Sept. 5, 1933. H. C. COX 1,925,918

GAME

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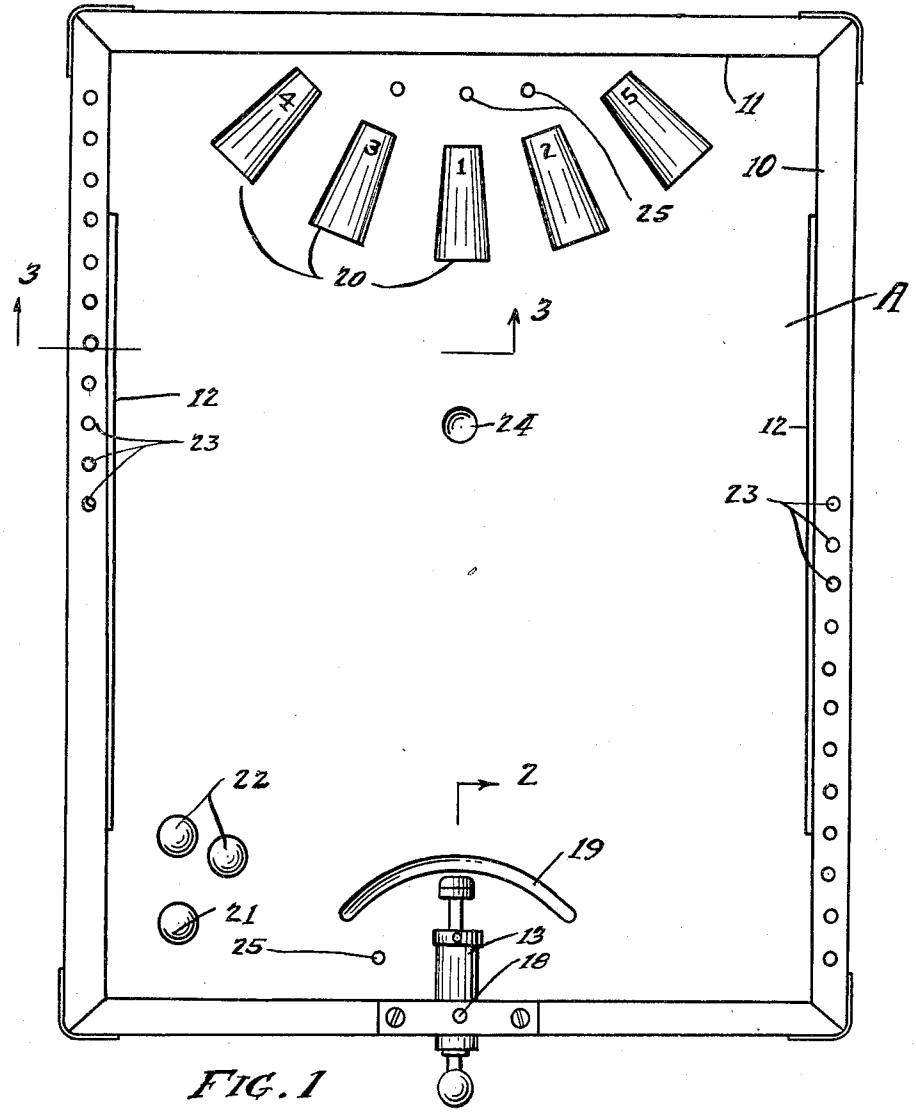


FIG. 1

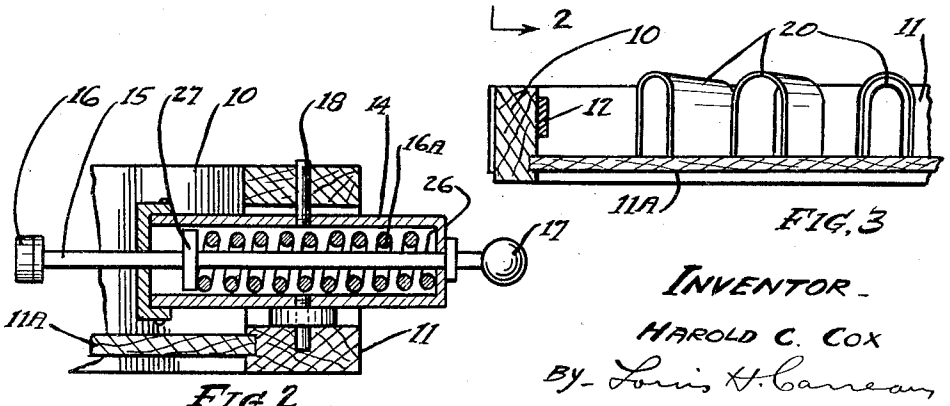


FIG. 3

FIG. 2

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GAME

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1 Claim. (Cl. 273—119)

This invention relates to a game device.

