

Dec. 12, 1939.

J. T. BLANCK

2,182,957

GAME

Filed March 18, 1939

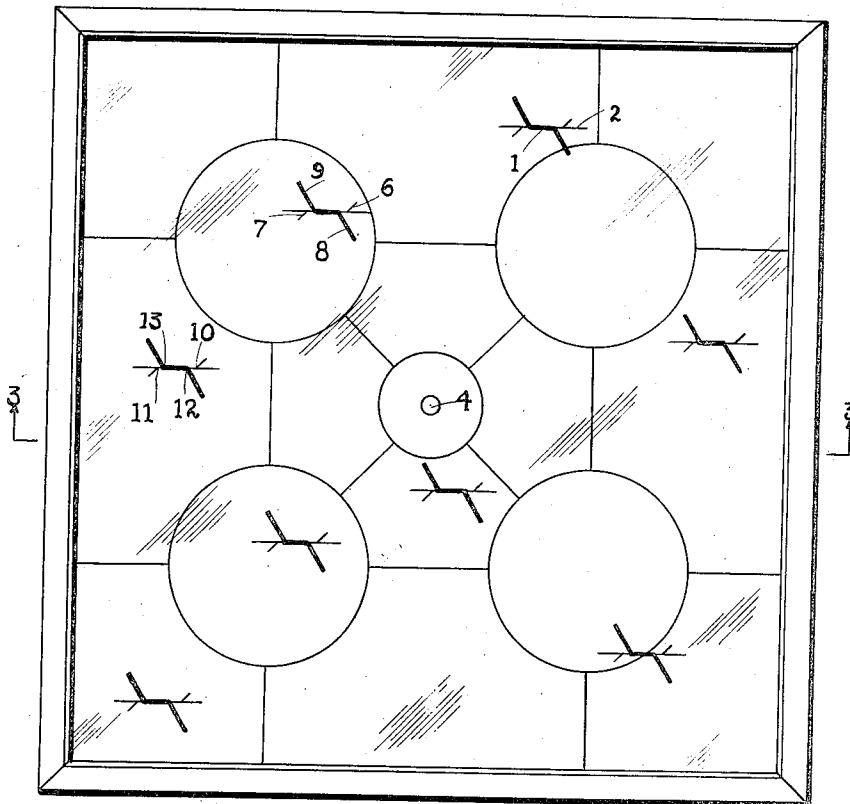


**FIG. 1.**

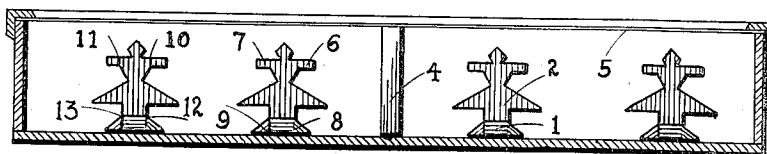


**FIG. 2.**

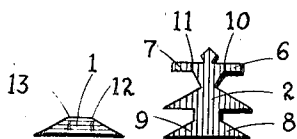


**FIG. 3.**

INVENTOR

*Joseph T. Blanck*

## UNITED STATES PATENT OFFICE

2,182,957

## GAME

Joseph Thomas Blanck, Baltimore, Md.

Application March 18, 1939, Serial No. 262,720

## 1 Claim. (Cl. 46—45)

This invention is a game employing known principles of frictional attraction and repulsion, and is to be known as "Jitterbugs", "Hop-Skip and Jump", or any other suitable name describing or attempting to describe the erratic antics or movements of the game pieces; employing numbered or colored (or both) game pieces of various shapes, sizes or colors, in which the score of the player is governed largely by chance.

The principal object of this game is to obtain a high score. Another object is to afford amusement, occasioned by the spasmodic movement of the game pieces, (apparently of their own volition).

In the drawing, Figure 1 is a plan view of the game box showing eight game pieces in upright positions.

The game pieces are of distinctly novel design and are entirely different from anything ever before used as a game piece. They are so designed and constructed that they rarely adhere to the transparent top, and which remain in an upright position (unless shaken or jarred) during and between plays. It is shown further on in this description, that the game pieces not standing at the conclusion of a player's turn, do not count in his score.

