Copplestone's

Orbiter™

Retail $350

COPPLESTONE LLC
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Toy and Gifts Buyer,

My name is David Copplestone and I have an idea that I would like to share with you. It's called the Orbiter and it is a sculpture, an example of functional art. It has been a lifelong goal of mine to create to entertain and with the creation of the Orbiter Ball Toss / Ring Toss games I feel my goal is accomplished. The games that I created have provided the hoped for entertainment to crowds of thousands at Faneuil Hall and Copley Square in Boston.
Now my hope is to see that as many people as possible enjoy these games.
This is happening as the Orbiter is publicly presented and word spreads. Orbiters are entertaining in homes, offices, schools, parks & recreation, parties, restaurants, market places, amusement parks, colleges, corporations, all the places where crowds gather with time on their hands, looking for challenging entertainment.

Please consider adding Orbiter to your list of crowd entertainment products. I am confident that our ring toss and ball toss games will add to your catalogs excitement and fun. Please refer to the videos listed below and to our website copplestonegames.com to see us instruct and perform our games.

This entertaining toy is a pendulum device to showcase a player's eye to hand coordination skills. The object is to set the ring in motion, from one taller uniquely angled post in order to ring the second shorter conversely angled post. Players are challenged to learn six orbiter swings, each one different with increasingly difficult swing paths. Once you understand how and why the ring moves through space you will be able to perform the swings with confidence.

CG7218.ball is six feet tall with an 18" base — Sugg. Retail $350
CG1235.ring is 12" tall with a 3.5" base — Sugg. Retail $30

copplestonegames.com.

Retail $30

Best Regards,
David Copplestone

Orbiter Videos

6' Orbiter Ball Toss Game – Swings 1 - 7 Demonstration — https://youtu.be/JXIxKKFCkEo

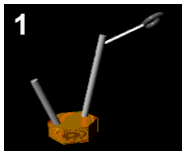
12" Orbiter Ring Toss Game - Swings 1 - 6 Demonstration — https://youtu.be/rnSUj13-XSw

10' Orbiter Interactive Public Art Display at Faneuil Hall Fall of 2018 — https://youtu.be/6KS2K75j8zw

Orbiter Ball Toss Interactive Public Art Display at Faneuil Hall Spring of 2018 — https://youtu.be/C5Etx045IXI

25 In a Row / Swing #1 — https://youtu.be/tDNLw50k9rQ

Mission: APOLLO
Destination: MOON



Orbiter Ball Toss

An Interactive Public Art/Science Display

Three piece installation – ideal for events

Orbiter game theme; move an object through space toward a precise destination.
Players take control of an object that is orbiting the earth and direct it's flight path in order to **simulate the moon landing**, or a landing on one of five other planets in our solar system.
Land the ball in the cup.

With every swing, a wish for peace takes wing!

Orbiter video demonstrations

PORTABLE RING TOSS GAME

Orbiter 6’ Three Swing Video Demonstration

Orbiter 12” Six Swing Video Demonstration

Orbiter 6’ Six Swing Video Demonstration

Faneuil Hall Display video

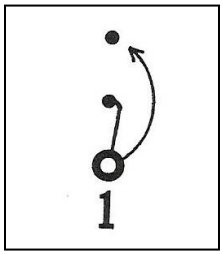
Make a wish!

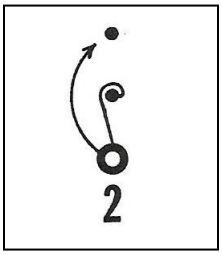
Take a swing.

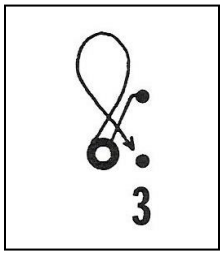
With every swing, a wish for peace takes wing!

