Jan. 23, 1940. J. M. HARRISON 2,188,043

GAME DEVICE

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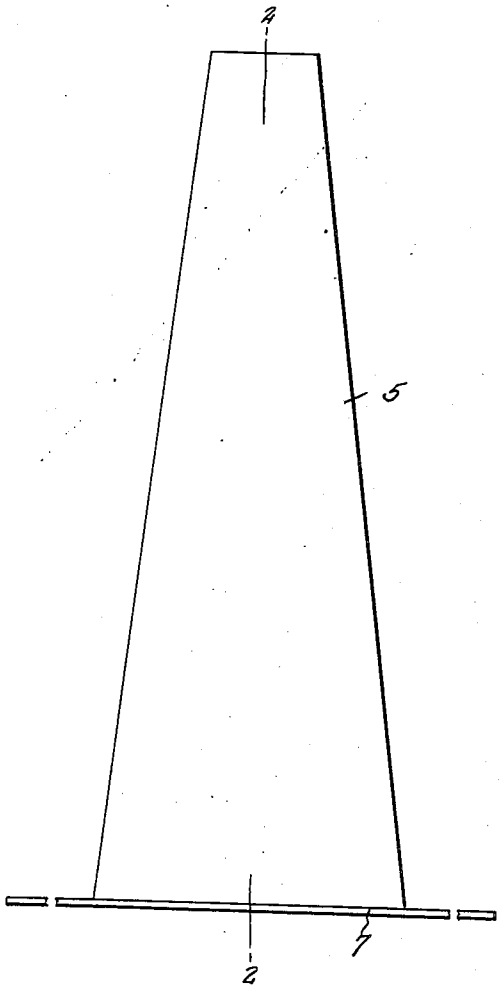


Fig. 1.

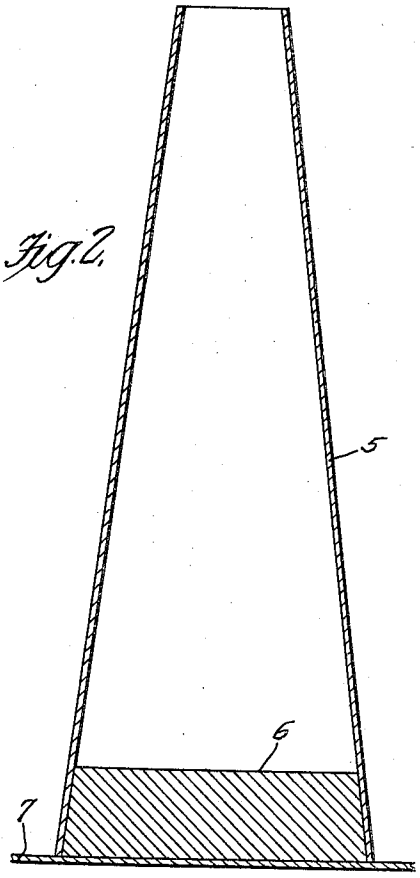


Fig. 2.

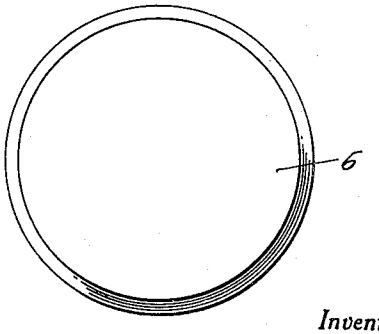


Fig. 6.

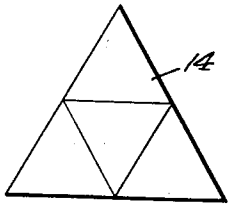


Fig. 5.

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Fig. 3.

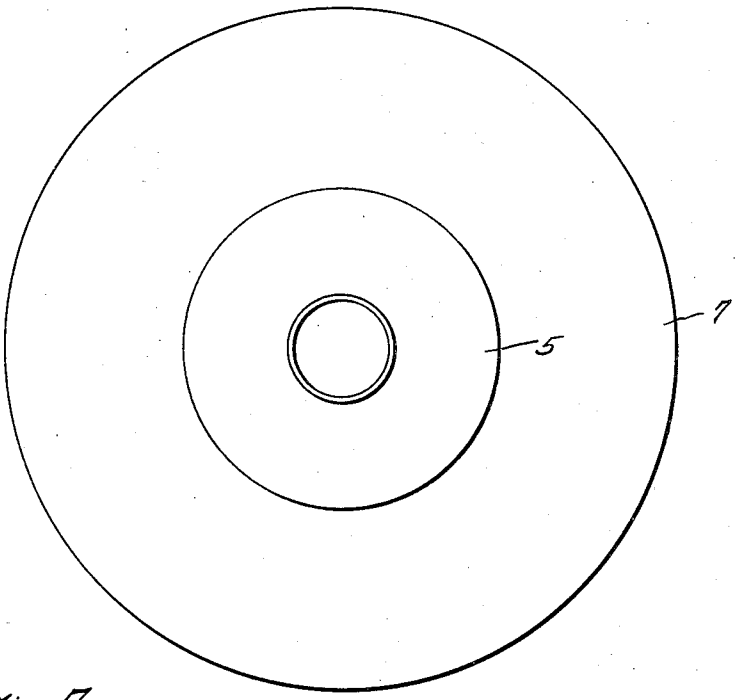


Fig. 7.

