United States Patent

[11] **3,565,425**

[72] Inventor **Jeffrey D. Breslow**
Chicago, Ill.

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[73] Assignee **Glass, Marvin & Associates**
Chicago, Ill.

[54] **TARGET GAME WITH TIMER CONTROLLED DISABLING MEANS**
6 Claims, 4 Drawing Figs.

[52] **U.S. Cl.** **273/1,** 124/16; 46/12; 124/36
[51] **Int. Cl.** **A63f 9/00**
[50] **Field of Search** ..... 273/1, 1 (E), 1.5 (for known ref.), 12, 11 (C); 124/16

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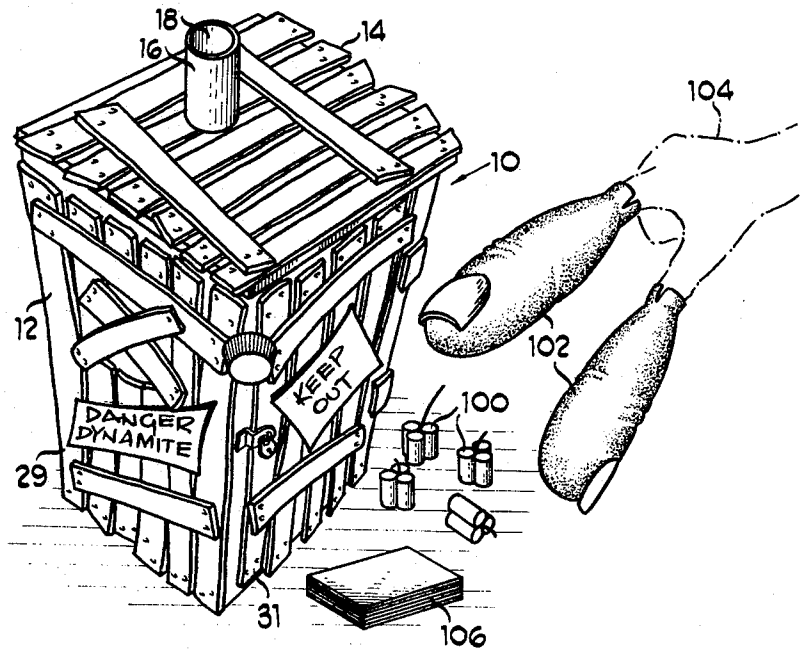
Primary Examiner—Richard C. Pinkham
Assistant Examiner—Paul E. Shapiro
Attorneys—James F. Coffee and Gerald M. Newman

ABSTRACT: Game apparatus for use in a target game including a target housing having a removable cover defining a target aperture, timing means including a hammer cooperable with the cover for propelling it from the housing upon expiration of a given time period, game pieces for placement in the target aperture, and means for picking up the game pieces. The game players sequentially attempt to place as many game pieces as possible into the target aperture before expiration of the time period and concurrent removal of the cover by the hammer in simulation of an explosion.



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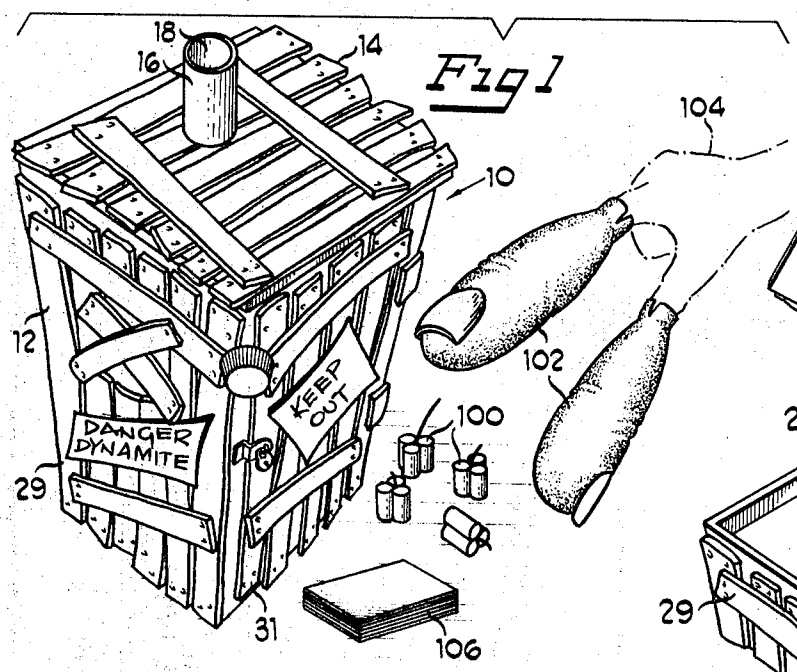