An object of the invention is to provide a simple game device which will not only involve skill but will also prove amusing and interesting to children as well as to adults. Such a game will particularly develop one's skill in projecting or shooting a ball at an objective, whether on a direct shot or on a rebound shot.

In the drawing, wherein like numerals of reference indicate corresponding parts in the various figures,

Figure 1 is a plan view of a game device made in accordance with my invention.

Figure 2 is an enlarged section on line 2—2 in Figure 1, showing parts in elevation.

Figure 3 is a cross section on line 3—3 in Figure 1.

The device comprises essentially a board with side and end walls forming an enclosure; a number of receptacles adapted to receive a ball and disposed radially with respect to the centre of the circle on whose arc they lie and adjacent that end wall which is opposite to the player's shooting position; resilient cushions or bands on the two side walls; preferably a "spot" ball adapted to rest in a socket or recess in the board in advance of the pockets; two or more balls for the players; and a device for shooting or impelling the players' balls and adapted to be turned or adjusted so as to vary the direction of the shots as desired.

Referring now by numerals to the drawing, A is the board complete, being preferably oblong in plan. The board comprises side walls 10 and end walls 11 secured around the floor 11A, forming an enclosure for the balls. The side walls 10 have resilient bands or cushions 12 whereby a ball striking such cushioned bands may rebound in the manner of a billiard ball, for instance, striking a band of a billiard table, when the angle of deflection is normally equal to the angle of incidence.

Positioned at the front end of the board is the impelling device 13. This device may take the form shown, that is, consisting of a barrel 14 slidably mounting a spring pressed plunger 15 the outer end of which has a rubber or similar impact pad 16. The plunger is pulled back by the knob 17, to press the spring 16A within the barrel or more particularly between the front wall 26 of the barrel and a shoulder 27 of the plunger 15. When released the plunger is impelled forwardly to strike and impell the ball. The device is pivoted to the board as at 18 so that it may be turned or adjusted horizontally to vary the direction of the shot as desired. Preferably, a groove 19 formed in an arc of a circle having its centre as at 18, aforesaid, is formed into the floor 11A in which the player's ball 22 may be placed preparatory to its being shot forwardly by the plunger 15 upon its release.

At the end of the board opposite the impelling device, are a number of receptacles 20, disposed in substantially an arc of a circle having its centre rearwardly of the rear wall of the board, so that two or more such receptacles can not be entered into by the ball unless the ball has been previously deflected on a rebound shot from one of the cushioned sides.

Positioned in the longitudinal axis of the board is a recess 24 made into the floor 11A, adapted to receive the "spot" ball 21, if such a "spot" ball is used in playing the game.

The pockets are numbered say 4, 3, 1, 2, 5, according to the points to be counted or scored upon a ball being shot into the corresponding pocket.

The side band may be provided with holes 23 adapted to removably receive counters, such as matches or ivory sticks, for the purpose of recording the two players' individual scores. While a single row of such holes is shown on each of the side walls, it may be preferable to have double rows so that higher scores may be recorded than would be possible with a single row of holes.

When the game device is put away after a game, the counters or sticks (not shown) may be inserted into holes or recesses 25 provided for that purpose in the floor 11A of the board.

Various rules may be established governing the play and the game may be played by two or more persons. For instance, when using a "spot" ball, the rules may be as follows:

(1) If the player's ball enters any of the receptacles without hitting the "spot" ball or either of the resilient bands 12, a minus count is recorded.

(2) If the player's ball hits either of the resilient bands or the "spot" ball, and then enters one of the receptacles, a plus count is recorded.

(3) If the player's ball hits the "spot" ball but none of the resilient bands, and the "spot" ball only enters a receptacle, a minus count is recorded.

(4) If the player's ball hits the "spot" ball and either of the resilient bands and the "spot" ball only enters a receptacle, a plus count is recorded.

(5) If both the player's ball and the "spot"

ball enters a receptacle and a "spot" ball only has hit the resilient band, a double count is recorded.

(6) If both the player's ball and the "spot" ball enters a receptacle and both have hit a resilient band, a double count is recorded, that is, double the value of both receptacles.

It is to be understood that the rules governing the play are entirely optional, also that the projectile used may be a ball or other device, and if desired the impelling device may be dispensed with and the projectiles impelled by hand.

What I claim is:—

In a game device, the combination of a board having side and end walls forming a substantially rectangular enclosure, said side walls having resilient cushions, a ball, a ball-impelling device pivotally mounted adjacent the front end wall on a vertical axis to permit of impelling the ball in a selected course, and a plurality of pockets adjacent the rear end wall and extending upwardly from the board and angularly arranged with respect to said walls on an arc of a circle having its centre rearwardly of said rear wall whereby the effective clear openings of the pockets as seen from the impelling position vary between widths larger than the ball to widths less than the ball to require bank shots or straight shots according to the pockets selected by the player, said board being flat between said impelling device and said pockets whereby the ball has an unobstructed field.

HAROLD C. COX.