Dec. 31, 1940. J. G. SCHENK 2,226,912

GAME

Filed Dec. 5, 1939 2 Sheets-Sheet 1

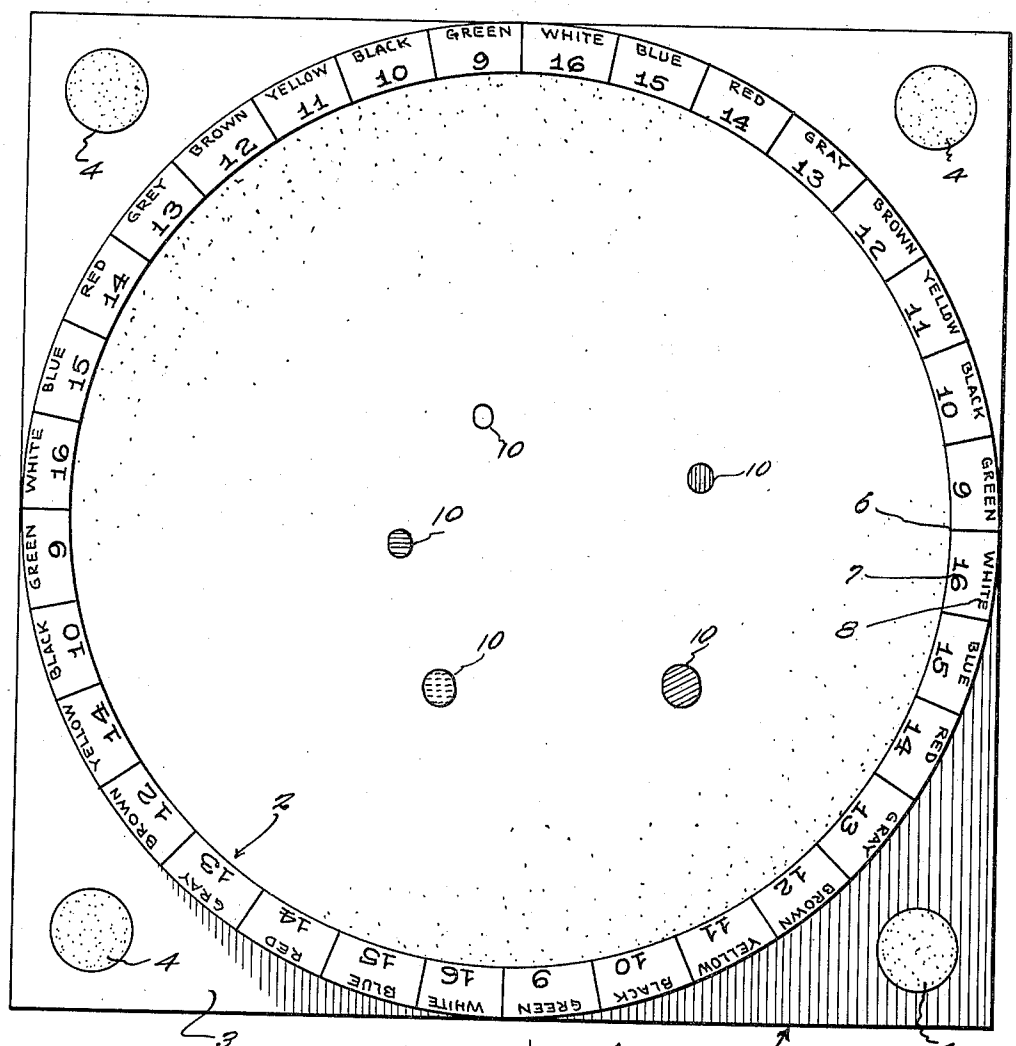


FIG. 1.

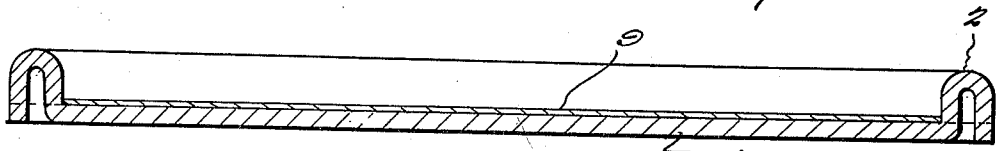


FIG. 2.

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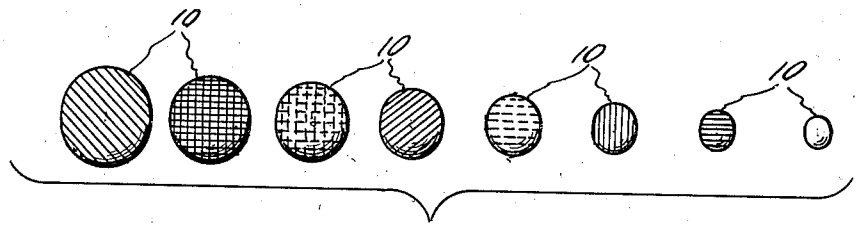


FIG. 3.