Fig 1

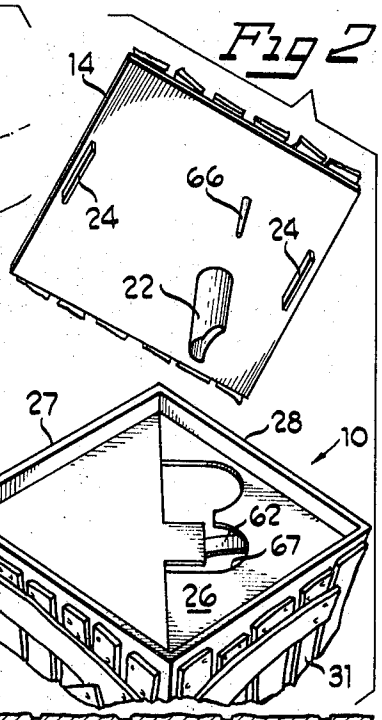

Fig 2

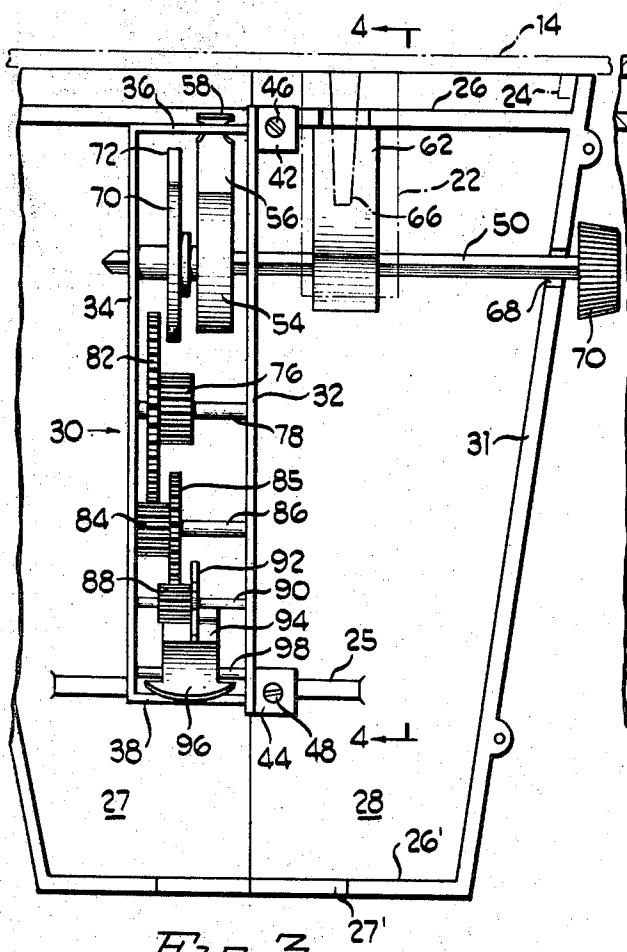

Fig 3

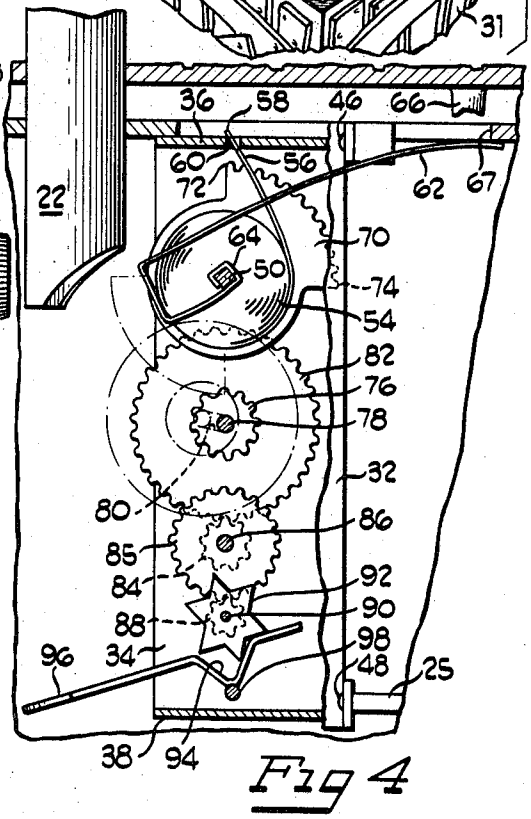

Fig 4

INVENTOR
JEFFREY D. BRESLOW

BY Gerald M. Herman
ATTORNEY

TARGET GAME WITH TIMER CONTROLLED DISABLING MEANS

This invention relates in general to games. In particular, this invention relates to games requiring dexterous manual manipulation and wherein the game players race against a timing device to complete a particular game objective.

Competitive games which require physical skill and dexterity in manipulating small playing pieces through a target opening, are generally appealing and typically hold the attention of the game participants for substantial periods of time. Games of the above nature are particularly appealing to children when the motif presented by the game apparatus is amusing and when the consequences of failure to complete the game objective results in usual animation of the game structure.

Accordingly, the game apparatus of the invention comprises a target member in the manner of a simulated, rustic, dilapidated shack for storing explosives such as dynamite and having a removable roof including a chimney forming a target opening. The target member houses a timing device and a hammer cooperable with the roof for propelling it from the shack upon expiration of a given time period thereby simulating explosion of the shack's contents. A pair of oversized, simulated thumbs are worn on the player's fingers for manipulating simulated dynamite sticks into the chimney opening in accordance with illustrations on chosen playing cards.

Accordingly, the primary object of this invention is to provide amusing, animated game apparatus requiring manual dexterity for completion of a game objective and wherein the game players race against a timing device.

Another object of this invention is to provide target apparatus wherein the target is rendered ineffective for receipt of game playing pieces upon failure of a game player to complete the game objective with an allotted time period.

It is also an object of this invention to provide game apparatus which is amusing, stimulating and is adapted to hold the attention of the game players for long periods of time.

