United States Patent [19]

Glass et al.

[11] **3,724,848**

[45] **Apr. 3, 1973**

[54] OPPOSING PULLING ACTION GAME

[76] Inventors: **Marvin I. Glass,** 815 North La Salle Street; **Jeffrey D. Breslow,** 1819 West Thome, both of Chicago, Ill.

[22] Filed: **Oct. 19, 1970**

[21] Appl. No.: **81,924**

[52] **U.S. Cl.** .....**273/1 R**

[51] **Int. Cl.** **A63f 9/00**

[58] **Field of Search** .....273/1 R–1 M

[56] **References Cited**

UNITED STATES PATENTS

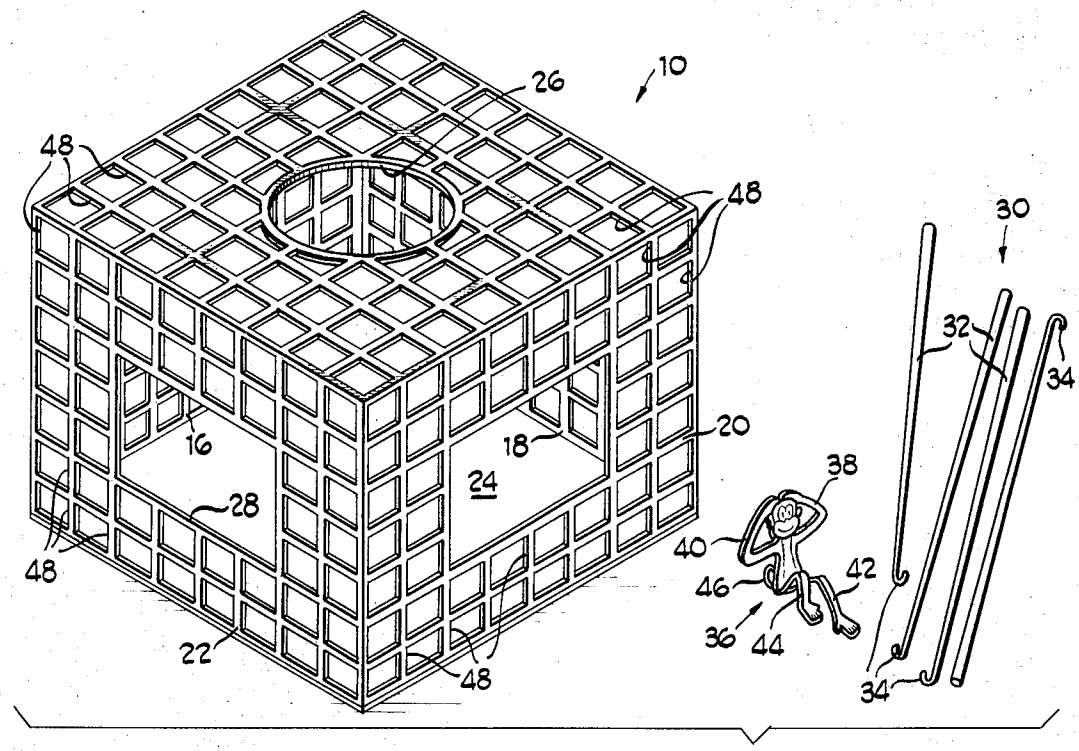
3,464,694	9/1969	Stan et al.	273/1 R
254,430	2/1882	Crandall	273/1 R
3,456,944	7/1969	Ryan et al.	273/1 R

Primary Examiner—Richard C. Pinkham
Assistant Examiner—Paul E. Shapiro
Attorney—Hofgren, Wegner, Allen, Stellman & McCord

[57] **ABSTRACT**

A generally cubic enclosure having foraminous side walls and top. A prize object is positioned in the enclosure and players attempt to remove it from the enclosure in a tug-of-war type action by grasping it with members having yieldable hook ends.

