June 3, 1941. L. S. ENNIS 2,244,553

GAME

Filed Feb. 6, 1940

Fig. 1.



Fig. 2.

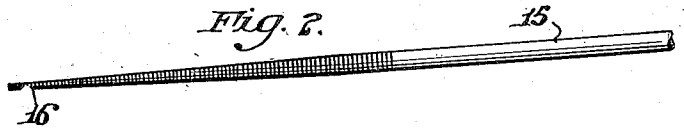


Fig. 3.

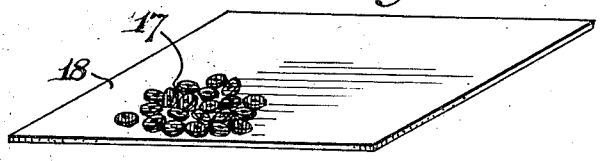


Fig. 4.

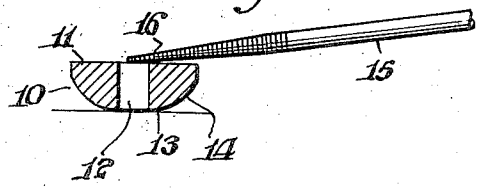


Fig. 5.

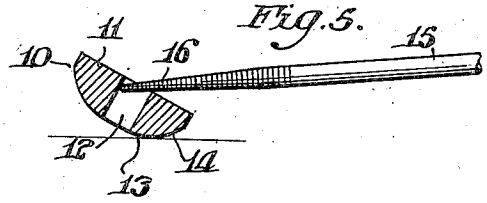


Fig. 6.

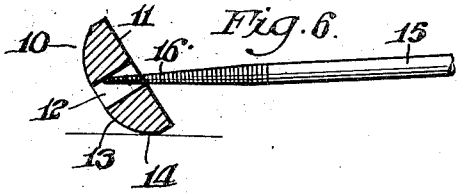


Fig. 7.

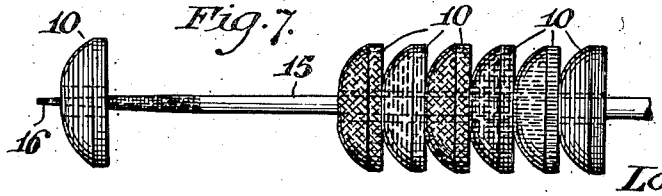


Fig. 10.



Fig. 8.

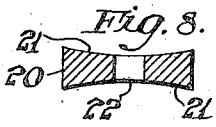


Fig. 9.

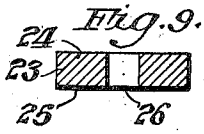


Fig. 11.

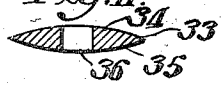


Fig. 15. Fig. 16.

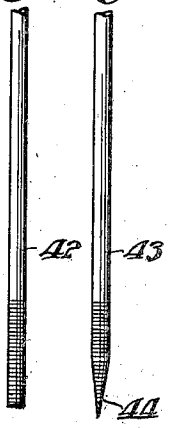


Fig. 12.

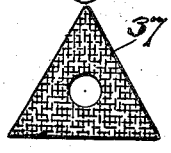


Fig. 13.

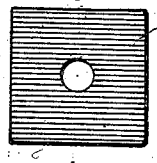
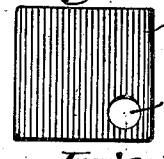


Fig. 14.



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UNITED STATES PATENT OFFICE

2,244,553

GAME

Louise Seltzer Ennis, Upper Darby, Pa.

Application February 6, 1940, Serial No. 317,465

4 Claims. (Cl. 273—1)

This invention relates to games.

It is among the objects of the invention; to provide a game of simplicity and economy; to provide improved game pieces; to provide a game of unusually engrossing interest and of wide variety of plays; to provide a game which can be played simultaneously by a large number of players; and many other objects and advantages of the game will become more apparent as the description proceeds.