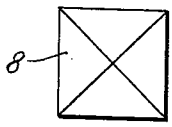


Fig. 9.

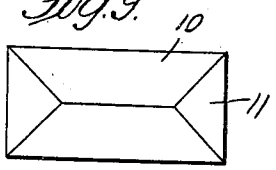


Fig. 11.

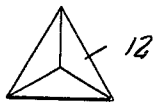


Fig. 8.

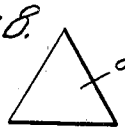


Fig. 10.

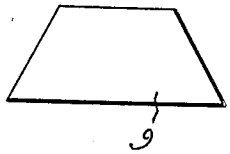
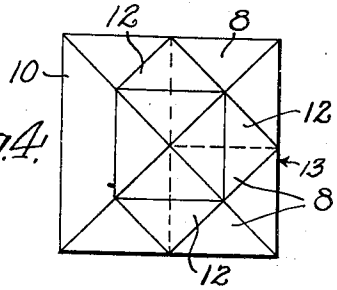


Fig. 12.



Fig. 4.



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Patented Jan. 23, 1940 2,188,043

UNITED STATES PATENT OFFICE

2,188,043

GAME DEVICE

James M. Harrison, Linton, Ga.

Application December 1, 1938, Serial No. 243,444

2 Claims. (Cl. 273—1)

The present invention relates to game devices embodying a plurality of blocks of predetermined geometrical design together with a base on which a cone-shaped receptacle is removably positioned and within which the blocks may be placed and piled one upon the other in the cone, an object of the game being the removal of the blocks from the pile after the removal of the cone from the base and without disturbing the remaining blocks.

A further object of the invention is to provide a game of this character in which the blocks which are removed from the base are capable of being stacked into the form of a pyramid or similar object, the player being credited with a predetermined score upon the successful building of the object.

A further object of the invention is to provide a game device of this character of simple and practical construction, which is highly amusing, relatively inexpensive to manufacture and otherwise well adapted for the purposes for which the same is intended.

Other objects and advantages reside in the details of construction as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming part hereof wherein like numerals refer to like parts throughout, and in which

Figure 1 is a side elevational view of the cone-shaped receptacle.

Figure 2 is a vertical sectional view therethrough.

Figure 3 is a top plan view.

Figure 4 is a top plan view of the pyramid built from certain of the blocks.

Figure 5 is a side elevational view thereof.

Figure 6 is a top plan view of the pedestal on the base and which constitutes the bottom of the receptacle.

Figure 7 is a top plan view of one of the blocks.

Figure 8 is a side elevational view thereof.

Figure 9 is a top plan view of a modified type of block.

Figure 10 is a side elevational view thereof.

Figure 11 is a top plan view of a still further type of block, and

Figure 12 is a side elevational view thereof.

Referring now to the drawings in detail, the numeral 5 designates a hollow cone-shaped receptacle which is open at its top and bottom, the bottom portion of the cone being adapted to fit snugly over a pedestal of flat circular form as shown at 6, the pedestal resting upon a base 7.

The receptacle 5 is adapted to contain a plurality of blocks of a type illustrated in Figures 7 to 12 inclusive, Figure 7 designating a block 8 of pyramidal form and having a square base, while other blocks are provided with a rectangular base as shown at 9 in Figures 9 and 10 and provided with inclined side and end walls 10 and 11 respectively. In Figures 11 and 12 I have illustrated a further type of pyramidal block as shown at 12 and provided with a triangular base and side walls.

In playing the game a predetermined number of the blocks are placed in the receptacle 5 so as to partially fill the receptacle and without regard to the specific arrangement of the blocks, after which the receptacle 5 is removed from the base, from which it will be apparent that certain of the blocks will fall from the pedestal 6 while other blocks will remain thereon. The blocks which fall from the pedestal may be gathered by an opponent and used for building a predetermined geometrical object, such as for example, a pyramid of a type shown at 13 in Figure 4, when the shape of the fallen blocks so permit. The player is at liberty to remove the blocks which remain on the pedestal, one at a time, without disturbing the remaining blocks and to also use such blocks which are removed for likewise building pyramids of certain form. Should the player disturb any of the remaining blocks on the pedestal so as to cause the same to fall therefrom the opponent may gather such fallen blocks for his use in building the pyramid.

Predetermined scoring values may be decided upon for building certain types of pyramids or other objects and it will be apparent that any suitable rules may be promulgated, as desired, for the purpose of playing the game.

It is believed the details of construction and manner of use of the invention will be readily understood from the foregoing without further detailed explanation.

Having thus described the invention, what I claim is—

1. A game device comprising a hollow receptacle, open at its top and bottom, a base having a pedestal of frusto-conical form over which the bottom of the receptacle is adapted for removable positioning and blocks of predetermined form adapted to be placed in the receptacle for resting on the pedestal.

2. A game device comprising a hollow receptacle in the form of a frustrum of a cone, open at its top and bottom, a base having a pedestal of frusto-conical form over which the bottom of the receptacle is adapted for removable positioning and blocks adapted to be placed in the receptacle for resting on the pedestal, said blocks being of pyramidal form.

JAMES M. HARRISON.