United States Patent [19]

Hamar

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[54] **GAME**

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[52] **U.S. Cl.** ..... **273/135 F**, 46/22, 46/26, 273/1 R

[51] **Int. Cl.** **A63f 3/00**, A63h 33/04

[58] **Field of Search** ..... 273/1 R, 130 R, 135 R, 273/135 F, 136 C, 136 E; 46/16, 17, 22, 26, 25

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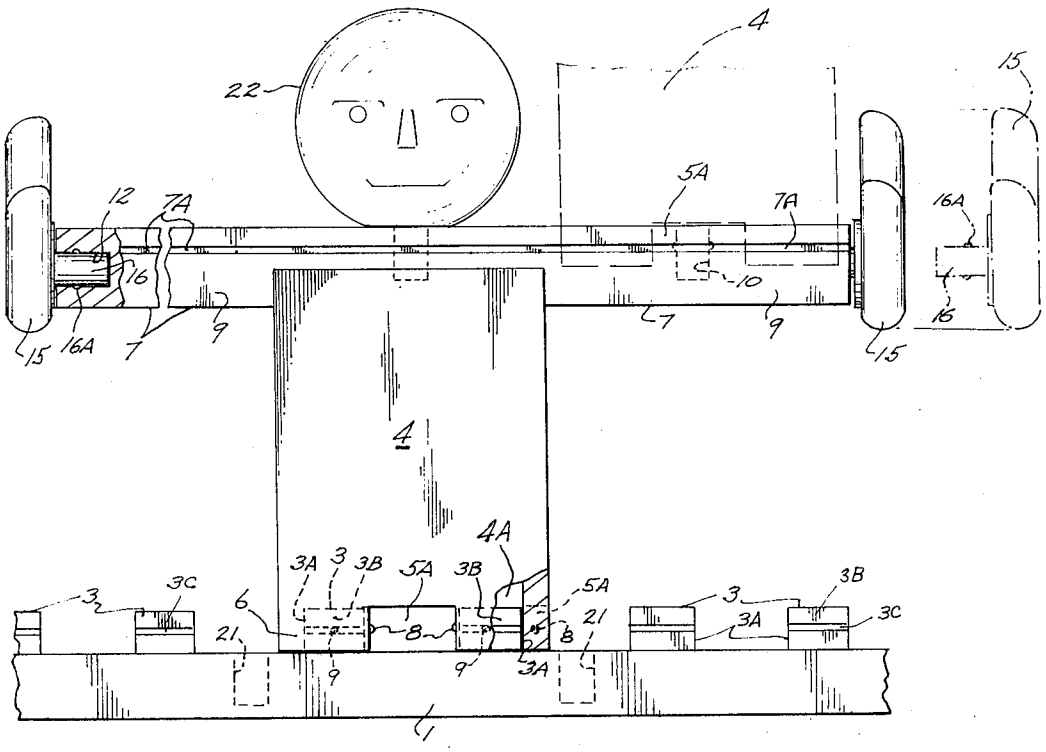
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Assistant Examiner—Joseph R. Taylor
Attorney, Agent, or Firm—James D. Givnan, Jr.

[57] **ABSTRACT**

A game including a board having groups of projections arranged in rows with each group adapted for supporting engagement with a body playing piece. Additional game components include detachable head and hand pieces removably mountable on both the game board and the body pieces. Arms of each body piece are adapted for supporting engagement with the bottom portion of a second superimposed body piece to permit stacking of the body pieces during the course of play.