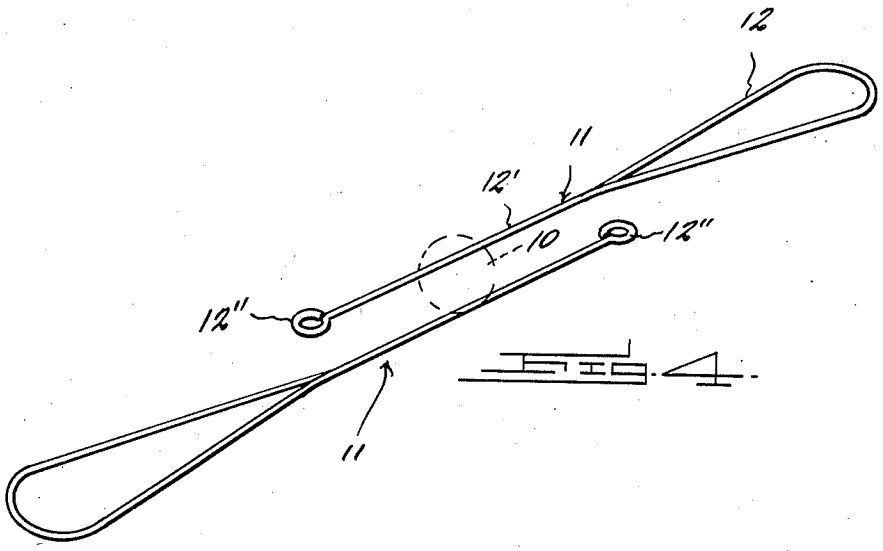


FIG. 4.

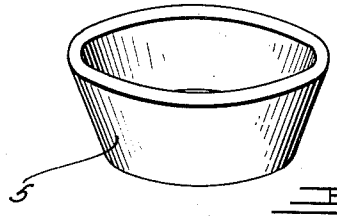


FIG. 5.

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UNITED STATES PATENT OFFICE

2,226,912

GAME

Joseph George Schenk, St. Louis, Mo.

Application December 5, 1939, Serial No. 307,695

1 Claim. (Cl. 273—1)

This invention relates to a game which includes a board having indicia thereon, a container, playing pieces adapted to be placed on the board and a pair of wire members adapted to be used for picking up the playing pieces and placing them in a container, the playing pieces being so formed and with the small shanks of the wire members making it difficult to handle the playing pieces by the handle members.

This invention also consists in certain other features of construction and in the combination and arrangement of the several parts to be hereinafter fully described, illustrated in the accompanying drawings and specifically pointed out in the appended claim.

In describing the invention in detail, reference will be had to the accompanying drawings wherein like characters denote like or corresponding parts throughout the several views, and in which:—

Figure 1 is a face view of the playing board.

Figure 2 is a sectional view through the central portion of the board.

Figure 3 is a view of the playing pieces.

Figure 4 is a view of the two handle members and showing how they are used for picking up a playing piece, the playing piece being shown in dotted lines.

Figure 5 is a view of the container.

In these drawings the numeral 1 indicates the playing board which has an annular rim 2 formed thereon by bending an annular part of the board upwardly into inverted U-shape, portions of the rim 2 extending to the edges of the board at the center of said edges so as to leave the flat corner pieces 3, each of which contains a small circle 4 on any one of which a cup-shaped container 5 may be placed. The rim 2 is divided into spaces by the lines 6 and each space contains a numeral 7 and a word 8 indicating a color and these spaces if desired can be colored to suit the words. A lining or covering member 9 of any suitable material is placed on the part of the playing part surrounded by the rim. Each playing piece 10 is roughly in the shape of a marble but is of the shape of an ellipsoid and is made of hard or unyielding material, as shown in Figure 3, and there are eight of these playing pieces and they gradually increase in size as shown in Figure 3. Each handle member 11 is formed with a looped handle forming part 12, a shank 12′ and an eye 12″ at the end of the shank. These shanks are used in picking up a playing piece as shown in Figure 4 with the hands of each player engaging the handle part and his arms must be unsupported by any part.

The game is played by picking up a playing piece and placing it in the container 5 which is placed in one of the circles 4. The playing pieces are each of a different color from the other playing pieces and these colors are the same as the spaces on the rim. For instance, the spaces on the rim are divided into sets, each set having eight spaces thereon which are colored or indicated by words as white, blue, red, green, brown, yellow and gray and the playing pieces are colored with these colors. The numerals 7 indicate the values of the different colors so that the player can keep score. For instance, if he can pick up the smallest playing piece which is white and carry it to the container 5 he secures a score of 16. As will be seen the value of the pieces decrease as they increase in size.

I prefer to call the game "Jitterbug" and the game may be played under the following rules.

The playing pieces or "Jitterbugs" as they are called are first placed in the container 5 and are then thrown upon the member 9 of the playing board. The first player then places the container on any one of the circles 4 and the corner parts 1 are differently colored to identify the corners. Then the player takes a member 11 in each hand and attempts to pick up a playing piece and conveys it from the board to the container. For every playing piece which he conveys from the board to the container he secures a score which is the value of the playing piece so conveyed. Preferably, the player must pick up the small white playing piece first and then he must pick up the others in rotation according to their values and their sizes. If the player drops a playing piece or does not follow the proper sequence in picking them up he loses his turn and if desired he may lose a score. However, after placing the smallest playing piece in the container on his first play he will be allowed to move the container to any circle 4 which he desires as this might play the container closer to the playing piece. If the player starts his play with any other playing piece than the small or "King Jitterbug" he only loses his turn if he fails to move the playing piece to the container.

It is thought from the foregoing description that the advantages and novel features of the invention will be readily apparent.

It is to be understood that changes may be made in the construction and in the combination and arrangement of the several parts pro-

vided that such changes fall within the scope of the appended claim.

Having described the invention, what is claimed as new is:

In a game of the class described, a plurality of marbles of substantially the shape of an ellipsoid and formed of hard or unyielding material and a pair of wire members for use in picking up the marbles one at a time, each wire member including a handle part and a straight shank terminating in an eye, the handle part of one member being held in one hand of the player and the handle part of the other member in the other hand of the player, the members being manipulated to pick up the marbles by the shanks of the members.

JOSEPH GEORGE SCHENK.