July 12, 1932. H. O. SHELDON 1,866,674

GAME APPARATUS

Filed May 11, 1931

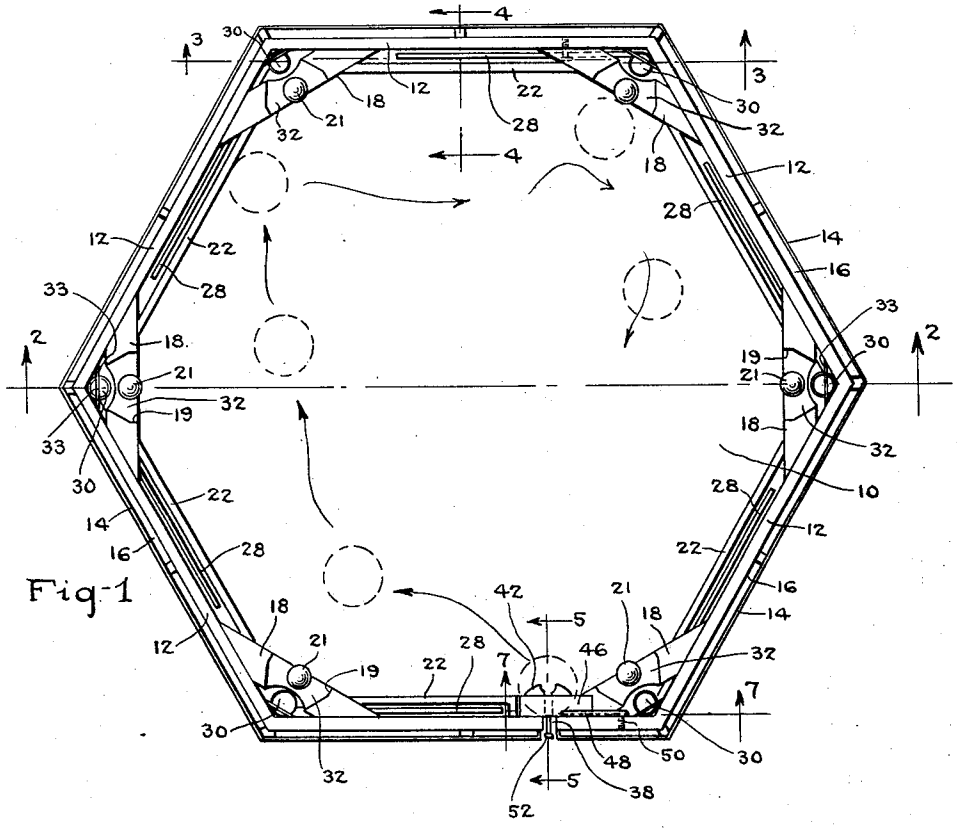


Fig-1

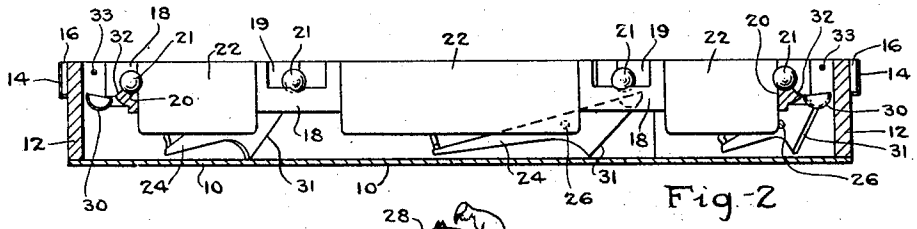


Fig-2

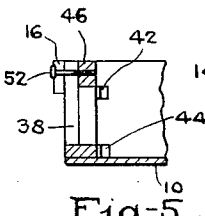


Fig-5

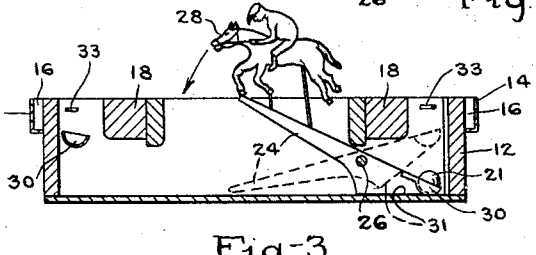


Fig-3

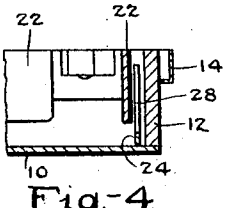


Fig-4

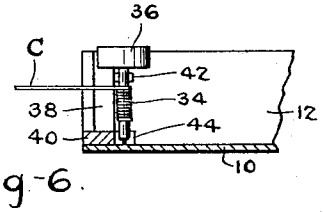


Fig-6.