3 Claims, 4 Drawing Figures



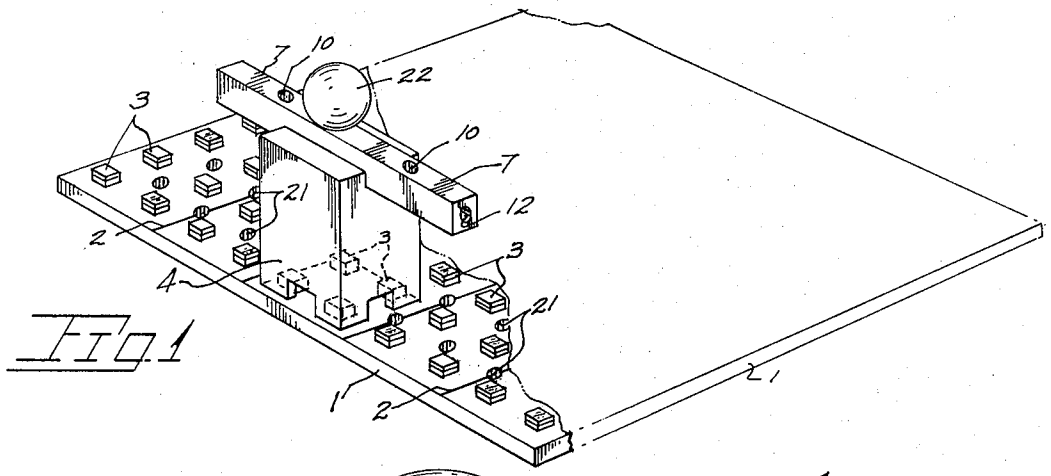


FIG. 1

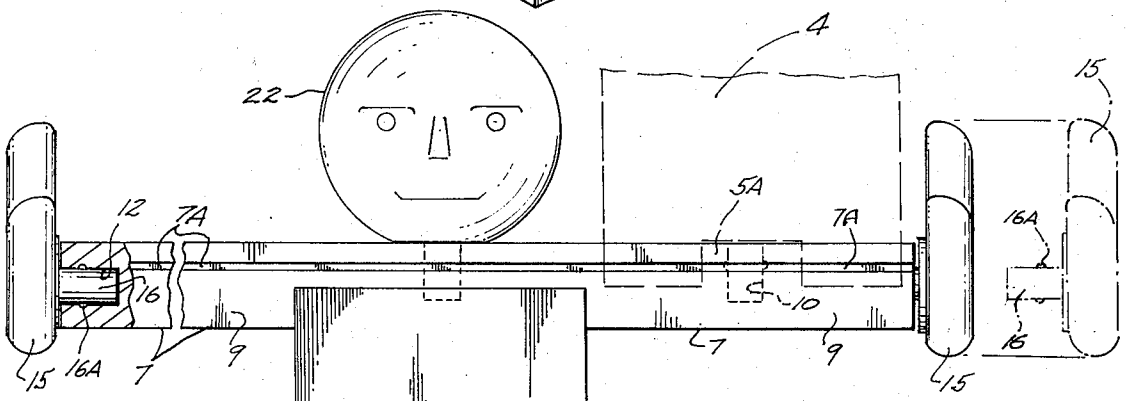
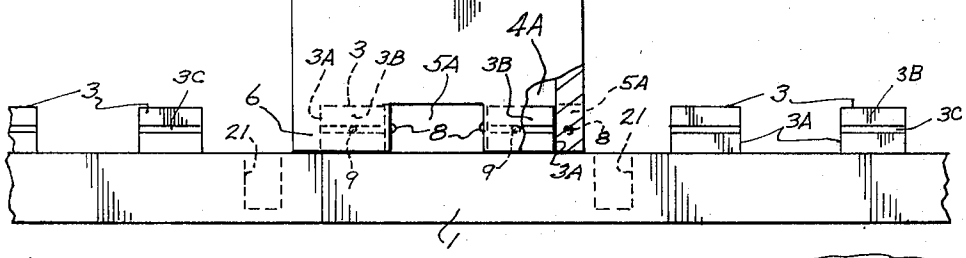