Figure 2 is a section of the game box along line 3 in Figure 1, showing a supporting pillar, number 4, for flexible tops, the Celluloid top 5, and four standing game pieces.

Figure 3 is a front view of the two portions that go to make up the game pieces. Number 1 represents the cardboard portion and 2 represents the Cellophane portion. 6 indicates the arm of the manikin that is to be bent backward; 7 indicates the arm that is to be bent forward, and 10 and 11 show where the arms are to be bent. 8 represents the end of the cardboard footing that is to be bent forward; 9 represents the end which is to be bent backward, and 12 and 13 indicate where the footing is to be bent.

The game consists of a game-board confined within a frame, which may be constructed of metal, wood, cardboard or paper, with a Celluloid or other transparent cover; containing game pieces of various shapes, sizes or colors, made of known light materials, such as Cellophane, paper, pitch, cork, rosin, etc., and which may be readily agitated through or by friction.

The game may be of any desired shape or size. The corner recesses, produced where the horizontal bottom meets the vertical side, or where the horizontal bottom meets two vertical sides at the corners of the frame, may be rounded

to prevent the game pieces from getting too far away from the center of attraction. When desiring to make a game 8" x 8" or larger, it is advisable to support the transparent top at its center, as shown in Figure 2(e).

The transparent top may be fastened upon the frame in any suitable manner, such as with nails, screws, paste, glue, moulding, adhesive tape, metal strips, paper strips or by stitching.

Any number of game pieces may be employed in this game, it is suggested, however, that from 8 to 12 game pieces in a game 8" x 8" or larger prove very interesting.

This new game can be played in solitude or by as many as may be present. However, as this game is primarily intended to be competitive, more enjoyment may be had if two or more players compete. The period of time consumed by the antics of the game pieces, after the player has stopped rubbing the transparent top, is a source of much amusement and speculation. The player or players keep wondering which one of the game pieces is going to move next and where it is going to "land".

The directions for playing this new game are as follows:

Shake the game pieces out of the extreme corners and away from the sides of the frame. Place the game upon a level surface or upon the lap in a fairly level position and stroke or rub the Celluloid, or other transparent top, with fingers or some material that does not mar the top cover, until the game pieces are nearly all standing. If the fingers are being used and are moist, they should be dried, or a piece of material such as silk, cotton, wool, etc. should be used. Continue stroking or rubbing the transparent cover above the game pieces, lightly and rapidly, crosswise, up and down or in a circular manner for a second or two. Then stop; wait a few seconds and marvel when the game pieces begin to move, hop and leap from place to place upon the game-board for some little time.

The total of the numbered spaces upon which the game pieces finally come to rest determines the score for that particular player. If a game piece finally comes to rest astride or upon a line separating two or more numbered spaces, it is permitted to score only the highest numbered space which any part of the standing game piece touches.

Directions for scenic game-boards or map game-boards are as follows:

A player is given a specified time (one minute, for instance), to try to make his chosen or design-

5 mated game piece "arrive" or come to rest in or upon a certain country, State or place (which may or may not be numbered), or he can be timed to determine how long it takes him to get a  
5 chosen or designated game piece into or upon a certain country, State or place.

10 If, at any time, one or more of the game pieces hops up and partially adheres to the transparent cover before the balance of the game pieces have come to rest, it is permitted to lightly tap the  
10 edge of the transparent cover with the finger or other light object. This light tapping will return the game pieces to the game-board and will usually agitate the other game pieces to  
15 further amusing action.

15 Continue with succeeding plays in substantially the same manner as outlined above.

Without limiting myself to the precise design or construction of the game pieces, the game-board designs or the methods of playing this new game, I claim as my invention:

5 An electrostatic toy consisting of a box having a transparent cover of glass, Celluloid or like material, the box having therein a number of objects made of Cellophane, weighted at their  
10 bases with cardboard and simulating animals or toy manikins, so that if friction is applied to the cover, said objects will be caused to assume an upright position, in which position they will move  
10 around in irregular paths, said movements being kept up and the upright position being retained by said objects for long periods after the fric-  
15 tion is removed.

JOSEPH THOMAS BLANCK.