, a spring mounted between the plate and the base, and means for tensioning said spring.

11. In a game apparatus of the class described, a target comprising a platform, travelers for supporting the platform, and an effigy framework carried by the platform, said framework comprising a stand, a
5 base mounted at the upper part of the stand, a torso simulating part having a rounded bottom portion resting on the base, and a spring for connecting the torso simulating part and the base whereby the former may
10 have a rocking or swinging movement with reference to the latter.

12. In a game apparatus of the class described, an uncontrolled shiftable animated
15 target comprising a platform, travelers for supporting the platform, and a noise making device carried by the platform and adapted to be sounded when the target is struck.

13. An amusement apparatus including
20 a running floor and a plurality of propelled steerable vehicles on said floor and an unpropelled non-steerable target, said target comprising a base freely movable over and on said floor in any direction and having impact means adapted to be struck by said
25 steerable vehicles, and an effigy mounted on the base.

In testimony whereof they hereunto affix their signatures.

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