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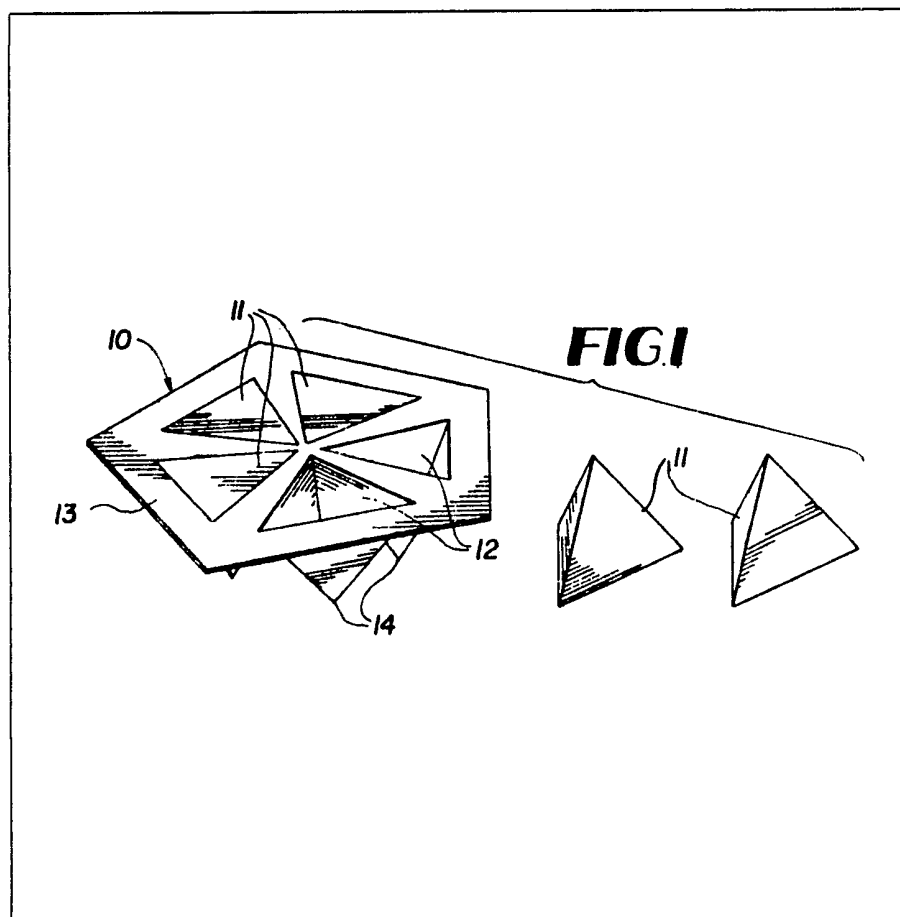
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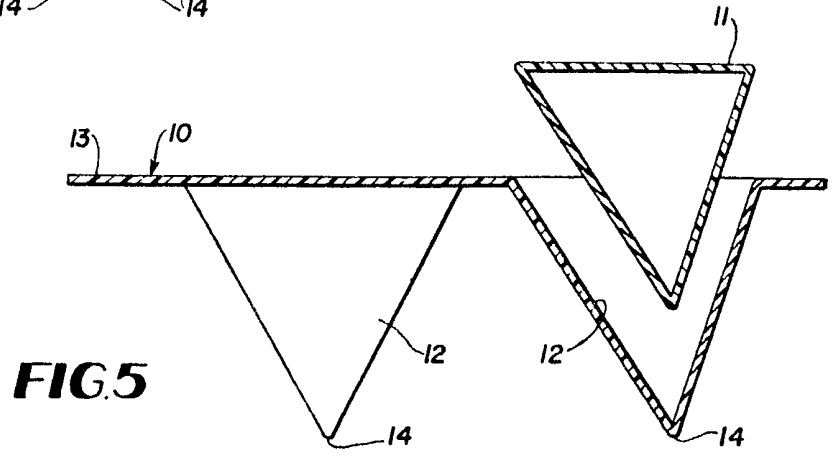
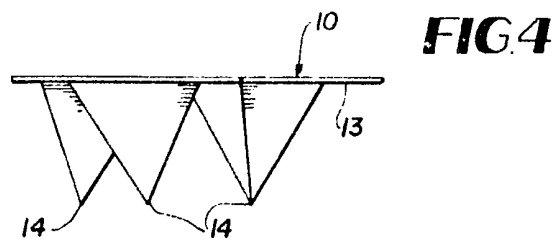