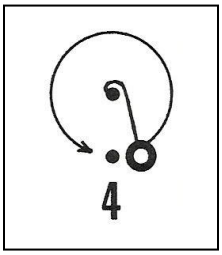
An Interactive Public Art/Science Display

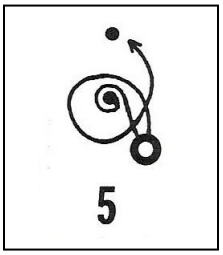
Orbiter game theme; move an object through space toward a precise destination. Players take control of an object that is orbiting the earth and direct it’s flight path in order to **simulate the moon landing**, or a landing on one of five other planets in our solar system. Land the ball in the cup. Best of eleven / Most in a row.











Orbiter History / Development

When David Copplestone the creator of the Orbiter was 17, he recalls walking on a beach in Georgia during the April vacation, wondering, “What will I do with my life?” He says that he felt that he was a creative person at heart so he thought that he should follow that path and create - a life goal of sorts.

He went to art school and when he finished he divided his time between fine art and house painting.

Five years after completing his studies at the Art Institute of Boston, he was taking a sailing trip in the islands when he saw something that he immediately thought would fulfill that teenage dream he had of creating something interesting and hopefully cool and clever. He was watching people playing a version of the Ring the Bulls Nose game at Admirals Inn in Antigua. They had a brass ring hanging from the ceiling, and they were swinging it over onto a large hook anchored on a wall beam about eight feet away. The smiles on everyone’s faces and the wear on that hook indicated this pastime’s popularity. As he played, it occurred to him that if there was a portable desktop version of this game, millions of people could enjoy it at home or in their office.

As soon as he got back home from that trip he began creating versions of the ring toss game. He kept making new versions and new games to go with them with the goal of recreating the same feeling, focus and excitement that he had felt when he played that game in the islands. David says that the realization of that goal the “ Ahha moment”, came finally to him one sleepless, conceptual thought filled night, after years of trying, when he visualized the game, but instead of a ring and hook, he thought “POSTS!!! What if I used a ring and posts? Eureka! That’s it”.

The Orbiter was created that morning. He had the plans in his head he just had to go down to the workshop and make the prototype. FUN!!! The original Orbiter had a 14-inch tall post, a 10-inch tall post, a 2-inch ring, and a 6-inch square base.

The project continued to evolve and as the product developed so did David’s engineering skills and conceptual thinking capabilities. He created many sizes and versions but the converse posts idea, that conceptual thought, was the key to all of them.

The posts at various angles and differing heights created the challenging swing possibilities that demanded concentration from the players and produced the same level of excitement that he had experienced when he played that island ring game. That’s was the feeling that he had been looking for.

The fact that, each time you change the position of the base you have to create a whole new swing path in order to get the ring back to the ring zone, adds so much to the challenge of the game. That feature of the design transforms the game far past the original goal of the single swing, ring and hook, ring toss game. The limitless number of swing paths that a player can use makes the Orbiter a fun way to explore and understand physics. There is a lot to figure out. There is a lot going on. How and why does an object move through space and how do you work with momentum, the pendulum effect, and gravity to get the ring to go where you want it to go?

The Orbiter was the fulfillment of David’s goal of creating to entertain.

Copplestone took the Orbiter (He called it El Toro at that time) to the Boston Gift Show and because of the attention it attracted there it was pictured in the What’s New in Gifts section of the trade magazine Giftware News by its editor and a distributor who saw the Orbiter at the show took it on and sold it at tradeshows around the country for the next two years. When it was time to invest in some marketing work for El Toro, packaging and messaging sorts of things, they asked David if he would like them to take over the project and make the investment or did he want to do the work himself. He elected to take it back and do it himself.

Over the next years he worked on the Orbiter, showed his products on his website and sometimes advertised in Souvenirs & Novelties.

In 2017 he took the Orbiter directly to the people at Faneuil Hall in Boston to see if his efforts to add to the Orbiter’s appeal had worked. As he watched he realized that the Orbiter and the people playing it there were making his dream “to create to entertain” come true. He just put the Orbiters that he had created over the years out there and the crowds reacted to them and just naturally began to play and enjoy the game’s mystique.

