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Breslow

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[54] **PENDULUM-TYPE BAGATELLE GAME**

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[51] **Int. Cl.** **A63d 3/02,** A63d 13/00

[58] **Field of Search** ..... 273/119 A, 119 R, 273/120, 121, 122, 123, 124, 125, 111, 118 D, 127 D

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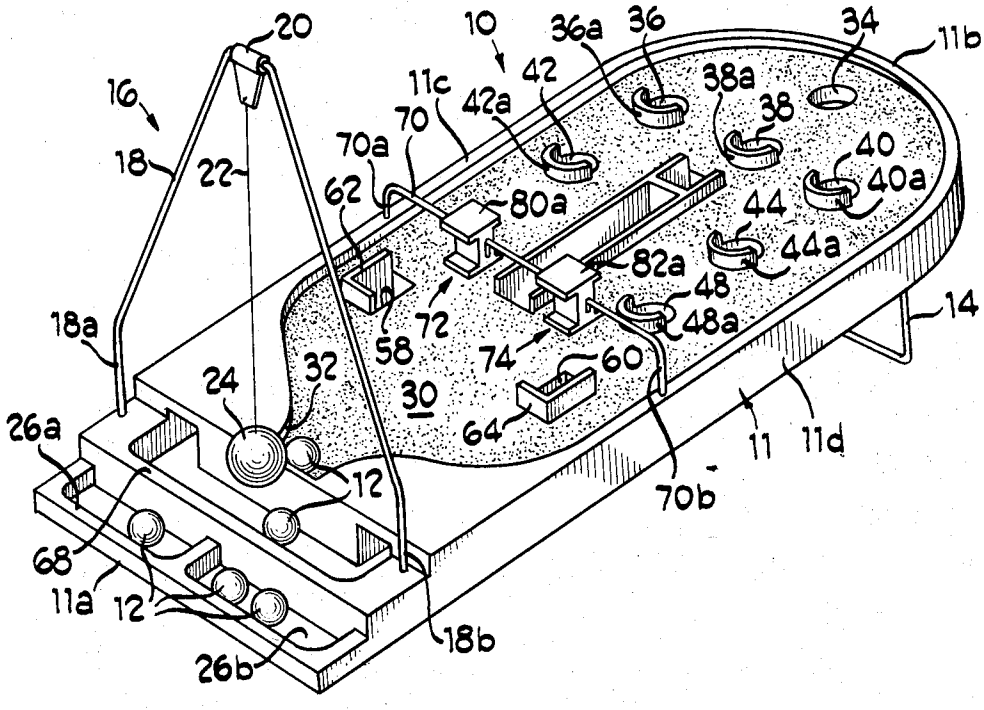
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Assistant Examiner—Harry G. Strapello
Attorney—James F. Coffee et al.

[57] **ABSTRACT**

A bagatelle-type game wherein a projectile is launched for movement along a game board having receiving areas for retaining the projectile therein, characterized in that the launching means is a pendulum-type element and further characterized in that multiple hazard elements are positioned in the path of travel of the projectile and may be displaced between different positions to indicate a penalty to be assessed or a bonus to be given to the player, depending upon the relative disposition of the hazard elements, following engagement by the projectile.