In the accompanying drawing forming part of this description:

Fig. 1 represents a perspective of a primary basic game piece or counter according to the preferred form of this invention.

Fig. 2 represents a perspective of the complemental secondary basic piece of the game of this invention comprising a spear, piercer, or manipulatable arbor.

Fig. 3 represents a perspective of a multiplicity of the basic pieces of Fig. 1 in random arrangements in a heap or pile before the game has begun.

Fig. 4 represents a vertical section of the basic piece of Fig. 1 with the secondary basic game piece in preliminary contact therewith.

Fig. 5 represents the same pieces as shown in Fig. 4 in a relatively rocked relation to the attainment of which the primary piece is susceptible.

Fig. 6 represents the same pieces as Figs. 4 and 5 in an advanced state of rock in which the spear or piercer has substantially entered the primary basic piece just prior to its axially slidable positioning on the spear.

Fig. 7 represents a side elevation of a spear or secondary game piece upon which a series of selected primary pieces have been run as in the manner of playing the game.

Figs. 8, 9, 10 and 11 represent vertical sections through modified forms of primary game pieces.

Figs. 12, 13 and 14 represent plans of modified forms of primary pieces differentiated by contour and hole disposition respectively.

Figs. 15 and 16 represent side elevations of modified forms of secondary game pieces.

The game of this invention can be played by several players, either taking turns or playing simultaneously, and fundamentally comprises the art of selecting a desired apertured game piece from a miscellaneous collection of other pieces, and which is pierced by a preferably stiff secondary member and manipulated so as to run or slide up on the stick without contacting with the fingers. The problem may be to select the greatest numbers in a given time, to select an arbitrary arrangement of colors of devices among a plurality of colors available or counters of a single predetermined color may be mounted on a stick bearing the same color, or its complement or the like, to use the left hand alone for impaling purposes or to have two sticks for use in alternation or the like. Obviously many variations of the game may be resorted to for the purpose of heightening the amusement factor.

While it will be understood that the disc-like elements may be of various contours, sizes, and the like, the preferably used element as shown in Figs. 1, 3, 4, 5 and 6 is a "button" 10 having preferably an upper planar face 11, having a central or concentric preferably perpendicular aperture 12 extending through to the lower surface 13, and the latter being connected to planar face 11 by the curved surface 14.

The secondary game piece or piercer is a more or less pointed or tapering stick 15 the preferably pointed tip 16 of which is arranged to enter the apertures 12 so as to enable the button to be guided upon the stick 15.

As shown in Figs. 4, 5, and 6 the rounded lower surface enables the button to rock or to be rocked so that the questing end of the stick may first engage the aperture 12 sufficiently as to enable a lateral pull on the upper surface to rock the button laterally until the stick and aperture become sufficiently aligned as to enable the stick to be inserted and pushed through the aperture to thread the button on the stick. As shown in Fig. 7 a plurality of buttons can be mounted on the stick simultaneously, as part of the progress of the game. Obviously after the stick is properly filled it may be gauged as to success in many ways, as by transportation of the counters to another part of the room or another table, or it can be used to start a secondary game, or as may be desired.

A fundamental principle of the game according to the preferred embodiment is that the respective buttons or counters will be variously colored, so that some are red, some are blue, some are green, etc. As a special extra counter one or more high bonus counters may be provided, as for instance colored black. Then the several sticks will be appropriately and harmoniously colored in whole or in part, as for instance in the handle end or the tip end 16, so that the possessor of a given colored stick, passed to him at random, will have the task of selecting only those colors that match his own color, from a number of the buttons. As shown in Fig. 3 the buttons are in-

discriminately mixed and formed into a pile 17 on the top of a table 18, or the like.

Thus at the given signal the players would start jabbing into the pile either at random or by aiming at the individual apertures in the individual selected appropriately colored primary pieces, and the game is on. Obviously if desired the initially mounted buttons may be held in place by the fingers of the player while he is spearing the next button, and so forth.