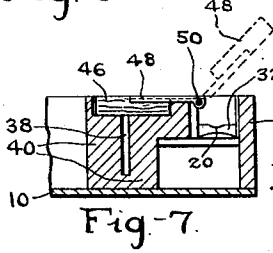


Fig-7.

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UNITED STATES PATENT OFFICE

HARRY O. SHELDON, OF MINNEAPOLIS, MINNESOTA

GAME APPARATUS

Application filed May 11, 1931. Serial No. 536,355.

My invention relates to game apparatus, and an object of the invention is to provide a device of this character which is so constructed and arranged as to afford amusement to players who spin a top within a box around the margin of which a number of game pieces are set up in such manner that they are caused to drop when struck by the top, and then by their weight elevate corresponding toy figures which normally occupy a concealed position around within the margin of the box.

The full objects and advantages of my invention will appear in connection with the detailed description thereof, and the novel features of my inventive idea will be particularly pointed out in the claims.

In the accompanying drawing which illustrates one form in which my invention may be embodied,—

Fig. 1 is a top plan view of the game apparatus. Fig. 2 is a view in section on line 2—2 of Fig. 1. Fig. 3 is a view in section on line 3—3 of Fig. 1. Fig. 4 is a view in section on line 4—4 of Fig. 1. Fig. 5 is a view in section on line 5—5 of Fig. 1. Fig. 6 is a view similar to Fig. 5, and showing in addition a top in position to be spun in the box. Fig. 7 is a view in section on line 7—7 of Fig. 1.

Referring to the construction shown in the drawing, the numeral 10 designates the bottom of a box which has a plurality of side walls 12. In the embodiment shown, the box is hexagonal in shape, and hence has six of the walls designated 12, but it will be understood that the number of these walls may be varied as desired. An angle strip 14 extends around the upper portion of the box in such manner as to provide pockets 16 for receiving counters for use in playing the game. Ledge members 18 secured inside the box extend across the corner portions thereof so as to be spaced inwardly from the apices formed where the side walls 12 join each other. As will be understood particularly from Fig. 2, the upper edges of the ledge members 18 at their middle portions are cut down to form recesses 19 at the bottoms of which there are depressions 20 for receiving game pieces 21 which are preferably in the form of small balls such as marbles. Partitions 22 extend between the end portions of the ledges 18 in such manner that these partitions are parallel to and spaced slightly inwardly from the respective side walls 12. Levers 24 are intermediately pivoted to the respective side walls 12 by pivots 26 on which the levers are adapted to swing up and down in the spaces between the partitions and the side walls. Secured to one end of the levers 24 are figures 28 which in the drawing are shown in the form of horses with riders mounted thereon. The other end of the levers 24 carry pockets 30. Adjacent the pockets 30, the lower sides of the levers have extended portions 31 which engage the bottom of the box when the levers occupy the position shown in full lines in Fig. 3. The figures 28 overbalance the levers 24 so that normally these figures are in lowered condition and concealed between the side walls 12 and the partitions 22, while the pockets 30 are elevated to a position slightly lower than and laterally disposed from the depressions 20. Runways 32 lead from the depressions 20 to the pockets 30, and wires 33 secured in the apices of the wall members and above the pockets 30 prevent the balls 21 from bounding out of the pockets.