9 Claims, 4 Drawing Figures



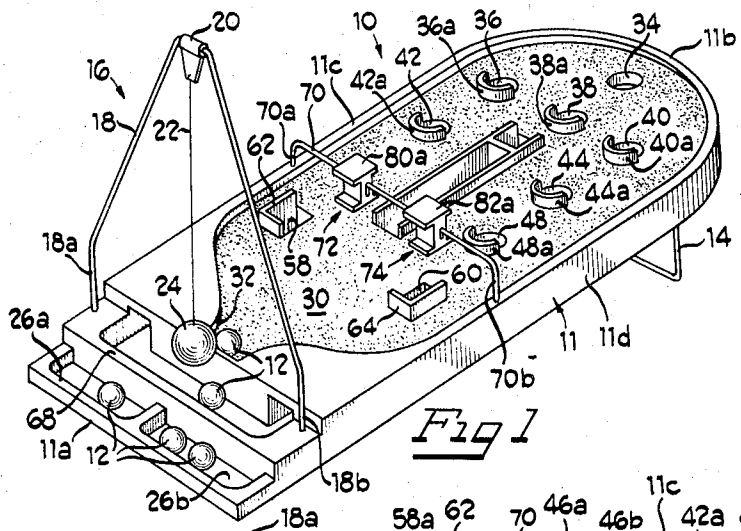


Fig 1

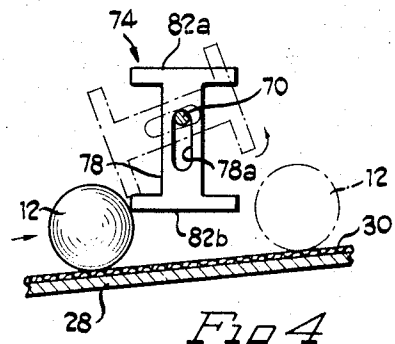


Fig 4

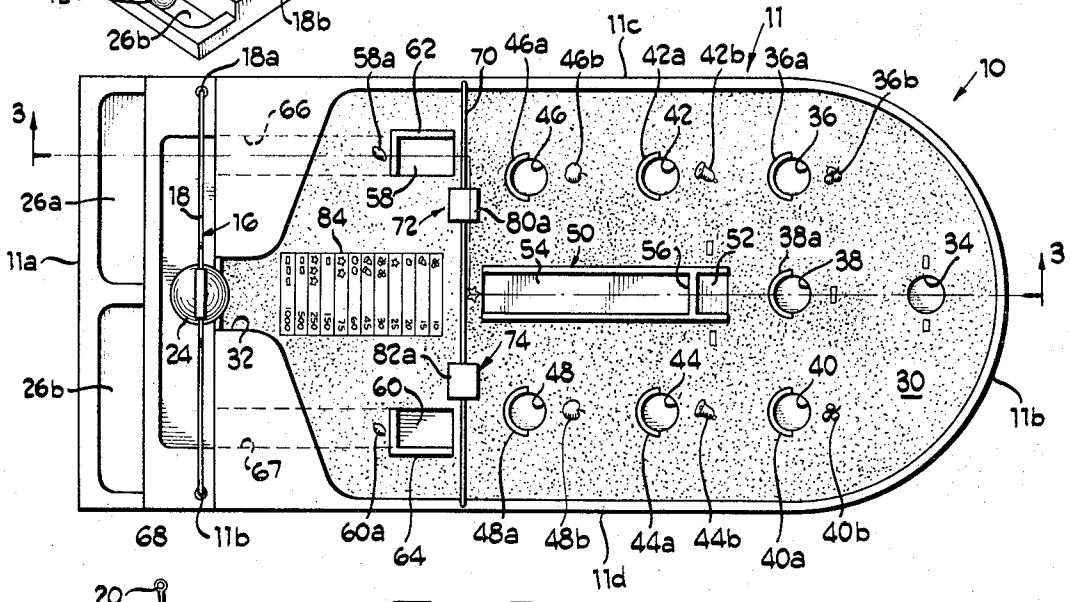


Fig 2

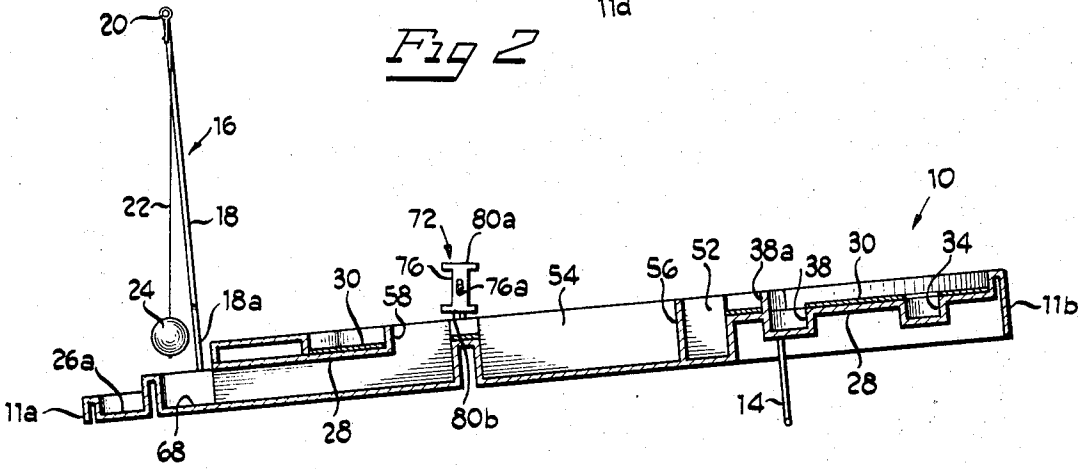


Fig 3

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PENDULUM-TYPE BAGATELLE GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to games, and more particularly, to a bagatelle-type game device.

2. Brief Description of the Prior Art

There is a wide variety of different forms of bagatelle games in the art. One feature of the large sophisticated pin ball machine of the type which is usually found in amusement parlors or places similar thereto, is that it is provided with electrical-mechanical elements, which are responsive to being struck by a launched ball, so as to either indicate a bonus award to the participant, or a penalty. In the relatively simple simulations of this game which are intended for use by children, it is readily understood that the provision of a similar electrical mechanical element, might render the structure sufficiently complex as to reduce its reliablility in use, and further to significantly increase its production costs.

Also, typically, the launching means for the projectile or ball has usually been some form of a spring loaded plunger or the like. Recently, there has been developed different games involving the launching of a projectile or missile wherein the launching element is a pendulum-type member. Such devices have the attribute of being extremely reliable and the capability of being swung or aimed through different quadrants of travel, as opposed to a generally fixedly guided spring loaded plunger.

It is the object of this invention to provide an improved pin ball-type bagatelle game wherein the launching element is a pendulum member and wherein simplified mechanical means are provided for indicating a bonus or penalty situation for participants.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of a pin ball-type bagatelle game having an improved launching element and an improved penalty and/or bonus indicating means.

