This invention relates to games, and more particularly to indoor or parlor games.

The game contemplated by my invention is played in the manner of tiddledywinks, and one object of my invention is to have the opposite faces or surfaces of the projectible disk or “wink” differently marked or colored so that the possession of the disk during the play of the game is determined by the marking which comes uppermost each time the disk comes to rest.

Another object of my invention is to reproduce on the soft yieldable playing surface of the game a basket-ball court, and to have the upright basket supporting elements and the baskets at the opposite ends of the court marked or colored to correspond to the markings or colorings on the opposite surfaces of the projectible disk so that the players may readily know during the play of the game toward which basket to shoot the disc as the possession of said disc or “ball”, as it may be called, repeatedly changes.

A further object of my invention is to releasably connect the basket supporting elements with the game-board so that said elements may be removed and laid flat on the board when the game is packed for shipment or storage.

The invention consists further in the matters hereinafter described and claimed.

In the accompanying drawings—

Fig. 1 is a perspective view of a set up game constructed in accordance with my invention;

Fig. 2 is an enlarged vertical sectional view through one of the basket supporting elements and the adjacent part of the game board;

Fig. 3 is a face view of the projectible disc;

Fig. 4 is an enlarged edge view thereof;

Figs. 5 and 6 are face and edge views, respectively, of one of the playing discs;

Figs. 7 and 8 are similar views of the other of the playing discs; and

Fig. 9 is a view showing the manner in which the possession of the projectible disc is determined during the course of the play.

The game-board 1 is preferably made of sheet metal and has a covering 2 of soft felt-like or similar yieldable material on its upper surface with the edges of the covering enclosed and clamped down against the flat body of the board by inturned marginal flanges 3, 3 which are around the edges of the board.

The covering 2 may be green, and marked on the upper surface thereof in white lines in the representation of a basket-ball court. This includes a centrally disposed circle 4, from which the start of the game is made, and end circles 5, 5 arranged in pairs at the opposite ends of the court and defining “technical foul” territory. These circles 5 are on opposite sides of white lines 6 which define the “free-throw” territory at the opposite ends of the court, and this territory has “free-throw” lanes 7 extending to the adjacent ends of the board.

At the opposite ends of the board are upright elements 8, 8, preferably stamped from sheet metal and provided with baskets 9 which extend inward over the board in line with the lanes 7, 7, as shown in Fig. 1. The portions of the elements 8 at and above the baskets 9 are made relatively wide so as to provide the “back-boards” for the baskets. The lower portions 11 of the elements are made narrower and provide standards which at their lower ends are bent to provide hooks 12 which engage under the adjacent flanges 3, 3, as shown in Fig. 2, for releasably connecting the elements to the board.

The baskets 9 are also pressed out of sheet metal in cup form and of a size to accommodate the projectible disc of the game. These cups are hingedly connected to the elements 8, as by having tongues 13 extending through openings 14 made in the elements 8 therefor, as shown in Fig. 2.

The openings 14 are preferably formed by slitting the metal of the elements along two parallel lines and then bulging outward the interposed parts of the metal to form a loop 15 which provides a support or stop for the tongue 13 when the basket 9 is in horizontal or playing position. The tongue extends over the upper edge of this loop and is there offset downward so that the basket 9 may stand in a horizontal position, instead of projecting upward should this offset be omitted.

The outer end of each tongue 13 is bent at right-angles to the body of the tongue so as to lie against the face of the element 8 opposite the basket when the latter is in playing position, as shown in Fig. 2. On releasing the elements 8 from the flanges 3, 110 the elements may be laid flatwise against the covering 2 and the baskets 9 may be swung
down against the elements so as to take up
as little space as possible for shipping and
packing of the game.

The game is played with a projectible disc
and two playing discs 17, 18, each of the
latter being preferably of the same diameter
but larger than the diameter of the disc 16.
All of the discs are made of rigid material,
and the disc 16 is projected over the playing
surface 2 in the manner of “tiddleywinks,”
as by pressing the edges of the playing discs
against the projectible disc and drawing the
playing discs with a pressure downward
across the edge of the projectible disc. The
distance or jump that may be given to the
projectible disc 16 may be more or less de-
termined depending on the skill of the play-
ers.

It is not so easy to control the side or sur-
face of the projectible disc which will come
uppermost each time the disc comes to rest
on the playing surface 2. In accordance
with this, I provide the opposite surfaces of
this disc with different markings, as by dif-
f erent coloring, say red for one surface, as
at a, and blue for the opposite surface, as at
b. Thus each time the red marking is up-
permost when the disc comes to rest on the
playing surface 2, the disc will pass to the
possession of the player selecting the red
marking, and the same way with the blue
marking.