To show that life is a circle, David recently went back to the High School that he had been attending when he had that original life goal setting moment and together they installed an Orbiter in the courtyard there. That Orbiter is six feet tall, has a ball instead of a ring, a cup instead of a hook and is complete with the school colors. David says that seeing the Orbiter at his high school after all these years left him with a warm feeling of completion. After all, he relates, this is where I was when I had that life goal setting moment on a beach at seventeen.

05/19/2019

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Orbiter
Cups & Ringers

January 2020
Orbiter – Model Number - Plus Shipping
Cost – Wholesale – Retail

Orbiter – 12 inch tall – 6 feet tall – 10 feet tall

The Entertainer CG1235R2020AAgray Gray – 12” tall	The Entertainer CG7218BBgrayKD Gray – 6’ tall – KD posts in sections	The Entertainer CG10Bgray2020JJ Gray – 10’ tall – KD posts in sections
 Retail $30	 Retail $350	 Retail $1,000
1LB 12x10x5 Shipping $4.13	25LB 28x20x10 Shipping $12.52	80lb Base-38x32x10 - 50lb Posts-60”x14x4 – 30lb Shipping

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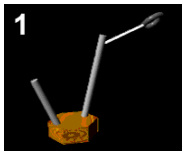

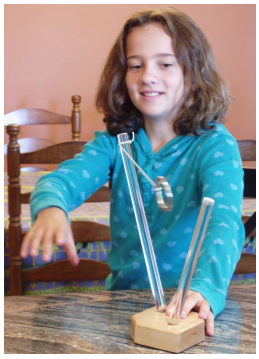

Orbiter Ball Toss

An Interactive Art In Motion Game

Take a swing!

Most in a row/Best of eleven

Copplestone's

ORBITER™

Art in Motion

CHALLENGING ENTERTAINMENT

- Portable action skill game
- Decorative art in motion sculpture
- Swing, learn, adjust and swing
- Showcase players amazing swings
- Exercise for the body and mind
- Best of Eleven / Most in a Row
- More than a Fidget Toy / Brainteaser
- Race to 21

Let Freedom Ring!

Rings for Peace!

Ideal for Schools, Parks & Recreation, Businesses, Parties, Events and Fund Raisers

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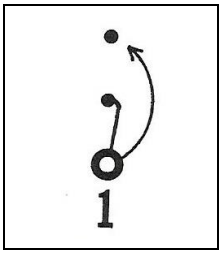
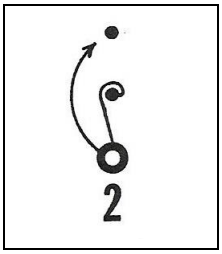
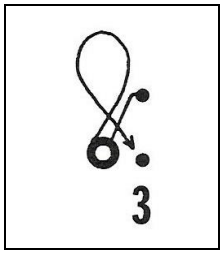
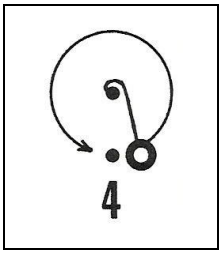
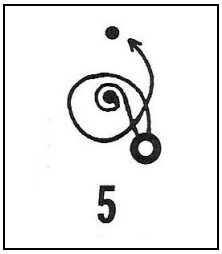










copplestonegames.com

Orbiter six swings. 72” Edition - Video

COPPLESTONE
To Create To Entertain

ART IN MOTION

ORBITER™

The theme for the Orbiter ball toss game; Players take control of an object that is orbiting the earth and direct it’s flight path in order to simulate a moon landing or a landing on one of five planets in our solar system.

APOLLO - one point - Apollo Mission: - Long post (Earth) to Short post (simulated MOON landing).
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the middle height of the two posts should point to the center of the player. Draw the ball back to the right side of the tall post so that the ball is held between the post and the player and at about the height of the short post. Swing the ring down and out to the right. The momentum of the ball should carry the ball up and the string that the ball is tied to will cause the ball to move back toward and, if the calculations are correct, into the cup on the shorter post.