The best mode currently contemplated for carrying out the invention is a game board having a launching station and a pendulum type launching element adjacent the launching station for launching projectiles, preferably, in the form of balls, along the game board. The game board is provided with receptacles for receiving launched balls to indicate a successful score, as well as traps for receiving the balls and returning them to the launching area to indicate a bonus scoring ball. Forwardly of the launching area, generally in the path of travel of a launched ball, the game board is provided with a bridge having rotatable blocks thereon. The blocks are pivoted to the bridge and normally lie close enough to the surface of the game board so as to be displaced by a ball which travels in a path along the game board, under the bridge, in the area of the blocks. The blocks have at least opposite indicia bearing surfaces which may indicate that either a bonus or a penalty has been attributed to the participant so that during the play of the game, if a participant strikes the blocks further play of the game will be determined by the instructions of the indicia on the side of blocks facing upwardly.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game of this invention;

FIG. 2 is a top plan view of the game shown in FIG. 1;

FIG. 3 is a section view taken generally along the line 3—3 of FIG. 2; and

FIG. 4 is a fragmentary enlarged section view partially in phantom outline, showing the relationship between a launched ball and block-like indicating element suspended from the bridge of the game of this invention.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The game **10** of this invention includes a game board **11**, preferably, being of a molded plastic construction having abutments and cavities to be described. However, it is to be understood that the game board could be made of other suitable material.

The game board is provided with a rear wall **11***a*, a curved or arcuate front wall **11***b*, and spaced apart side walls **11***c*, **11***d*. The game further includes a plurality of projectiles, or missiles or balls **12**, which are utilized as the playing elements or playing pieces. The underside of the game board **11**, near the forward end **11***b* thereof, is provided with a depending forward leg structure **14**, here shown in the shape of a U-shaped wire member, for supporting the front end elevated relative to the rear.

