

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 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 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 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.

**Wing it!
Fling it!
Swing 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.



Orbiter six swings. 72" Edition - Video



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. 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. An imaginary line drawn from the cup on the short post through the tall post and would intersect the player's center. Wrap the ball around to the left and then in front of the taller post. 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 out 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. 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

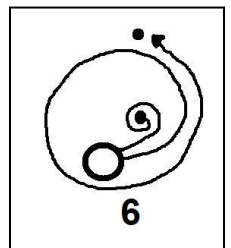
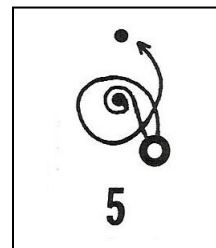
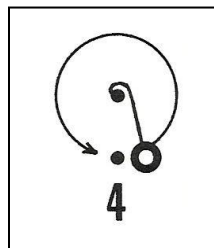
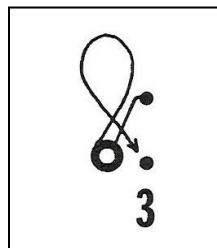
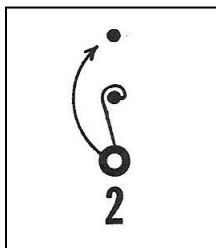
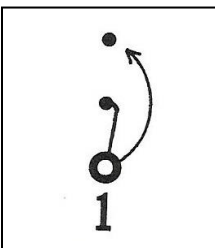
GALILEO

CASSINI

PIONEER

MESSENGER

VIKING



MOON

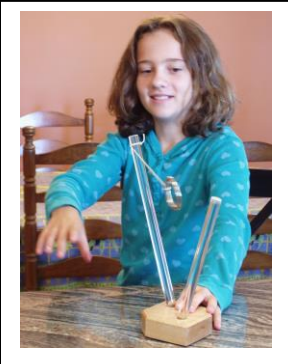
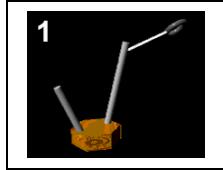
JUPITER

SATURN

VENUS

MERCURY

MARS



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



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.

APPOLO	GALILEO	CASSINI	PIONEER	MESSENGER	VIKING
1	2	3	4	5	6
MOON	JUPITER	SATURN	VENUS	MERCURY	MARS