FIG. 2



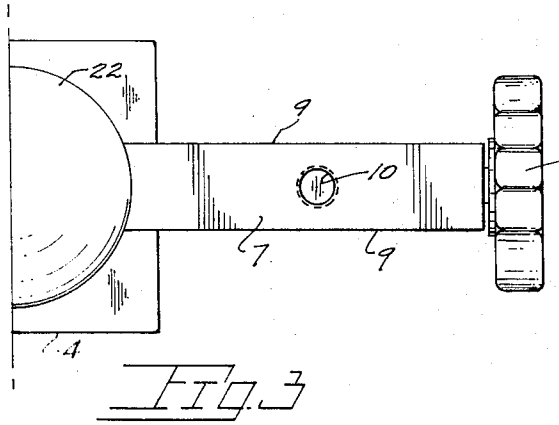


FIG. 3

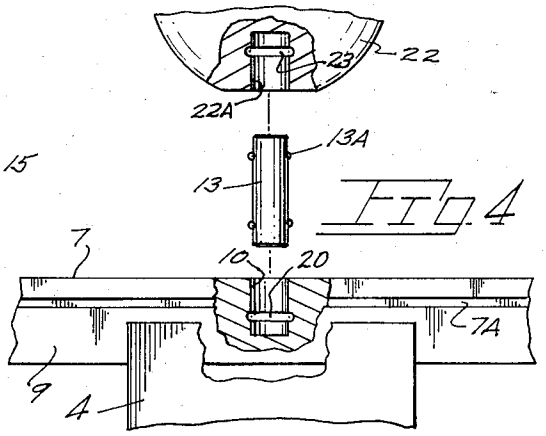


FIG. 4

GAME

BACKGROUND AND SUMMARY OF THE INVENTION

The present invention relates to games of the type played on a game board by two or more contestants.

Included within the present game are playing pieces corresponding to portions of the human body such as the hands and head. A body without the above portions is additionally included as a playing piece. The head and hand pieces are adapted for attachment to the game board or, alternatively, to the arms of a body piece. The pieces are provided with interengageable means assuring secure engagement with one another permitting assembly of the body pieces in a stacked, elevated relationship on the game board.

Objectives of the game include the provision of a highly entertaining game for children and adults wherein a wide variety of plays are available to each player thus awarding a player who devises and follows a chosen game plan; the provision of a game wherein the playing pieces are adapted for secure yet detachable engagement with one another to permit stacked assembly of the pieces in odd and amusing configurations during the course of play; the provision of a game wherein the game board is apertured to receive playing pieces as well as provided with projections onto which other playing pieces may be detachably mounted; the provision of a game wherein playing pieces are played in a three dimensional manner wherein points may be scored for both vertical and horizontal placement of playing pieces.

These and other objects will become subsequently apparent from an understanding of the game components as follows.

BRIEF DESCRIPTION OF THE DRAWINGS

In the accompanying drawings:

FIG. 1 is a perspective view of a game board partially in phantom lines with a portion of the playing pieces thereon,

FIG. 2 is a front elevational view of a playing piece representing the human body in place on the game board with hand playing pieces attached,

FIG. 3 is a plan view of the right hand side of the body piece shown in FIG. 2 broken away along a vertical centerline, and

FIG. 4 is a fragmentary exploded view of a body and head piece with an arm portion broken away to disclose a peg socket.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

With continuing reference to the accompanying drawings wherein applied reference numerals indicate parts similarly identified in the following specification, the reference numeral **1** indicates a game board made in accordance with the present invention, the game board being of square configuration and divided into rows by lines **2**. Each row on the board has multiple groups of four projections each, the projections being indicated at **3**.

A playing piece at **4** represents the human body and is adapted for placement on the board in inserted engagement with one group of four projections as shown in FIGS. **1** and **2**. The body piece **4** is of hollow construction at its lower end defining a recessed open area

4A. Cut-outs at **5A** are formed in the lower extremity of each wall **5** of the piece. The cut-outs define corners **6** of the body piece, the interior right angle surfaces of which slidably engage corresponding pairs of wall surfaces **3A-3B** of projections **3**. The sliding fit between the body piece and the wall surfaces of the projections, along with nodules at **9** on the body interior engaging projection perimetrical grooves **3C**, assures the body being retained upright in spite of uneven loading of the body piece during the course of the game.

In playing of the game the body piece **4** may be set in place in engagement with any group of four projections assuming adequate clearance exists from previously played game pieces on the board. The upright edges of the body walls defining cut-outs **5A** are provided with nodules **8** for purposes later elaborated upon.

