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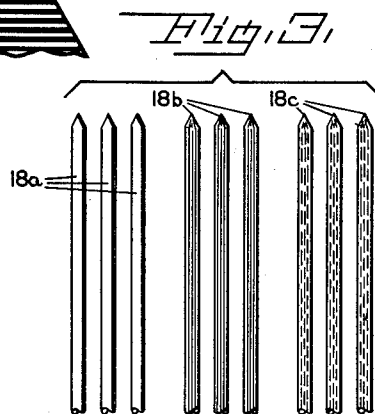
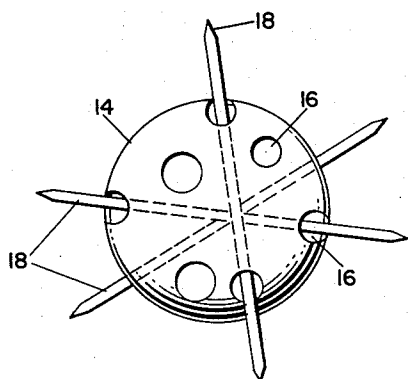
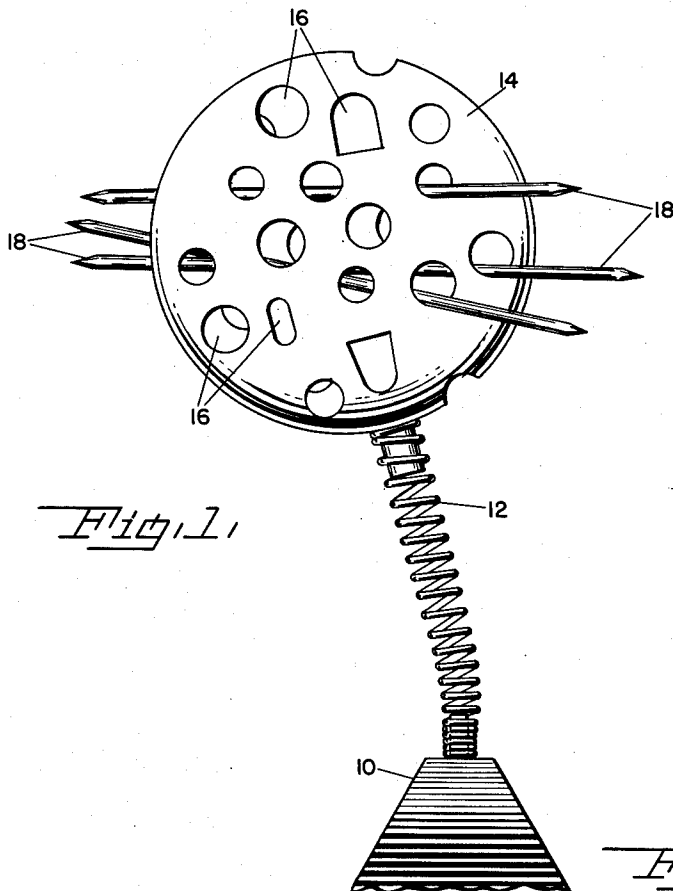
M. W. TAFT, JR

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GAME DEVICE OF THE JACKSTRAWS TYPE

Filed April 19, 1962

2 Sheets-Sheet 1



INVENTOR.
MILLENS W. TAFT, JR.

BY

Kennard Ross

ATTORNEY.

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M. W. TAFT, JR

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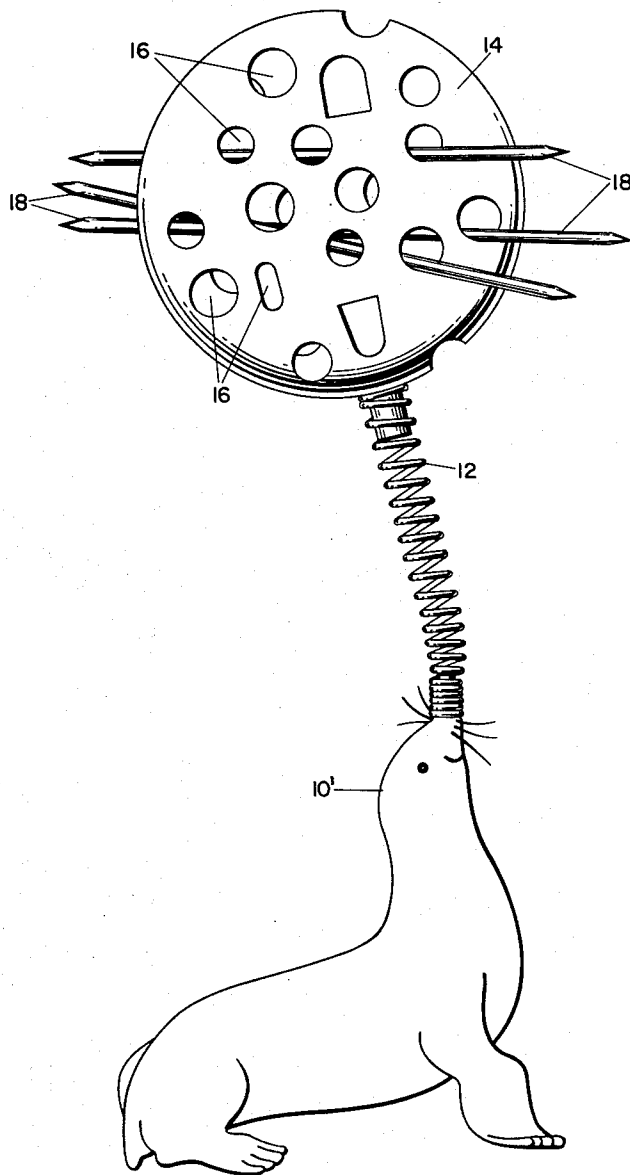