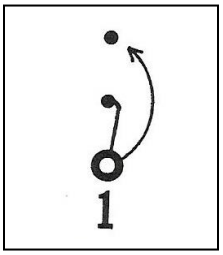
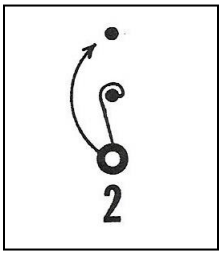
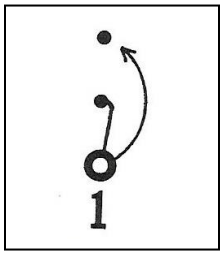
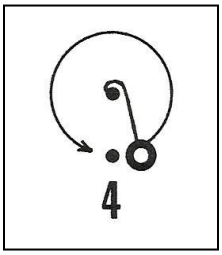
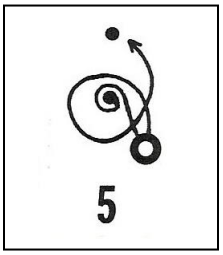
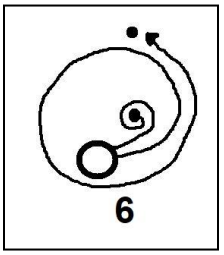
GALILEO - two points – Galileo Mission/Destination Jupiter: - Long post (Earth) to Short post (simulated JUPITER landing).
Swing # 2 - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Draw the ball in front of the taller post and back to the left side of that post so that the ball is held between the post and the player at a height about equal to the short post. Swing the ball down and to the left. The momentum of the ball will carry the ball back up and the restricting string will cause the ball to move back toward and, if the calculations are correct, into the cup on the shorter post.

CASSINI - three points - Cassini Mission/Destination Saturn: - Long post (Earth) to Short post (simulated SATURN landing).
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player’s center. Draw the ball straight back so that the ball is held between the long post and the player, at a height of the short post. Swing the ball down toward the base of the tall post. The ball should pass just to the left of the base of tall post. The ball should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down into the cup on the short post.

PIONEER - four points – Pioneer Mission/Destination Venus: - Long post (Earth) to Short post (simulated VENUS landing).
Swing # 4 - Position the base so that the shorter post is closer to the player. Stand where an imaginary line drawn from the player through the cup would intersect the long post. Wrap the ball around to the left and in front of the taller post. Draw the ball back so that the ball is finally held directly over the cup. Swing the ball slightly up and out to the right. Momentum should carry the ball once around the tall post, then down, then up, and back into the cup on the short post.

MESSENGER - five points – Messenger Mission/Destination Mercury: - Long post (Earth) to Short post (simulated MERCURY landing).
Swing # 5 - Position the base so that the long post is closest to the player. Stand facing and in line with the short post and cup. Wrap the ball around to the right of the tall post and back to the left. Next, draw the ball back to the right so that the ball is held between the post and the player at about the height of the short post. Swing the ball down and to the right. The ball should fall down between the two posts. The ball’s momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down into the cup on the short post.

VIKING - six points – Viking Mission/Destination Mars: - Long post (Earth) to Short post (simulated MARS landing).
Swing # 6 - Position the base so that the tall post is closest to the player. Stand so an imaginary line drawn diagonally across the base should point toward the player’s center. Wrap the cord to the left once around the tall post and draw the ball back between the player and the tall post. Swing the ball out to the right and down at about a 20 degree angle. The ball’s momentum should carry the ball over the short post and around the tall post two and one half times as gravity slowly brings the ball down so that it catches into the cup on the short post.