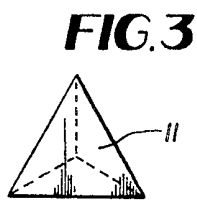
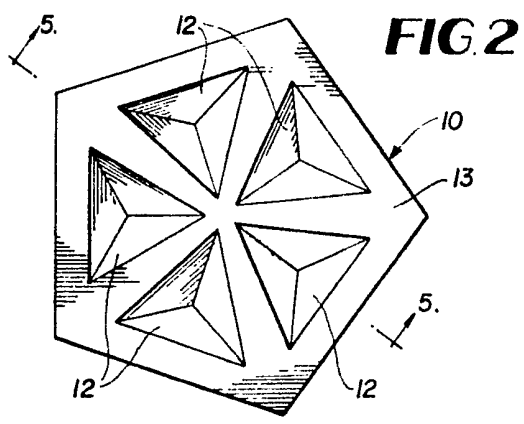
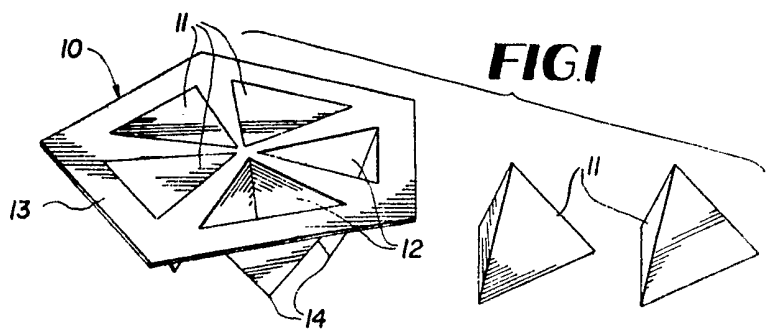
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(54) Tossing games

