

Orbiter

Cups & Ringers



White Base Gray Posts – 12” Tall –

Orbiter™ Ring Toss Game

Made by David Coplestone
Coplestonegames.com

A Mindfulness Activity

Challenging Entertainment

Performance Art

A Fun Alternative to Screen-time

An Interactive Public Art Display

Physical Therapy

| Coplestone's Orbiter is a posts and ring toss game, action skill game, and an art in motion sculpture.

| This decorative 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.

| The Orbiter ring toss story began years ago at the Admirals Inn on the island of Antigua. The games creator David Coplestone 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
RING IT!

Learning the Orbiter swings is a puzzle.

By visualizing the swing paths in your mind and using trial and error you will develop the connections that will enable you to perform the six swings consistently.

The object of the game is to get the most points in eleven tries or to get the most ringers in a row.

Persistent players can do all six swings in a row. Persistent motivated player's master the game and can do all six swings five or more times in a row.

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 a ringer on it!



Best of Eleven / Most in a Row



12" Orbiter - six swings - Video



The theme for the Orbiter ring 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/Destination Moon: - 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 bases of the two posts should point at the player's right center. Draw the ring back to the right side of the tall post so that the ring is held between the post and the player and at about one the height of the short post. Swing the ring down and out to the right. The momentum of the ring should carry the ring up and the string that the ring is tied to will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!

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. An imaginary line drawn through the tops of the two posts should point right just left of the player's left shoulder. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between the post and the player at about the height of the short post. Swing the ring down and to the left. The momentum of the ring will carry the ring back up and the restricting string will cause the ring to move back toward and if the calculations are correct onto the shorter post. Ringer!

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 right shoulder. Draw the ring straight back so that the ring is held between the long post and the player, at about the height of the short post. Swing the ring down toward the base of the tall post. The ring should pass just to the left of the base of tall post. The ring 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 onto the short post. Ringer!

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. An imaginary line drawn through the base of the two posts should point at the player's center. Wrap the ring around to the left and in front of the taller post. Draw the ring straight back so that the ring is finally held directly over the short post. Swing the ring out to the right and slightly up. Momentum should carry the ring once around the tall post, then down, then up, and back onto the short post. Ringer!

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. An imaginary line drawn through the base of the two posts should point at the player's left shoulder. Wrap the ring around to the left and then in front of the taller post. Next, draw the ring back to the right at a 45 degree angle so that the ring is held between the post and the player at about the height of the tall post. Swing the ring out to the right. The ring should fall down between the two posts. The ring'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 onto the short post. Ringer!

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. An imaginary line drawn through the base of the two posts should point toward the player's left shoulder. Draw the ring back and wrap it to the left once around the tall post so that the ring is held between the tall post and the player at about the height of the short post. Swing the ring out to the right and up at about a 20 degree angle. The ring's momentum should carry the ring around the tall post one and one half times as gravity slowly brings the ring down so that it catches onto the short post. Ringer!

APPOLO

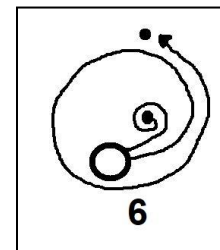
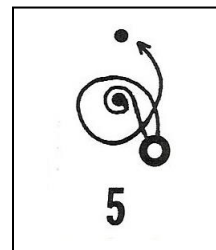
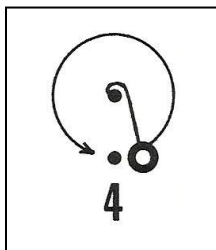
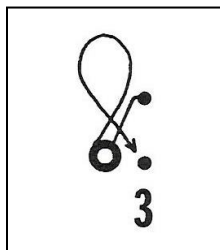
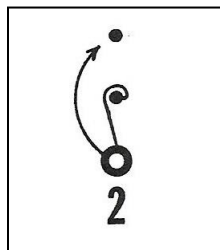
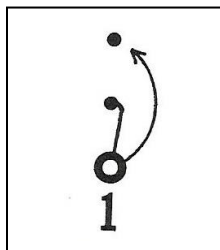
GALILEO

CASSINI

PIONEER

MESSENGER

VIKING



MOON

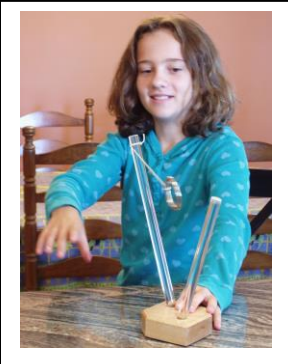
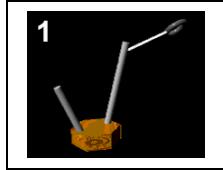
JUPITER

SATURN

VENUS

MERCURY

MARS



Orbiter Ring 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



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

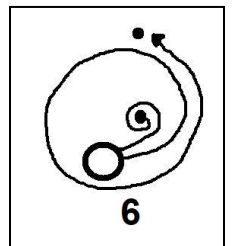
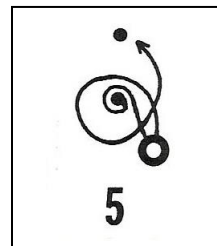
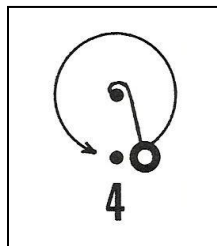
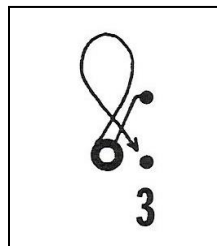
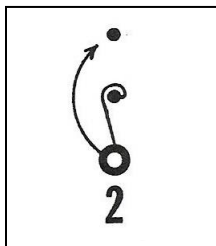
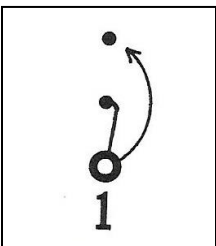
GALILEO

CASSINI

PIONEER

MESSENGER

VIKING



MOON

JUPITER

SATURN

VENUS

MERCURY

MARS

Orbiter™

Cape Cod's Classic Ring Toss Game

You have to be a magician to perform the many swings of the Orbiter!
It's Art In Motion



6' Orbiter



12" Orbiter

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



APPOLO

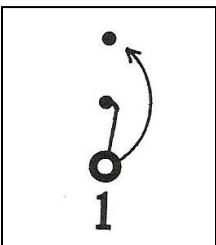
GALILEO

CASSINI

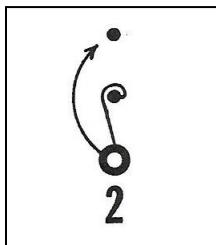
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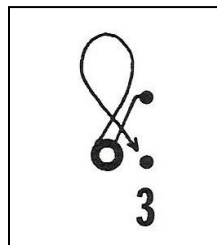
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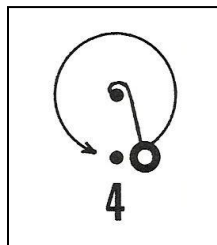
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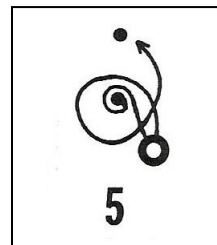
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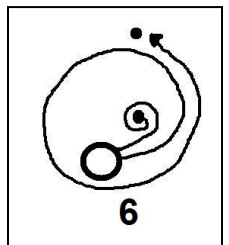
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4



5



6

MOON

JUPITER

SATURN

VENUS

MERCURY

MARS