While it is preferred that the semi rounded buttons be used possessed of a circular profile or contour, it will be evident that many departures may be made from this shape without departing from the spirit and scope of this invention. Thus as shown in Fig. 8, the game element 20 may comprise a disc having upper and lower concave surfaces 21, having the aperture 22 between them.

As shown in Fig. 9 the button 23 may be completely planar on both upper and lower surfaces 24 and 25 and have a guide aperture 26 between them.

The button or counter 27 of Fig. 10 may have any desired profile and contour as to periphery and upper and lower surfaces, as by being convex on one surface 28, and concave on the other at 30, and the guide aperture 31 instead of being cylindrical as in the preferred form may be tapered or flared at one or both ends as at 32 to facilitate entry of the stick. This form of aperture may be used with any of the forms of counters used with the invention.

A further modified form of button is shown at 33 in Fig. 11 comprising the double convex, or upper and lower relatively convex surfaces 34 and 35 having a guide aperture 36.

As shown in Figs. 12, 13 and 14, in contrast to the preferred annular outline of the buttons or counters of the earlier figures, the buttons may assume various geometrical shapes such as the triangle shown by button 37 of Fig. 12 or the square buttons as shown at 38 and 40 in Figs. 13 and 14 respectively. Illustratively also, the guide aperture 41 of Fig. 14 is eccentric or off center, as it may also be in any of the other forms of counters.

The sticks may vary in outline as desired and as shown in fragmentary elevation in Figs. 15 and 16. While as shown in Fig. 2 the stick 15 is generally tapered, in Fig. 15 the stick 42 is shown of substantially cylindrical outline so as to form a relatively tight fit with the apertures of the button to increase the difficulties involved. As shown in Fig. 16 the stick 43 is of generally cylindrical outline having a rather sharply pointed end 44, to facilitate button empalement.

In playing the game, in place of the simultaneous play by all players, or by taking turns in rapid play, it will be understood that the players might take turns, slowly seeking to snare and remove buttons of selected colors without moving adjacent buttons, so as to increase the skill component necessary. It will also be understood that the free ends of the secondary pieces or sticks may be variously shaped, as by having shoulders to limit the axial movement of the buttons or they may be pointed at both ends or the like.

Many other modifications will occur to those skilled in the art and such are to be construed as within the scope of the invention unless otherwise limited in the appended claims.

I claim as my invention:

1. In table games, a plurality of variously colored axially apertured stationary counters disposed at random in a pile, a plurality of variously colored sticks, each stick being constructed and arranged to engage and enter axially into the apertures in selected counters of a plurality in series to cause the latter to be disposed on said stick in such series.

2. In table games a plurality of counters each comprising a body having a transversely curved surface and having an aperture intersecting said surface, and a stick constructed and arranged to engage the end of the aperture to rock the counter toward alignment of the stick and said aperture to facilitate axial positioning of the selected counter on said stick.

3. In table games, a plurality of variously colored axially apertured counters, each having an edge surface asymmetrical of the counter so as to conduce toward falling over on a face thereof so as to remain stationary in a pile, a plurality of variously colored sticks each constructed and arranged to engage and enter axially into the aperture of the appropriate selected colored counter to cause the latter to be disposed on said stick, each counter and stick arrangement requiring manipulation to move the counter to such angle relative to the stick as to permit the stick to pass both surfaces of the counter.

4. In table games, a plurality of variously colored axially apertured counters, each having a peripheral edge surface of transverse reduced width compared to the thickness of the remainder of the counter so as to render the counter relatively unstable when resting upon its edge so as to conduce towards falling on a face thereof so as to remain stationary in a pile, a plurality of variously colored sticks each constructed and arranged to engage and enter axially into the aperture of the appropriate selected colored counter to cause the latter to be disposed on said stick, each counter and stick arrangement requiring manipulation to move the counter to such angle relative to the stick and to the supporting surface as to permit the stick to pass both surfaces of the counter.

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