With continuing attention to the body piece **4** the torso or main portion of same has arms **7** affixed thereto which are of square section grooved at **7A** to receive the nodules **8** above described. The arms are of a size and configuration to permit placement of a body piece **4** thereon as shown in phantom lines in FIG. **2**. Accordingly, the nodules **8** associated with the unseen cut-out areas **5A** of the superimposed body piece will engage groove **7A** at points spaced therealong. Additionally stability is realized by the close sliding fit between the cut-out defining edges of the body and the sidewalls **9** of the arm. While all of said cut-out edges are provided with nodules **8** only four of same will be engaged at any one time with the oppositely disposed grooves **7A** on an arm. As a body piece **4** may be mounted on the projections **3** in any of four ninety degree related positions, a second body is placeable on an arm **7** in any one of four ninety degree related positions with the arm passing through two aligned cut-outs **5A**.

Arm **7** of each body piece **4** is, in addition to grooves **7A**, defines downwardly extending bores as at **10** while the arm ends at **11** define inwardly extending bores **12**. All of the bores are of equal dimension to permit reception of one end of a peg **13** (FIG. **4**) leaving approximately one-half of the peg exposed.

Hand pieces at **15** simulate a human hand with fingers extended and include an integral peg member **16**, approximately equal in length to one-half the length of pegs **13**, to permit hand pieces to be attached to the arm **7**. While shown placed at the arm ends, the hand pieces **15** may otherwise be engaged with the bores **10** in the course of the game.

Both pegs **13** and peg members **16** of the hands are provided with retention means shown as projections respectively at **13A** and **16A** which seat within annular grooves in the arm of the type indicated at **20** in FIG. **4**.

Of similar depth and configuration to the bores formed in the arm, are bores **21** provied in the game board located diagonally equidistant between projections **3**. The game board accordingly may directly receive the pegs **13** and hand pegs **16** in the course of play.

Indicated at **22** is a typical head piece which has identifying facial characteristics distinct from other head pieces. The head pieces may, of course, be other than the spherical shape shown with each bearing a distinctive facial appearance. With attention to FIG. **4** each head piece is recessed at **22A** to enable arm (or body) attachment by means of a peg **13**. The recess **22A** of

the head is annularly grooved at **23** to receive pin protruberances **13A** for secure yet detachable connection of the head piece to the arm. While the arm extends transversely of the body resulting in the head being in place on the arm, the body may be constructed so as to enable the head to rest directly on the torso portion of the body.

A full description of the game rules is not believed important for present purposes and accordingly, it will suffice to say the game is played in conjunction with cards, dealt to each player, and having thereon an illustration of one head piece **22.** Additionally at the game start each player receives a quantity of body pieces, hand pieces and pegs **13.** Moves are made in order among the players with a play or move consisting of the placement on the board of a body piece **4,** a hand piece in any socket along the arm, the attachment of two hand pieces at the arm ends, the placement of a head piece on the board directly or on a body piece **4.**

The game objective is the placement of heads and hands at the highest possible scoring level on the board. The higher the bodies are built up the more points can be obtained by a player. The game is over when all heads have been expended and the player whose turn it is no longer wishes to make a move or is not able to do so. At game end, any hands or pegs left over are each point deductions for the holder.

While I have shown but one embodiment of the invention it will be apparent to those skilled in the art that the invention may be embodied still otherwise without departing from the spirit and scope of the invention.

Having thus described the invention what is desired to be secured under a Letters Patent is:

1. A game comprising in combination,

a game board having groups of projections uniformly spaced from one another on the upper surface of the board,

body playing pieces having horizontally projecting arms,

discrete hand playing pieces for placement on said arms,

discrete head playing pieces for placement on said body playing pieces,

each of said body playing pieces defining a recessed area adjacent its lower end permitting inserted engagement with some of said projections retaining the body playing piece upwright against lateral loads, and

each of said body playing pieces additionally defining cut-out areas for engagement with the arms of a subjacent board mounted body playing piece during the course of play, means interengageable between said body playing pieces and the arms of said second body playing piece to prevent subsequent tipping of the bodies.

2. The game as claimed in claim **1** additionally including pegs removably mounting said head and hands to the body.

3. The game as claimed in claim **2** wherein said pegs include projections for seated engagement with openings in said body.

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