APPOLO	GALILEO	CASSINI	PIONEER	MESSENGER	VIKING
					
MOON	JUPITER	SATURN	VENUS	MERCURY	MARS

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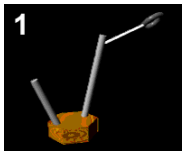
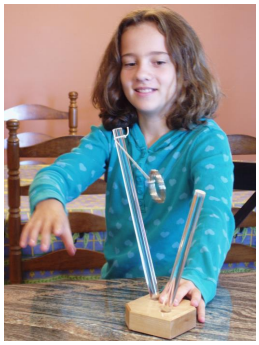




Swings for Peace

An Interactive Art In Motion Game

Every time an Orbiter swings a wish for peace takes wing!

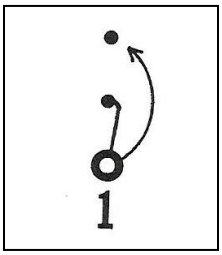
Take a Swing!

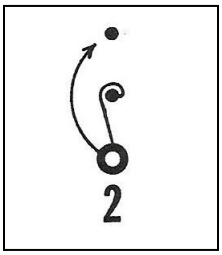
Congratulations!
You did it!

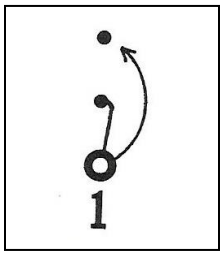
Orbiter™ SuperStar

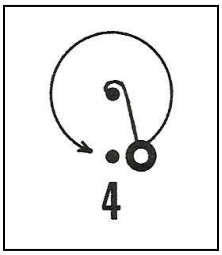
The theme for the Orbiter game - Players take control of an object that is orbiting the earth and direct it's flight path in order to simulate a moon landing or a landing on one of five planets in our solar system.

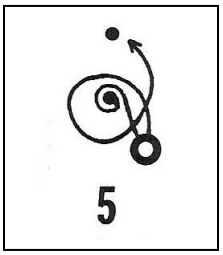
APPOLO	GALILEO	CASSINI	PIONEER	MESSENGER	VIKING

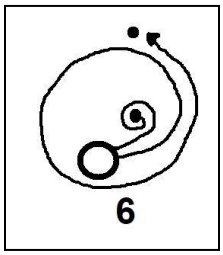












MOON	JUPITER	SATURN	VENUS	MERCURY	MARS

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Mission: APPOLLO
Destination: MOON

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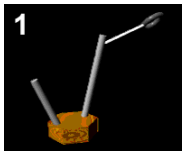
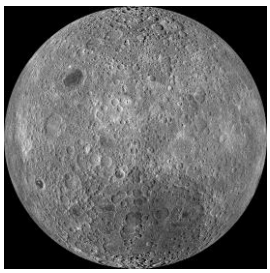
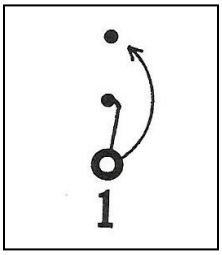
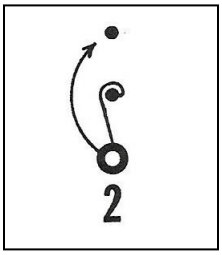


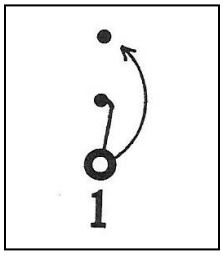
ORBITER™ Ball Toss
LAUNCHS & LANDINGS

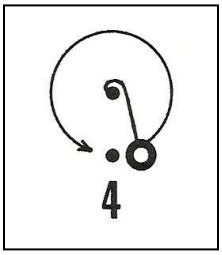


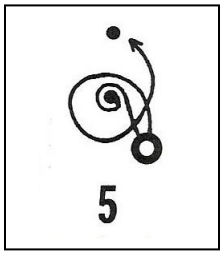
APPOLO	GALILEO	CASSINI	PIONEER	MESSENGER	VIKING

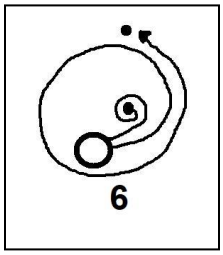












MOON	JUPITER	SATURN	VENUS	MERCURY	MARS

copplestonegames.com

Orbiter
Cups & Ringers

White Base Gray Posts –
6’ Tall -

It’s in the cup!