At the end of the game board near the rear wall **11***a*, there is provided a projectile launching means **16**. Projectile launching means **16** includes a supporting structure **18**, which is generally an A-shaped wire form, having ends **18***a*, **18***b* which fit into the game board. At the elevated midportion at the juncture of the legs of the shaped wire form, there is provided a depending bracket **20**, which supports a strand **22**, which, in turn, supports a striker element **24**, here shown in the form of a ball-like member, so that the launching means **16** comprises a pendulum-like structure for striking a projectile or the like, and initiating motion therein.

The rear wall **11***a* of the game board **11** is provided with ball-storing recesses, or pockets **26***a* and **26***b* wherein those projectiles or balls not presently being utilized in the game can be stored.

Generally speaking, the game board is so shaped as to be provided with a planar upper playing surface **28** which is slightly recessed relative to the walls **11***b*, **11***c* and **11***d* so that the interior surface of the walls act as a barrier or rail preventing the egress of a ball **12** from the playing surface during the play of the game. It is desirable to have the playing surface **28** covered with a frictional material, such as felt **30**, or the like. The recessed formation of the playing surface **28** terminates in a reduced neck **32** adjacent to the launching means **16**, defining a launching station in combination therewith.

The game board is provided with a plurality of projectile or ball-receiving pockets **34, 36, 38, 40, 42, 44, 46** and **48** for receiving launched balls **12.** Most of these pockets are provided with a rearwardly located arcuate flange **36***a*, **38***a*, **40***a*,**42***a*, **44***a*, **46***a*, and **48***a*, respectively, and preferably, at least most would be provided with related indicia **36***b*, **38***b*, **40***b*, **42***b*, **44***b*, **46***b*, and **48***b*, which would be indicative of the value of the score for a ball which is received within that respective pocket.

The game board further is provided with a central trough **50,** having a forward area **52** and an elongate rear area **54,** separated by a medial web **56.** The forward area **52** may receive a launched ball which has traveled towards the forward end and has not been successfully captivated in one of the forward pockets and the elongated rear **54** may receive a launched ball which did not successfully traverse upwardly on either side of the trough. In either case, the ball received within the trough **54, 52** may count for a score.

The game board **11** further includes a pair of ball receiving pockets **58** and **60** which are located closer to the launching station or a launching area. Each of these pockets **58** and **60** is bounded by a generally right angular upstanding flange **62** and **64** for receiving launched projectiles or balls which have returned rearwardly from the forward area of the board and have not been captivated in one of the aforedescribed pockets. Indicia **58***a* and **60***a* may be provided on the board adjacent the pockets **58** and **60** to indicate the value of the score of a ball captivated. In the preferred embodiment, these pockets are in communication, by way of tunnels **66** and **67,** with a ball return channel **68,** which is adjacent the rear wall **11***a* of the board. It is contemplated that if a player succeeds in having his ball or projectile captivated in the pockets **58** and **60,** that ball may return through the tunnel **66** and **67** and be played again, thus, giving the player the bonus of a second shot with the same ball for an attempt to score more points.

The game of this invention further includes a hazard element, here shown in the form of an elevated wire-like bridge **70** having depending legs **70***a* and **70***b* which are received in the opposed side walls **11***c* and **11***d* of the game board **11,** intermediate the area between the pockets **58** and **60** and the trough portion **54.** The bridge **70** supports at least a pair of generally I-shaped hazard blocks **72** and **74.** Each block is provided with an elongate midsection **76** and **78** having an elongate slot **76***a* and **78***a* therein, through which the bridge **70** passes. The slots **76***a* and **78***a* are dimensioned, relative to the midsection **76** and **78** so as to place one of the message bearing upper and lower ends **80***a*, **80***b* or **82***a*, **82***b*, of the blocks **72** and **74,** respectively, close enough to the playing surface so as to be struck by a launched ball which may be traveling thereunder. It is contemplated that the opposite surfaces **80***a* and **80***b* and **82***a* and **82***b*, of each of the blocks **72** and **74,** would have indicia thereon indicating either a penalty, such as the word "tilt," or indicia indicating a bonus. It is further contemplated that, if, during the play of the game, a launched ball should orient the blocks **72** and **74** so that a common face was showing upwardly, then the player's future action would be dictated by the common instructions appearing on both faces. In other words, if the blocks became oriented so that each of the faces bearing indicia "tilt" showed upwardly, the player would then have to terminate his turn of the game.