1 Claim, 2 Drawing Figures



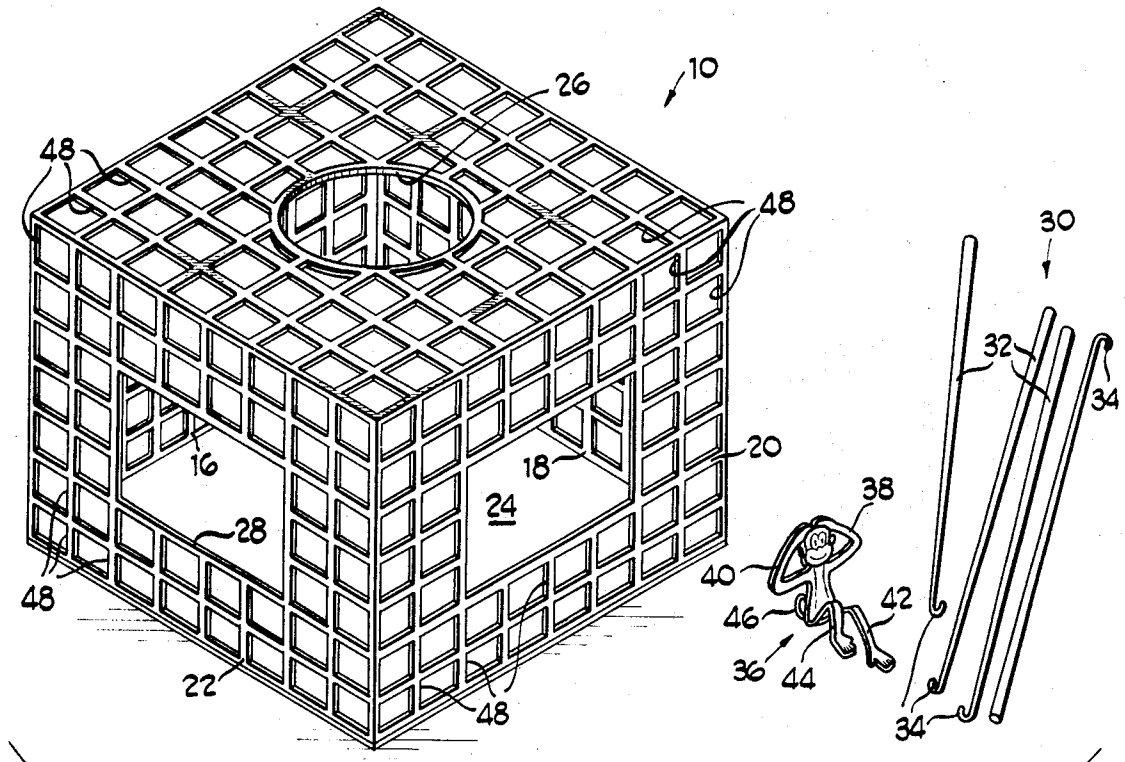
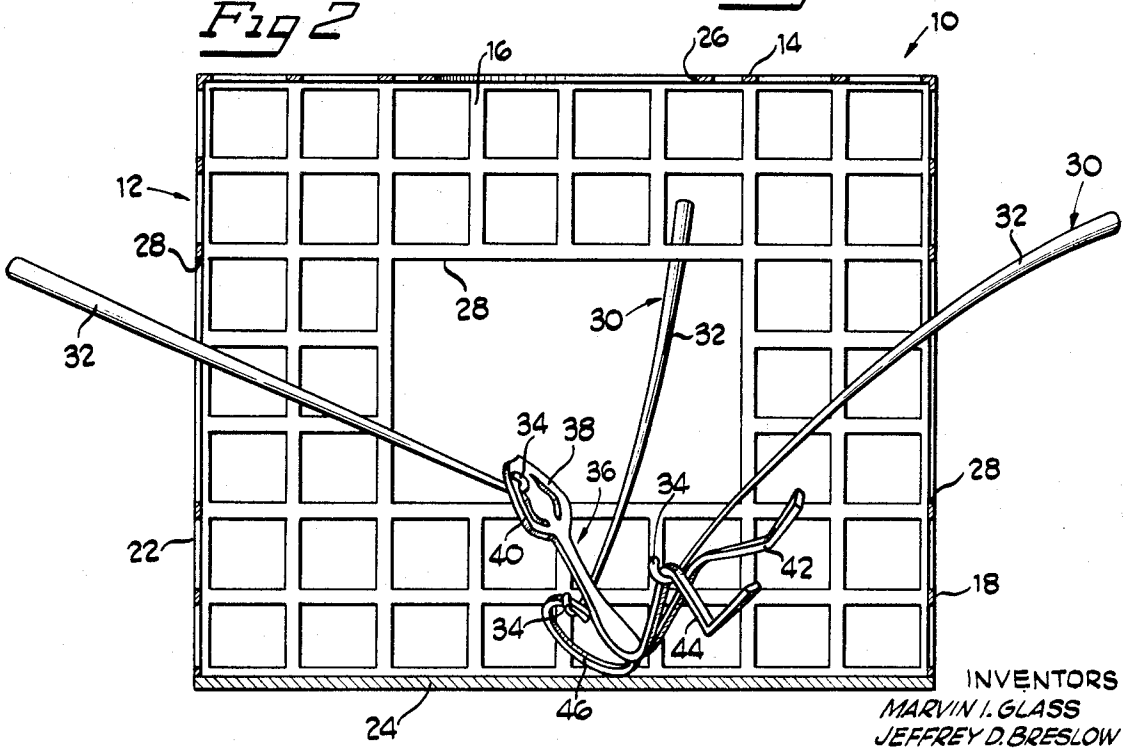


Fig 1

Fig 2



INVENTORS
MARVIN I. GLASS
JEFFREY D. BRESLOW

BY Hofgren, Wegner, Allen, Stellman & McCord
ATTORNEYS

OPPOSING PULLING ACTION GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to game devices.