In Fig. 9, I have shown the manner in
which the possession of the disc is deter-
mined. In full lines the disc 16 has the red
surface a uppermost. When the disc is pro-
jected upward and forward by one of the
playing discs, as in the manner of “tiddley-
winks,” the disc 16 naturally turns over or
spins in its flight and, should it come to rest
with the blue surface b uppermost, as indi-
cated in dotted lines, then the possession of
the disc will pass to the player having the
blue color. The colors selected by the play-
ers will be determined by which of the play-
ing discs they select. The playing disc 17
will have the same color as the surface a of
the projectible disc, while the other playing
disc 18 will have the same color as the sur-
face b of the projectible disc.

In playing the game, the disc 16 is placed
on the surface 2 in the central circle 4, and
the player having the playing disc corre-
sponding to the color of the projectible disc
which is uppermost at this time starts the
play. With the red surface of the disc up-
permost the player will shoot the disc to-
ward the red upright element 8; whereas
when the blue surface of the projectible disc
is uppermost the player will shoot the disc
toward the blue upright element. These ele-
ments or goals will be colored to correspond
with the markings on the disc 16 so that
the respective players may readily know to
which goal to shoot the disc. The player
making the first basket wins the game and
the count will be the same as in the regula-
tion game of basket-ball. The disc 16 land-
ing within or on either of the circles 5 or on
or within either of the white lines 6, pro-
vides a “foul” or a “free throw” according
to which color of the disc is uppermost.

While I have shown and described my in-
vention as applied to a basket-ball game, it
is of course applicable to any other game
which may be played in the manner of “tidi-
dlewinks,” and I do not wish to be re-
stricted to the particular details of structure
shown and described. These may be readily
changed and modified without departing
from the spirit and scope of my invention.

I claim as my invention:

1. A game apparatus having a playing
   surface of soft yieldable material, a rigid
circular disc projectible over said surface
   in the manner of tiddleywinks, said disc
   having its opposite surfaces differently
   marked so that the possession of the disc
   may be determined by the uppermost mark-
   ing each time the disc comes to rest during
   the play of the game.

2. A game apparatus having a playing
   surface of soft yieldable material, a rigid
   circular disc projectible over said surface
   in the manner of tiddleywinks, said disc
   having its opposite surfaces differently
   colored so that the possession of the disc
   may be determined by the uppermost color
each time the disc comes to rest during the
   play of the game.

3. A game apparatus having a playing
   surface of soft yieldable material, and a
   plurality of rigid circular discs, one of said
   discs being projectible over said surface in
   the manner of tiddleywinks by the other
discs which constitute the playing discs, said
   projectible disc having its opposite surfaces
   differently marked, and said playing discs
   being respectively marked to accord with
   the markings on the projectible disc.

4. A game apparatus having a soft yield-
   able playing surface, a rigid circular disc
   projectible over said surface in the manner
   of tiddleywinks, said disc having its opposite
   surfaces differently marked so that posses-
   sion of the disc may be determined by the
   uppermost marking each time the disc comes
to rest during the playing of the game, and
goal means at the opposite ends of the play-
ning surface and respectively marked to cor-
respond with the markings on the projectible
disc.

5. A game apparatus having a playing
   surface of soft yieldable material on which
   is reproduced a basket-ball court, basket
   supports with the baskets at the opposite end
   of the court, and a rigid circular disc pro-
   jectible over said surface and into said bas-
kets in the manner of tiddleywinks, said
disc having its opposite surfaces differently

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marked, and said basket supports and baskets being respectively marked to accord with the markings on the projectible disc.

6. A game apparatus having a playing surface of soft yieldable material with the representation of a basket-ball court thereon, upright elements at the opposite ends of the court, baskets carried by said elements and extending inward over the court, and a plurality of rigid circular discs, one of said discs being projectible over the playing surface and into the baskets by the other discs which constitute the playing discs, said projectible disc having its opposite surfaces differently marked, said playing discs and the upright elements and their baskets being respectively marked to accord with the markings on the projectible disc.

7. In a basket-ball game, a sheet metal base, a covering of soft yieldable material thereon, said base having a marginal flange bent inward over the adjacent edge of the covering, an upright element of sheet metal having a hook-shaped portion at its lower end to releasably engage said flange, and a basket member carried by said element above said covering.

8. In a basket-ball game, a supporting base having an inturned marginal flange, an upright basket supporting element stamped from sheet metal and having a widened portion at its upper end and a narrow shank portion at its lower end, said shank portion being bent to provide a hook to engage said flange for supporting the element on the base, and a basket member carried by the element at its widened portion.

In testimony whereof I affix my signature.

CHARLES FOWLER.