Fig. 4.

INVENTOR.
MILLENS W. TAFT, JR.

BY

Kenwood Ross

ATTORNEY.

1

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GAME DEVICE OF THE JACKSTRAWS TYPE

Millens W. Taft, Jr., East Longmeadow, Mass., assignor to Milton Bradley Company, Springfield, Mass., a corporation

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My invention relates to improvements in a game apparatus and is directed particularly to the provision of a pick up sticks or jackstraws game apparatus which provides entertainment for the users thereof.

It is an object to provide such a device with characteristics sufficient to make a game or toy therewith by which means an element of skill is required to be exerted in order to play successfully.

It is still another object of the invention to provide a game device which is simple in its operation so as to appeal to a maximum of players of a variety of ages and is economical in its manufacture so as to render it suitable for marketing at costs lower than usually prevailing for intricate game devices of the same general class.

This invention may also function as a toy and more particularly a toy of the educational type which can be used to test the intelligence and progress of advancement of the user, while retaining the user's interest over a substantial period of time.

A further object of this invention is to provide a device that can be used to test and aid in training the user's coordination in instances such as cerebral palsy therapy.

This invention relates to improved apparatus for playing a stick build-up game of a type which is ordinarily played with an apertured sphere and a multiplicity of sticks such as match sticks or the like.

The sticks are inserted into the apertures of the sphere in seriatim in a criss-cross manner to be suspended or held by said sphere in a stacked manner until the sphere and its stack tumbles, the object being to insert as many sticks into the sphere as possible without toppling the sphere or without dislodging any of the other sticks.

Important objects of the present invention are, to provide an apparatus designed to enable such a game to be played more conveniently; to impart to the game a new element of difficulty to give zest to it; to facilitate the playing of the game by several contestants, with clear distinction between the playing elements used by the different players; and to provide an extremely simple and inexpensive apparatus for playing such a game.

The foregoing and various other novel features and advantages and other objects of my invention will become more apparent as the description proceeds; the invention consists in certain novel features of construction and in the combination and arrangement of parts as will be hereinafter more particularly pointed out in the claims hereunto annexed and more fully described and referred to in connection with the accompanying drawings wherein:

FIG. 1 is a side elevational view of a preferred embodiment of the invention;

FIG. 2 is a top plan view of a sphere and playing sticks of the type shown in FIG. 1;

FIG. 3 is an exploded fragmentary plan view of multi-colored sets of the playing sticks of the invention; and

FIG. 4 is a side elevational view of an embodiment of the invention showing a base in the form of an animal.

One embodiment of the game apparatus includes a rack unit comprising a suitable base 10, a vertically extending spring 12 having a lower end secured to said base and standing upwardly therefrom and a hollow sphere 14 fixed to the upper end of said spring member 12.

The spring 12 may be, if desired, detachably secured to the said base 10 and sphere 14, and will preferably be

2

rotatable relative to said base, which may be in the form of an animal, such as a seal 10' or the like balancing the spring on its nose as shown in FIG. 4 wherein all other components, being the same, are numbered according to the numbering in FIGS. 1-2.

The sphere 14 is provided with a multiplicity of apertures 16 which extend through the outer peripheral wall thereof and which are so related as to each other as to be obliquely arranged as to each other. The apertures 16 may be of any desired configuration and need not be limited to the shapes shown in the drawing.

The toy of the embodiment is completed by the addition of a plurality of playing sticks 18 which are adapted to be passed into and through the apertures 16.

The obliquity of the apertures 16 will be observed to dispose the sticks 18, when inserted into the sphere, in various angular relationships as to each other.

The sphere 14 will be so related to the base 10 by virtue of the connecting spring 12 therebetween as to support a quite top-heavy stack of the playing sticks 18, the spring member imparting a desired instability in the support of the sphere, as will be pointed out hereinafter.

For playing the game there are provided a number of sets of the playing sticks 18, one set being provided for each player and all sets having the same number of sticks. These sticks are of a length in excess of the diameter of the sphere so as to extend outwardly of the periphery of the sphere when inserted into the apertures therein.

The sticks of each set are of a different color from those of other sets so that a player can readily identify his own sticks. In FIG. 3, wherein 18a indicates the color white, 18b indicates the color red, and 18c indicates the color violet, only a few of the sticks of each set are shown. Actually there may be any desired number of sticks in each set. Any desired or practicable number of sets may be employed.