Best of Eleven / Most in a Row

Orbiter™ Ball Toss Game

Made by David Copplestone
copplestonegames.com

A Mindfulness Activity

Challenging Entertainment

Performance Art

A Fun Alternative to Screen-time

An Interactive Public Art Display

Physical Therapy

| Copplestone’s Orbiter is a posts and ball toss game, action skill game, and an art in motion sculpture.

| This decorative entertaining game is a pendulum device to showcase a players eye to hand coordination skills.

| The object is to set the ball in motion, from one taller uniquely angled post in order to sink the ball into the cup on the second shorter conversely angled post.

| Players are challenged to learn six orbiter swings, each one different with increasingly difficult swing paths. Once you understand how and why the ball moves through space you will be able to perform the swings with confidence.

| The Orbiter ring toss story began years ago at the Admirals Inn on the island of Antigua. The games creator David Copplestone was taking a sailing trip through the Caribbean in 1980. It was there that he joined a long line of people playing a Bimini ring toss game. The smiles on the faces and the wear on that hook showed this pastime’s popularity. As David played, he thought, “If there was a desktop version of this game, millions of people could enjoy it.” In 1990 the Orbiter was launched and has been evolving and entertaining ever since.

Swing it!
Wing it!
Fling it!
do whatever
it takes to
SINK IT!

| The Orbiter is similar to the executive gift Newton’s Cradle in that they are both pendulum devices, used to demonstrate the laws of motion, and to serve a decorative function for the home and office. Newton’s Cradle and the Orbiter are part of a group of toys known as “art in motion toys”.

Put it In.

Knock it off.

*The Orbiter 6’ model has an accessory post that when inserted into the cup changes the object of the game to: sink the ball into the cup for swings 1, 2, and 3 and knock the egg off the post for swings 4, 5, 6, and 7.

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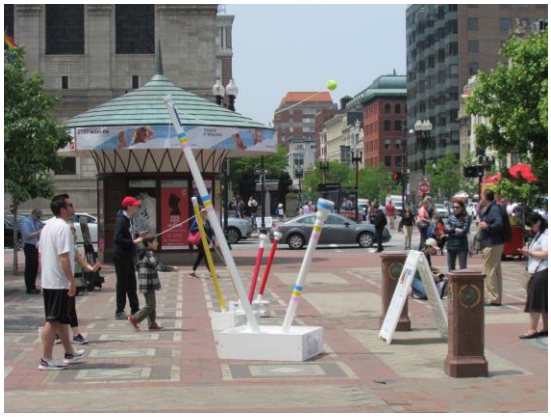
Orbiter Ball Toss

This decorative executive toy is a pendulum device to demonstrate the laws of motion. The object is to set the ball in motion, from one taller uniquely angled post in order to land the ball in the cup on the top of the second shorter conversely angled post. Players are challenged to learn six orbiter swings, each one different with increasingly difficult swing paths. See which player will sink the most shots. THINK OUTSIDE THE BOX. Put away the rules and instructions and discover what this science toy can do. Do it your way. Use your imagination - Experiment - Observe how objects move through space – Think Physics. Each time you change the base position or wrap the cord around the post you have to change the swing direction and speed to compensate for those changes. The variations are limitless and the solutions are as varied and as creative as you can envision.



ORBITER Ball Toss

Orbiter Interactive Art/Science Display

Functional Art for Common Spaces

1. Public Parks and Squares
2. Schools, Colleges and Universities
3. Local Parks and Recreation Facilities
4. Summer Camps
5. Office, Corporate
6. Event Facilities
7. Meetings & Conferences
8. Restaurants
9. Hotels
10. Sports Facilities

Congratulations! You did it!

The theme for the Orbiter game - Players take control of an object that is orbiting the earth and direct it's flight path in order to simulate a moon landing or a landing on one of five planets in our solar system.