Nov. 11, 1947.

Fig. I.

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GAME APPARATUS Filed Oct. 24, 1945

F-29.4.

2,430,681



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Fig. 2.



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Fig.5. 15

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By Olamace al Brien. and Harvey B. Jacobson.

Attorneys

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UNITED STATES PATENT OFFICE

2,430,681 GAME APPARATUS

2,430,681

Tekla Alvina Johnson, Decatur, Ill.

Application October 24, 1945, Serial No. 624,116

1 Claim. (Cl. 273 - 95)

This invention relates to a game apparatus, and more particularly to a game apparatus for a specialized game.

A primary object of the invention is the provision of an improved game block characterized by 5 novel construction.

An additional object of the invention is the provision of such a block provided with means whereby the stability of the same may be insured, and the relative weight thereof may be varied as 10 desired.

Still another object of the invention is the provision of a game apparatus which is sturdy and durable in construction, and relatively simple and inexpensive to manufacture and utilize. 15

Other objects will in part be obvious and in part be pointed out as the description of the invention proceeds and shown in the accompanying drawing wherein there is disclosed a preferred embodiment of this inventive concept.

5. The block 14 is also provided with rounded corners and edges 16, in order to preclude the possibility of injury when the block is flying through the air in the event that it should strike a person or the like.

Figure 6 discloses the relationship of the parts during one phase of the play of the game.

In utilizing the elements heretofore described various rules of regulation may be applied, however one form of game with which the instant apparatus is particularly adaptable is played as follows. A playing field is marked off and each player in turn begins at one end or goal line of the playing field, tossing his block toward the boundary line opposite the goal line. This block represented by the block 14 is adapted to be placed on the base block 10, the player whose block falls farthest from the boundary line placing his block upon the base. The other player now moves to 20 the goal line and proceeds in the same manner, this time attempting to knock the said block 14 off the base 10. The blocks having been tossed in such an attempt the players proceed immediately to their respective blocks, but do not touch the block unless they intend to return to the goal 25line. The base player's block must be on the base before he may tag a runner, the runner being one who picks up his block and proceeds towards the goal line. The base player tags the 30 runner before he reaches the goal line and he may retrieve his block and also run for the goal line, because it then becomes the duty of the tagged player to attempt to top the base supported block. If the block is topped all the other 35 players are permitted free goals and proceed in an effort to knock off the two blocks on the base. If only one block is knocked off the corresponding player gets a free goal, or if both blocks are knocked off the one to pick up his block and reach the goal first is free.

In the drawing:

Figure 1 is a top plan view of one of the elements of the instant game apparatus.

Figure 2 is a side elevational view of the device shown in Figure 1.

Figure 3 is a sectional view taken substantially along the line **3—3** of Figure 1.

Figure 4 is a perspective view of an additional element of the game apparatus.

Figure 5 is a reduced sectional view taken substantially along the line 5—5 of Figure 6.

Figure 6 is a side elevational view of the two elements in combined relation.

Similar reference characters refer to similar parts throughout the several views of the drawing.

Having reference now to the drawing, there is generally indicated in Figure 1 at 10 one form of block utilized in playing the game. As best shown in Figures 1 and 2, the block 10 is in the 40 form of a truncated pyramid, the corners and edges of which are rounded as indicated at 11. As best shown in Figure 3, the block 10 is hollow and provided with an interior space 12, access to which may be had by an aperture 13 centrally 45 positioned in the truncated top thereof. The block 10 may obviously be filled with sand or similar substance or with water or the like, in order to give a desired weight and stability thereof assures stability on any base on which it may be placed. The additional element of the game comprises a substantially cubical block generally indicated at 14, which is also provided with a hollow interior 15 as best shown in Figure 55

When a player tosses his block and touches one or more of those already on the playing field, he and the player whose blocks have been touched are free to return to the goal line. Any player tossing his block out of the playing field or knocking the set-up player's block out of the playing field, or stepping over the goal line while tossing is himself down. When all players have proceeded to toss their blocks and no one thereto, while the truncated pyramidal form 50 can get back to the goal the player whose block is on the base will call time by giving any player a chance to go in, by placing his block on his head, shoulder or on the toe of his shoe when walking to the goal without dropping it. If play is not completed then time is up and that player

is down. All players now pick up their blocks and run for the goal.

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While in the foregoing one form of game embodying this inventive concept is described it is to be readily understood that many other forms 5 of games may be played with the apparatus described.

From the foregoing it will now be seen that there is herein provided a device accomplishing all the objects of this invention and others of 10 great amusement value.

Various changes in size and shape and materials may be resorted to without departing from the scope of the invention as defined by the appended claim.

a granular material, and a cube each side of which is substantially equal in area to the truncated top of said block and engageable with said top, said cube having rounded edges.

TEKLA ALVINA JOHNSON.

REFERENCES CITED

The following references are of record in the file of this patent:

UNITED STATES PATENTS

Number 970,901

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2,430,681

Name

Date

I claim:

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A game apparatus comprising a hollow block in the form of a truncated pyramid, the edges of said block being rounded, a passage in the truncated top of said block through which is passed 20

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