(57) A target 10 for tossed game pieces 11 each of pyramid shape and equally sized has a corresponding number of pyramid-shaped pockets 12 whose lower points 14 are in a common plane and serve to support the target on a level surface. The target has a flat upper surface 13 flush with the tops of game pieces successfully tossed by players into the pockets. Any apex of a pyramid game piece may enter a pocket downwardly.





## SPECIFICATION

### Tossing games

5 Tossing games, broadly speaking, are known in the prior art. For example, a player standing a certain distance from a target attempts to toss balls or other missiles into openings or pockets in the target of a size to receive the  
10 ball or other missile. Variations of such games are also known in the prior art.

The objective of this invention is to improve on the known prior art relating to tossing games through provision of a game which is  
15 more interesting to play and is susceptible to greater variation in the rules of play while utilizing the same game structure.

A tossing game according to the present invention comprises a target capable of resting on a level surface and having in it a  
20 plurality of top-opening pyramid-shaped pockets, and a plurality of pyramid-shaped game pieces identical with one another, these pieces being capable of being tossed from a distance  
25 by a player of the game into the pockets.

The invention provides a tossing game apparatus which is extremely simple, economical to manufacture, and attractive and unique in appearance.

30 The accompanying drawings show one example of a tossing game apparatus embodying the invention. In these drawings:—

*Figure 1* is a perspective view of the tossing game apparatus;

35 *Figure 2* is a plan view of a target;

*Figure 3* is a similar view of one pyramid game piece;

*Figure 4* is a side elevation of the target of *Fig. 2*; and

40 *Figure 5* is an enlarged vertical section through the target, taken on line 5–5 of *Fig. 2*, and showing a game piece entering a target pocket.

The tossing game apparatus depicted comprises a target 10 and a plurality of identically shaped and sized pyramid game pieces 11, preferably five in number. The target and the several game pieces can be formed of plastics material or another suitable thin-walled stiff  
50 material, the game pieces being hollow.

The target 10 contains five circumferentially equidistantly spaced pyramid-shaped pockets 12 having the same size and shape as each pyramid game piece 11. When a game piece  
55 11 is successfully tossed by a player into one of the pockets 12 of the target, its top face will lie flush in the same plane with a pentagonal top surface 13 of the target 10. This feature prevents successfully pocketed game  
60 pieces from interfering with the pocketing of subsequently tossed pieces 11.

The pyramid pockets 12 taper downwardly to bottoms defined by points 14 which lie in a common plane, thus enabling the several  
65 pockets to act as support legs for the target

10 on any level surface. The several game pieces 11 and pyramid pockets 12 are preferably equilaterally formed on all of their triangular faces. Preferably, as shown, the game  
70 pieces are each a regular tetrahedron.

The arrangement is such that, when any one of the game pieces 11 is tossed at the target by a player from a suitable distance, such as a few feet, any apex of the piece may  
75 enter a pocket 12 and descend therein as depicted in *Fig. 5*. Once this entry begins, it is virtually assured that the game piece will complete its entry into the pocket, and the pyramid shape assures self-centering and co-  
80 inciding of the game piece within the pocket 12.

Many variations of game play are possible. In simple form, the target and game pieces are unmarked, and the player who requires  
85 the fewest number of tosses to fill the pockets 12 is the winner of the game. In a somewhat more complex version, the pockets 12 can be variously coloured on their side walls, and the pieces 11 can be coloured to match the  
90 colour of the pockets, and a player of the game attempts to toss a game piece of one colour into a target pocket of like colour. In another variation, a face or faces of each  
95 game piece may bear a score value number. If such piece is successfully tossed into a pocket 12 with a numbered face upwards and flush with the surface 13, the player will score that particular number, and in so playing the game  
100 the player with the greatest numeric total will win the game. Many other interesting variations in play are possible. The game is amusing and interesting and requires skill. It serves as an instructional device for children. It is attractive in appearance and practical and  
105 economical to manufacture.

### CLAIMS

1. A tossing game comprising a target capable of resting on a level surface and  
110 having in it a plurality of top-opening pyramid-shaped pockets and a plurality of pyramid-shaped game pieces identical with one another, these pieces being capable of being tossed from a distance by a player of the  
115 game into the pockets.

2. A tossing game as defined in claim 1, in which the bottoms of the pyramid pockets are defined by points lying in a common plane, so that the target may rest through the  
120 points on a level support surface.

3. A tossing game as defined in claim 1 or claim 2, in which the pyramid pockets are circumferentially equidistantly spaced in the target.

125 4. A tossing game as defined in claim 3, in which the side walls of the pockets and of the game pieces are equilaterally formed.

5. A tossing game as defined in any of claims 1 to 4, in which the target has a flat top surface flush with the open tops of the  
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pyramid pockets, and the size of the game pieces is such that the tops of game pieces successfully tossed into the pockets lie flush with the top surface in a common plane

5 therewith.

6. A tossing game as defined in claim 5, in which the flat top surface of the target is pentagonal, and the pockets and the game pieces are each five in number.

10 7. A tossing game as defined in any of claims 1 to 6, in which the target is formed from thin-walled stiff material, said pyramid game pieces being hollow.

15 8. A tossing game as defined in claim 1, substantially as described with reference to the accompanying drawings.

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