Additional objects of this invention will become apparent to those versed in the art upon an understanding of the following detailed description of the game apparatus and its rules of play taken in conjunction with the accompanying drawings, in which a preferred embodiment of the game apparatus is shown, and wherein:

FIG. 1 is a perspective view of the game apparatus of the invention including a target member 10;

FIG. 2 is a fragmentary, perspective view of the target member 10 with the roof displaced relative to the target housing;

FIG. 3 is a fragmentary, enlarged, elevational cross-sectional view of the target member 10 showing the timing device thereof; and

FIG. 4 is a fragmentary, elevational cross-sectional view of the target member and its timing device taken along section line 4–4 of FIG. 3, with a portion of the timing device frame removed for clarity.

Turning now to FIGS. 1 and 2 of the drawings, the game apparatus of the invention includes a target member 10 having a base 12 and a removable roof 14. Base 12 may be fabricated of plastic or other suitable material which may be molded or formed to simulate a dilapidated shack in which dynamite might be stored. The shack includes intersecting side walls 27, 28, 29 and 31, a top wall 26, and a bottom wall 26' forming an opening 27'. The roof provides a top closure for the shack and carries an integrally formed chimney 16 defining an opening 18 which serves as the target opening for target member 10. The chimney includes a depending portion 22 extending into the base 12. As noted above, roof 14 is removable from the target base and it may be repositioned thereon by the cooperation of tabs 24, adjacent the roof edge, with walls 28—29 of the shack.

Turning now to FIGS. 3 and 4, in addition to FIG. 2, target member 10 includes a timing device 30 for defining a given time period and for propelling or throwing roof 14 from base 12 upon the expiration of the time period, thereby simulating explosion of the stored contents. Timing device 30 includes a frame consisting of a pair of spaced apart, generally vertical sidewalls 32 and 34, an upper frame wall 36 and a lower frame wall 38. Frame walls 36 and 38 may be formed integral with sidewall 34 and secured to sidewall 32 in any suitable manner to form a rectangular timer frame.