To assist in the scoring of the game, the game board could be provided with a scoring chart **84** by means of which the value of points accorded to the previously described indicia **36***b* through **48***b* and **58***a* and **60***a* would be determined.

The game device of this invention provides the novel aspect of pendulum-like launching element for the projectile in a pin ball type game, and a unique arrangement for determining a future course of conduct. In particular, the blocks **72** and **74** may be mechanically actuated, merely by the rolling action of the ball so as to present the indicia bearing surfaces to view which, if appropriately matched, may require the participant to either terminate his activity or award him with an extra shot. Finally, the rear receptacles **58** and **60** are linked by a tunnel to the area of the launching means so that if a ball is successfully received in either receptacle it will be returned to the launching area to indicate that the player is given a bonus shot and may again put the same ball in play. Thus, it can be seen that the game device of this invention possesses the desirable attributes of simplicity in execution and structure so as to make it reliable in use as well as economical to manufacture, while still affording unique facets to the game, in that it is provided with structure for awarding extra shots or indicating penalty situations.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

I claim:

1. A bagatelle type game comprising:

a plurality of playing projectiles;

means defining a game board having a launching station and a plurality of scoring stations forming pockets in the game board for receiving projectiles therein;

launching means for launching a projectile from the launching station along the game board toward the scoring stations; and

a plurality of random chance elements rotatably mounted over the game board in a position to be struck by a launched projectile moving along the game board, each element having a plurality of indicia bearing faces only one of which is exposed to view at any one time, each face of an element bearing indicia different from that on the other faces of that element whereby the indicia exposed by one or more of the elements after being struck by a launched projectile dictates subsequent play of the game.

2. The game of claim **1** wherein said random chance elements comprise a pair of spaced apart members having common indicia on common faces thereof.

3. The game of claim **2** wherein said random chance members have an intermediate body portion between opposite faces, with said intermediate body portion having an elongate slot therein and wherein said members are supported on a rod which spans said game board and extends through said slot.

4. The game of claim **1** wherein said launching means is a pendulum-like member.

5. The game of claim **1** wherein some of said playing stations include means for returning playing projectiles to the launching station.

6. A bagatelle type game comprising:
a plurality of playing projectiles;
means defining a game board having a launching station and a plurality of scoring stations forming pockets in the game board for receiving projectiles therein,
a pendulum-like launcher pivotally mounted above the launching station for launching a projectile therefrom along the game board towards the scoring stations;
means providing for the return of projectiles from at least some of the scoring stations to the launching station, whereby a projectile received in one of said scoring stations is directed back toward the launching station so that the projectile may be launched again; and
a plurality of random chance elements rotatably mounted over the game board in a position to be struck by a launched projectile moving along the game board, each element having a plurality of indicia bearing faces only one of which is exposed to view at any one time, each face of an element bearing indicia different from that on the other faces of that element whereby the indicia exposed by one or more of the elements after being struck by a launched projectile dictates subsequent play of the game.

7. The game of claim 6 wherein said launching station includes a tray portion for retaining projectiles to be launched.

8. The game of claim 7 wherein said return means includes a channel below the game board providing a path of travel for a projectile from at least one of the scoring stations to the tray portion.

9. The game of claim 6 wherein said random chance elements comprises a pair of spaced apart members each having an intermediate body portion between opposite faces, said inter-mediate body portion having an elongate slot, and rod supported over the game board extending through the slot to support said members, the corresponding faces on each member having common indicia thereon.

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