2. Brief Description of the Prior Art

There are few games which offer the opportunity for competitive participants to simultaneously exert opposing forces against each other, either directly, or indirectly, in an effort to emerge victorious in the activity. The concept of simultaneous opposing physical exertion is usually well accepted by youthful participants. The object of this invention is to provide a game which employs this concept and yet requires dexterity and quickness for successful execution thereof.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved competitive simultaneous physical activity game.

The best mode currently contemplated for carrying out the invention includes the provision of a cage-like enclosure having enlarged openings in the side walls thereof. A prize object, preferably in the form of a simulated animal, is also provided with grasping areas therein, such as in the simulated limbs of the animals. Grasping implements are provided which have elongated handle portions and yieldable hook ends for use by participants in attempting to extract the prize object from the enclosure.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game device of this invention; and

FIG. 2 is a section view through the enclosure illustrating the game in use with the attempted extraction of the prize object from the enclosure through use of the grasping implements.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

The game **10** of this invention includes a box-like enclosure **12** having a top **14** and side walls **16, 18, 20** and **22**. A base **24** may be provided, but is not necessary when the enclosure is placed upon a planar type of supporting surface.

The top **14** includes a central opening **26** therein and each of the side walls **16, 18, 20** and **22** has a relatively enlarged opening **28** therein, providing a means for gaining access to the prize object, and extracting the same, from the interior of the enclosure. The top opening **26** provides a means for dropping the prize object into the enclosure at the start of the game.

A plurality of grasping implements **30** are provided for use by the participants of the game. Each of the grasping instruments includes a thin elongate handle portion **32** terminating in a small curved or hooked end **34**. Preferably, the grasping implements **30**, or at least the hooked end thereof, are formed of a pliable material so as to be relatively yieldable during use.

The game further includes a prize object, generally indicated **36**, here shown in the form of a simulated monkey. The prize object **36** includes a plurality of grasping areas for grasping by the hooked ends **34** of the grasping implements. The grasping areas are afforded by the simulated limbs of the prize object, such as the bent arms **38** and **40**; the bent legs **42** and **44**; the simulated tail **46**.

In use, the prize object **36** is deposited into the enclosure **12** through the top opening **26** therein. The participants then insert their several grasping implements **30** through the side wall openings **28** and attempt to simultaneously extract the prize object **36** outwardly from the enclosure. As the participants simultaneously vie for the prize object **36**, the hooked ends **34** will yield in response to opposing forces by another participant and tend to slip away from the grasping areas. Thus, successful execution of the game requires not only physical force to pull the prize object **36** outwardly from the enclosure, but also sufficient dexterity and quickness to manipulate the grasping implements **30**, such that the extracting force will be applied at the correct time and in the proper fashion in relationship to the opposing forces applied thereto by the other participants.

The side walls **16, 18, 20** and **22** and the top **14** are here shown as generally foraminous in nature, as represented by openings **48**, so as to provide a great deal of viewing area to the interior of enclosure **12**. However, it is to be understood that the walls could also be formed of a transparent or translucent material, rather than being foraminous, so as to permit the participants to view the action in the enclosure **12**. Thus, it can be seen that the game of this invention provides a means for simultaneous competitive physical activity by the participants and yet is one which may be played in a minimum of space in an indoor situation. Moreover, successful execution of the game requires quickness and dexterity as well as physical force.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

We claim:

1. A game, comprising: means defining a cage-like enclosure having a plurality of sides and a top supported by the sides, each of the sides affording viewing areas therein for viewing the contents of the interior of the enclosure and each of the sides having player access openings therein, the enclosure further having a playing piece deposit opening in the top; and a plurality of playing tools having a shank-like portion with a playing piece grasping portion thereon in the form of a yieldable hook; and a prize object for grasping by the playing tool and removal through one of the openings in one of the side walls, said prize object having complementary grasping portions of a size and shape to be engaged and secured by said yieldable hook of said playing tool, whereby the prize object may be grasped by the hook of the participant and pulled outwardly of the enclosure and said grasping may be overcome by an opposing force exerted by an opposing player causing the yieldable hook of one player to become disengaged from the prize object.

* * * * *