A top, preferably of the general character shown in Fig. 6, constitutes an important feature of the game apparatus. As shown, this top consists of a stem portion 34 and a head 36 at the upper end thereof so that the center of gravity of the top is considerably above the middle thereof. In order to spin the top in the box, a vertical slot is made in one of the walls 12 and adjacent partition 22, and also in an interposed spacer block 40, as well as in the strip 14. Upper and lower rests 42 and 44 in the nature of bearings for the stem 34 of the top are secured to the block 40 in order that the top may be readily spun by means of a cord C passing through the slot 38, as will be understood from Fig. 6. In order to accommodate the head 36 of the top for spinning purposes, the upper edge of the partition 22 adjacent the slot 38 is cut down to form a recess which when the top is not being spun is closed by a gate 46 secured to an L-shaped metal piece 48 pivoted by a

pivot 50 to the adjacent wall 12. The free end of the gate 46 is provided with an outwardly-extending pin 52 by means of which the gate may be opened and closed. The purpose of the gate is to close the said recess in the partition 22 when the top is spinning in the box, so that the head 36 of the top will strike uniformly with regard to the partitions all the way around and rebound therefrom, the head thus being able to enter only the recesses 19 for dislodging the game pieces 21.

The operation and advantages of my invention will be readily understood in connection with the foregoing description. When the top is spun in the box it travels around therein with likelihood of the head of the top striking one or more of the game pieces 21 and dislodging them. The game pieces when thus dislodged drop into the corresponding pockets 30 at one end of the levers 24 and cause the figures carried by the other end of the levers to be elevated, as shown in Fig. 3. It is, of course, obvious that different values may be assigned to the different figures, and that the score of the game may be kept by placing counters in the pockets 16.

I claim:

1. A game apparatus comprising a box, game pieces adapted to be set up in the box, a top which when spun in the box is adapted to knock down various ones of said game pieces, and representations movably mounted in the box in such manner as to be elevated by the game pieces which are knocked down.

2. A game apparatus comprising a box, ledge members disposed within the box, game pieces adapted to be set up on said ledges, a top which when spun in the box is adapted to strike and dislodge various ones of said game pieces, and representations movably mounted in the box in such manner as to be elevated by the game pieces which are dislodged.

3. A game apparatus comprising a box, game pieces adapted to be set up in the box, a top which when spun in the box is adapted to knock down various ones of said game pieces, toy figures in the box, means normally concealing said toy figures, and means for mounting said toy figures in such manner that they are exposed to view by the game pieces which have been knocked down.

4. A game apparatus comprising a box, game pieces adapted to be set up in the box, a top which when spun in the box is adapted to knock down various ones of said game pieces, pivoted members mounted in the box in such manner as to have one of their ends elevated by the game pieces which have been knocked down, and representations carried by said ends.

5. A game apparatus comprising a box, game pieces adapted to be set up in the box, a top which when spun in the box is adapted to knock down various ones of said game pieces, levers intermediately pivoted in the box with one of their ends normally in lowered position and adapted to be elevated by the game pieces which have been knocked down, and toy figures carried by said ends.

6. A game apparatus comprising a box having a number of angularly disposed sides, ledge members extending across the corners of the box, game pieces adapted to be set up on said ledge members, levers intermediately pivoted to said sides with one of their ends normally in lowered position, toy figures carried by said ends, a top which when spun in the box is adapted to dislodge various ones of said game pieces, and pockets carried by the other ends of said levers for receiving the game pieces which have been dislodged whereby the first mentioned ends of said levers will be elevated.

7. A game apparatus comprising a box having a number of angularly disposed sides, ledge members extending across the corners of the box, game pieces adapted to be set up on said ledge members, partitions extending between the end portions of said ledge members in spaced parallel relation to said sides, levers intermediately pivoted in said spaces with one of their ends normally in lowered position, toy figures carried by said ends, a top which when spun in the box is adapted to dislodge various ones of said game pieces, and pockets carried by the other ends of said levers for receiving the game pieces which have been dislodged whereby the first mentioned ends of said levers will be elevated.

8. A game apparatus comprising a box, game pieces adapted to be set up in the box, a top which when spun in the box is adapted to knock down various ones of said game pieces, the wall of the box containing a vertical slot for use in starting the spinning operation of the top, and a gate adapted to close the upper end of said slot when the top is spinning in the box.

9. A game apparatus comprising a box, ledge members disposed within the box adjacent the sides thereof, game pieces adapted to be set up on said ledge members, a top which when spun in the box is adapted to dislodge various ones of said game pieces, figures which are movably mounted in the box in such manner as to be elevated by the game pieces which have been knocked down, the wall of the box containing a vertical slot for use in starting the spinning operation of the top, and a gate adapted to close the upper end of said slot when the top is spinning in the box.

In testimony whereof I hereunto affix my signature.

HARRY O. SHELDON.