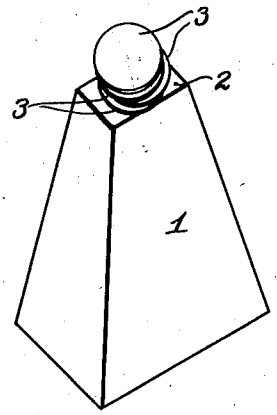
Aug. 14, 1934. L. PRISCIANTELLI 1,970,249

GAME

Filed June 13, 1933

Fig. 1



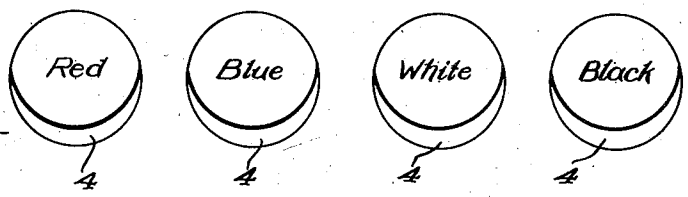
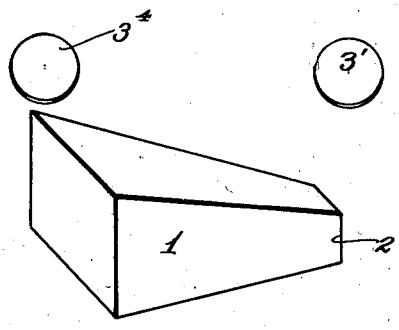
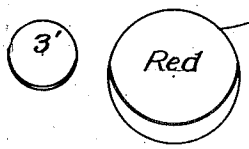
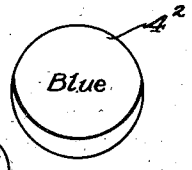


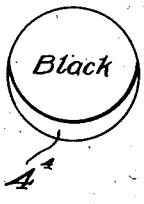
Fig. 2

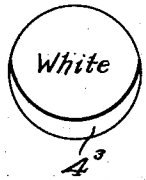














INVENTOR.

Lorenza Prisciantelli

BY Cornelius Zalewski

ATTORNEY.

Patented Aug. 14, 1934 1,970,249

UNITED STATES PATENT OFFICE

1,970,249

GAME

Lorenza Prisciantelli, New York, N. Y.

Application June 13, 1933, Serial No. 675,528

1 Claim. (Cl. 273—95)

This invention is a game adapted to be played competitively by two or more persons. The object of the invention is to provide a game to foster skill and amusement in competition, to teach distances and the control of muscles, more particularly among the young, although constituting an enjoyable pastime when played by adults.

Speaking generally, the game embodies a suitable standard unattached or loose with respect to the other pieces of the game and conveniently made in the form of a block adapted to be set on its base on the floor or other appropriate support and provided with a flat top which, when the block is resting in an upright position, is adapted to support a plurality of checks. In combination with the supporting block and checks, the game embodies a plurality of throwing pieces adapted to be tossed or thrown by the several players as hereinafter more clearly described. All parts of the game are separate and unattached with respect to one another and in the playing of the game cooperate with one another, in accordance with the skill of the players, to effect scoring in a manner hereinafter more fully explained. In the accompanying drawing, I have shown one practical embodiment of the invention but the showing therein made is to be understood as illustrative only and not as defining the limits of the invention.

Referring to the drawing, Figure 1 shows the various parts of the game in perspective, with the supporting blocks and checks set up in the relation of which they partake at the start of the game, the throwing pieces being also shown in perspective resting on the floor, for example, and ready to be picked up by the players at the start of the game. Figure 2 is a perspective view showing the relative position of the respective parts at the conclusion of a round or inning of play. Referring to said drawing, 1 designates a standard or supporting member which may be of any desired shape or material and may be plain or ornamented, as desired. It is preferably of greater height than its base dimension so as to constitute an upright standard provided with a supporting surface 2 on which are adapted to be placed a stack of checks 3. These checks may be of any suitable shape or material and preferably simulate coins. Any number of such checks may be provided but four are shown for the purpose of illustration.

The playing pieces are designated 4 in the drawing. Any number of them may be provided but four are shown. This number is adapted for use by either two or four players. In the event that two players are competing each will use two throwing pieces while if four are competing, each will have a single piece. If it is desired to arrange for competition among a greater number of players, the number of throwing pieces 4 may be increased accordingly.

The throwing pieces may be made of any shape, size, color or material but they are preferably made sufficiently large and heavy so that, when thrown against the supporting block 1 from a distance, the momentum of one of these pieces will be sufficient to knock over the top of the block 1 for the purpose of dislodging the checks 3 from the top thereof. For the purpose of illustration, the throwing pieces have been shown with the legends red, blue, white and black indicating the color thereof.

The game is played as follows: Each of the players is initially provided with any appropriate number of checks 3 and, if two persons are competing, each will take two of the throwing pieces 4. The supporting block is placed in an upright position on the floor, for example, as shown in Figure 1 and each of the players places one or more of the checks 3 in stacked relation on the upper supporting surface 2 of block 1 as shown. The players then stand off a predetermined distance and the one who has chosen to throw first throws one of the throwing pieces at the supporting block 1 the aim being to upset the block 1 and dislodge the checks 3 upon the floor, with the said throwing pieces as close to the checks as possible. The players throw the pieces 4 alternately until all have been thrown, each one attempting to place his particular throwing pieces in the closest proximity to the checks on the floor. The conclusion of the first round or inning may find the parts as shown in Figure 2. According to the rules of the game, each check belongs to the player whose throwing piece is closest thereto, while the check or checks closest to the block 1 belong to the block. For example, in Figure 2 the check indicated at 3′ is closest to the piece indicated at 4′ so that the player who has thrown this piece picks up the check 3′. The check 3^2 is closest to the piece 4^2 and the player who has thrown this piece picks up the check 3^2. Similarly, the player who threw the piece 4^3 picks up the check 3^3. The player who threw the piece 4^4 gains nothing by this throw as the check 3^4 belongs to the block 1. For the next inning, the block 1 is set upright, the piece 3^4 is placed on the block, each of the players again place equal numbers of checks on top of the check 3^4 and the

second inning is proceeded with in the same manner as the first.

Proper playing of the game requires skill in the judging of distances and strength of throw. It teaches muscular control and constitutes a healthy, pleasant exercise and diversion.

I have hereinbefore stated that any materials may be employed for the several parts of the game. For example, wood, rubber or the like may be conveniently employed for the supporting block and the throwing pieces while celluloid or metal will give good results in the making of the checks. The foregoing detailed description sets forth the invention in its preferred practical form but the invention is to be understood as fully commensurate with the appended claim.

Having thus fully described the invention, what I claim as new and desire to secure by Letters Patent is:

A game comprising a pyramidal supporting standard having a relatively broad base to support the same in loose and free upright position whereby the base affords a fairly stable support and free to be toppled by impact, a plurality of checks to loosely rest on the top of said supporting standard to be dislodged therefrom when said standard is toppled, and a plurality of disk-shaped throwing pieces each of sufficient weight to topple the supporting standard when thrown against the latter for the purpose of dislodging the checks therefrom.

LORENZA PRISCIANTELLI.