The sticks 18, being intended for handling by the players, may each be provided with a geometrical formation such that some of the sticks may be arranged in the apertures with others piled thereon, but liable to roll from said apertures unless properly balanced. The sticks are preferably similar to each other. Each, for satisfactory results, in accordance with the underlying idea of the game, is preferentially, though not obligatorily cross-sectionally round, and tapers from a central point toward each end. A playing piece of this character is, therefore, much like a cross-sectionally round tooth-pick. An appropriate number of sticks will be provided so that two or more players may play.

In playing the game, the sphere is first placed upon the spring upstanding from the base in properly centered, upright position. A player will then endeavor to stack up, by inserting into the sphere, as many of the sticks of his set as possible. If a stick should drop from the sphere, or the stack becomes disarranged in any way, or the sphere topples over, the player will be disqualified and another player will carry on the build-up of the stack with the playing sticks of his particular set. Each player will take his turn until a player has played his entire set of sticks or until the sphere collapses or upsets. The player then having the lowest number of sticks remaining in his set will be the winner.

Owing to the form of the base and the form of the spring the sphere will be supported in an unstable manner. The sphere, may easily move sidewise in any direction relative to the base while the spring and sphere may rotate relative to the base. Such displacements may be caused by building up the stack off balance or by jostling the rack in playing. The teetering movement of the sphere adds to the difficulty of playing and gives zest to the game. Any displacement of the sphere off center with respect to the base reduces the stability of the sphere and

if the sphere becomes too much off balance the sphere will topple or at least move sufficiently from the vertical center line as to cause the sticks or some of them to become deranged from the sphere.

The objective of the person who is playing with or utilizing this toy is to pass the sticks through the apertures of the sphere. This manipulating of the members through the apertures is a fascinating pastime for children and is a test of skill for use in therapeutic treatment of persons who are suffering from certain illnesses, such as cerebral palsy.

Another modification of this embodiment is to substitute multi-colored sticks so that a child can make up games utilizing the different colors and these different colors can be used in therapy.

This embodiment or at least the sphere may also be formed from a transparent material such as a clear polystyrene so that the sticks can be seen when inside the enclosure.

It is evident that by substituting multi-colored sticks, various additional games can be developed with the toy. Once again this embodiment can be utilized as a children's toy or as a therapeutic device.

It will be appreciated that the sphere may be divided into variously colored sections and may be perfectly round, oval or elliptical in shape, as desired. When the surfaces are colored differently and the members to be inserted are similarly colored, games can be developed whereby similar colored members are inserted into correspondingly colored segments of the toy.

The construction of each of the embodiments of this toy lends itself to ordinary injection molding processes and can be simply and inexpensively manufactured and assembled. It is evident that in most embodiments the material that is best suited for this toy is a transparent material such as clear polystyrene but other materials may of course be used.

The invention may be embodied in other specific forms without departing from the essential characteristics thereof. Hence, the present embodiments are therefore to be considered in all respects merely as being illustrative and not as being restrictive, the scope of the invention being indicated by the appended claims rather than by the foregoing description, and all modifications and variations as fall within the meaning and purview and range of equivalency of the appended claims are therefore intended to be embraced therein.

Having described my invention, I claim:

1. Apparatus for playing a game in which playing elements are piled one upon another until the pile upsets, comprising an apertured sphere to provide support for the pile, and a spring member and base to support said

sphere, said spring member and said sphere being formed with reference to each other to provide an unstable teetering support for said playing elements and permit said sphere to upset when the pile is built up off balance.

2. Apparatus for playing a stick build-up game of the type set forth, including a tiltable stick supporting unit comprising a base and an upwardly extending spring member supported by the base and an apertured sphere carried by the upper end of said spring member for supporting a stack of playing sticks, said sphere and spring member and base being co-operable to provide unstable support for said sphere permitting the latter to teeter and upset when the stack of playing sticks is built up off balance.

3. In apparatus as set forth in claim 2 wherein said base is in the form of an animal balancing said spring member and said sphere.

4. Apparatus for playing a game in which playing elements are piled one upon another until the pile upsets comprising, an apertured transparent hollow sphere to provide support for the pile, and a spring member and base for providing unstable support for said sphere, said spring member and said sphere being formed with reference to each other to provide an unstable teetering support for said playing elements and permit said sphere to upset upon any unbalanced loading of the pile, said sphere having different colored surfaces, and a plurality of playing members having different colors similar to the surfaces of the sphere adapted to pass through the apertures of said sphere, said playing members having a length in excess of the diameter of said sphere.

5. Apparatus for playing a game in which playing elements are piled relative to each other until the pile upsets comprising, an apertured sphere to provide support for the pile, a spring member and base to support said sphere, elongated colored members adapted to pass through the apertures of said sphere, the apertures being so disposed with relation to each other to allow the simultaneous passage of said elongated members through said sphere, said elongated members having a length greater than the diameter of said sphere, said spring member and said sphere being formed with reference to each other to provide an unstable teetering support for said elongated elements and permit said sphere to upset when the pile is built up off balance.

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