The frame is secured to the interior of target base 12 by means of a pair of anchoring tabs 42 and 44 and threaded fasteners 46 and 48. In particular, tab 44 is fastened to an interior corner rib 25 formed at the intersection of walls 27 and 28, and tab 42 is fastened to top wall 26.

The mechanism of the timing device includes a square cross-sectioned shaft 50 journaled in sidewalls 32—34 and carrying a coil spring 54 having an interior end, not shown, secured thereto. An exterior end 56 of the spring is fixed relative to frame top wall 36 by means of an enlarged end portion 58 threaded through a wall opening 60. An end portion 64 of a hammer 62 is fixed to shaft 50 and the hammer is adapted to cooperate with a depending striking post 66 axially aligned with the opposite end of the hammer when the roof is placed on base 12. With the roof placed on the base, the striking post extends through an opening 67 in top 26. Shaft 50 extends through an opening 68 formed through the intersection of sidewall 29—31 and terminates with a knurled knob 70 which may be conveniently grasped and rotated for winding coil spring 54 to thereby energize the timing device.

The timing device mechanism further includes a sector gear 70 corotatable with shaft 50 and having a first gear end 72 and a second gear end 74. Gear 70 is engageable with a spur gear 76 carried on a first shaft 78 slidably journaled in frame walls 32 and 34 in aligned, elongated apertures such as shown at 80 which enable the shaft and its gears to move relative to a mating gear of the timing device. Shaft 78 also carries a large gear 82 corotatable with gear 76, which is engageable with a small gear 84 carried on a second shaft 86 journaled between frame walls 32 and 34. Shaft 86 carries a corotatable gear 85 cooperable with a pinion gear 88 secured to a journaled escapement shaft 90 which also supports a star shaped wheel 92. The edges of star wheel 92 are cooperable with the interior of a V-shaped pocket 94 formed in a lever arm 96 pivotally journaled at 98 between sidewalls 32 and 34 of the frame. The star wheel and lever arm form an escapement which produces an audible ticking sound and which enables the energy stored in coil spring 54 to be gradually dissipated.

During operation of the timing device, knob 70 is turned to cause shaft 50 to rotate approximately 180° clockwise as seen in FIG. 4 which winds coil spring 54 and simultaneously moves sector gear 70 so that end 72 engages gear 76. As the coil spring is being wound, when gear end 74 initially engages gear 72, shaft 78 is caused to move to the left side of elongated opening 80, as seen in FIG. 4, to thereby disengage gear 82 from pinion gear 84 and eliminate the resistance of the escapement.

When coil spring 54 is fully wound, hammer 62 assumes a cocked position whereat it extends generally downwardly and toward the left relative to its position shown in FIG. 4. As the timer ticks off a given time period, the duration of which is proportional to the length of the sector gear and the movement of the escapement, gear 70 slowly moves in a counterclockwise direction and eventually its end 74 disengages from spur gear 76 which allows the full energy of coil spring 54 to be transmitted to shaft 50 and hammer 62 thereby causing the hammer to rapidly rotate in a counterclockwise direction and strike post 66, propelling the roof from base 12 to simulate explosion of the shack's contents.

In accordance with the invention, the game apparatus further includes a number of small, simulated dynamite stick playing pieces 100 each of which bear one of three different colors such as red, blue or green. The dynamite sticks are suitably sized to be passed through aperture 18 of the chimney. A pair of oversized, simulated thumbs 102 are provided and adapted to be worn over a forefinger and thumb of a player's hand 104. The oversized configuration of the thumbs is intended to cause the players great difficulty in picking up

the small dynamite sticks thereby enhancing the competitive value and amusement aspect of the game.

Finally, the game apparatus includes a deck of game cards **106** whereon a number of the dynamite sticks are illustratively shown in the various colors, red, blue and green. Each game card bears either one, two, or three colored sticks of dynamite for indicating the number and color of the dynamite sticks which a player must place in the target. Thus, the game cards impart an element of chance to the game apparatus.

During the play of the game, each of four players is issued nine sticks of dynamite, three sticks of each of the colors red, green and blue. The game cards are shuffled and placed face down in the center of the players. The game players are then issued pairs of oversized thumbs **102**. Instead of supplying a thumb pair for each game player, two pairs of thumbs may be provided and passed back and forth among alternate game players.

Initially, each game player draws a card from the stack **106** and places it face up in front of him. A first player places the thumbs on his thumb and forefinger and winds spring **54** by turning knob **70** approximately 180°. Upon release of knob **70**, the time period starts to the accompanying ticking sound of the escapement. The player immediately attempts to place the number and color of his dynamite sticks, as shown on his game card, into chimney opening **18** by means of the oversized thumbs. As soon as he has completed this task, the next player immediately begins placing his dynamite sticks into the chimney opening in accordance with the illustrations on the face of his game card. While the second player is picking up the dynamite sticks, if an inadequate supply of thumbs has been provided, the first player passes his simulated thumbs to a third player who prepares to start his turn upon completion of the second player's turn.

The players attempt to get rid of their own dynamite sticks first, but if they are void of a particular color they must play a dynamite stick from the pile of another game player. The player who is performing his task at the time the shack explodes, as simulated by propulsion of roof **14** from base **12**, is penalized by being required to keep all the dynamite sticks previously deposited. A game player wins the game when he is void of dynamite sticks at the time the shack explodes during another player's turn. The apparatus may also include such additional features as game cards requiring a particular player to deposit dynamite pieces belonging to another game player.

What has been described is a game apparatus wherein the players race against a timing device to complete a game objective which requires manual manipulation and dexterity.

While in the described embodiment, the game apparatus incorporates a pair of simulated thumbs, a simulated dynamite storage target member and simulated dynamite playing pieces, the apparatus may take other forms such as a food receptacle having a removable cover defining a target aperture, simulated food items suitable for placement in the target aperture and a utensil for picking up the food items.

It is obvious that upon study by those skilled in the art, the disclosed invention may be altered or modified without departing from its inventive concept.

I claim:

1. Game apparatus comprising: a target member including means defining an access opening a unitary element forming an overlying closure for said target member; a plurality of different playing pieces adapted to be placed through said opening; finger manipulated elements to be used by the game players in conveying said playing pieces to said opening; timer controlled means for rendering said opening ineffective as an access to said target member by effecting separation of said unitary element from said target member upon expiration of a given time period; and means for indicating which playing pieces are to be selected by the game players for placement in said target opening.

2. The game apparatus as set forth in claim **1**, wherein said finger manipulated elements comprise a pair of simulated, oversized thumbs adapted to be worn on two fingers of a player's hand.

3. The game apparatus as set forth in claim **2**, wherein said target member comprises a simulated dynamite storage shack; wherein said unitary element comprises the roof for said shack and forms a chimney comprising said target opening; and wherein said playing pieces comprise small simulated sticks of dynamite.

4. The game apparatus as set forth in claim **1**, wherein said timer includes a hammer underlying and cooperable with said unitary element, and means for driving the hammer with sufficient force to effect separation of said element by propelling it upwardly and away from said target member.

5. Game apparatus for use by a number of game players comprising: an enclosure having a removable top defining a target opening; a timer operated device secured interiorly of said enclosure and adapted for throwing said removable top therefrom; a plurality of small playing pieces distributable to said game players and adapted to be placed in said target opening; finger manipulated elements to be used by said game players in conveying said playing pieces to said target opening; and means for randomly designating playing pieces to be placed in said opening, whereby said players attempt to place the designated playing pieces in the target opening prior to expiration of period.

6. The game apparatus as set forth in claim **5**, wherein said enclosure comprises a simulated explosive storage structure, said playing pieces comprise simulated explosives, and said random designating means comprise game cards depicting the number of dynamite pieces to be placed in said target opening.

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(5/69)

UNITED STATES PATENT OFFICE
CERTIFICATE OF CORRECTION

Patent No. 3,565,425 Dated February 23, 1971

Inventor(s) Jeffrey D. Breslow

It is certified that error appears in the above-identified patent and that said Letters Patent are hereby corrected as shown below:

Column 1, line 14, "usual" should be -- unusual --.
Column 4, line 9, after "opening" the word -- comprising - should be inserted.

Signed and sealed this 8th day of June 1971.

(SEAL)
Attest:

EDWARD M.FLETCHER,JR.
Attesting Officer

WILLIAM E. SCHUYLER,
Commissioner of Pater