April 28, 1936. J. McK. SEMPLE 2,039,121

GAME DEVICE

Original Filed Nov. 19, 1934

Fig. 1.

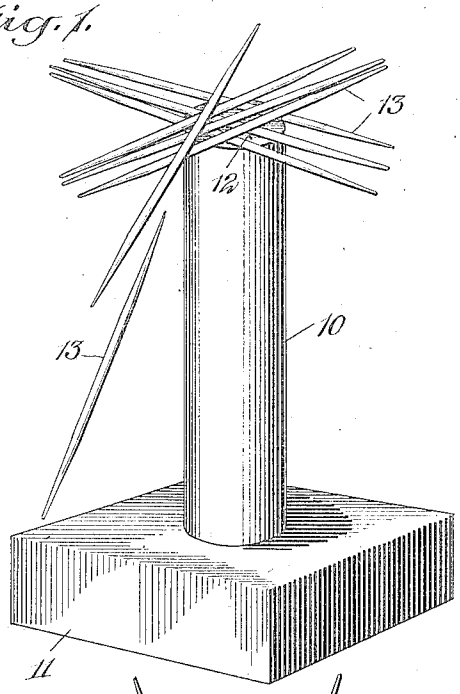


Fig. 2.

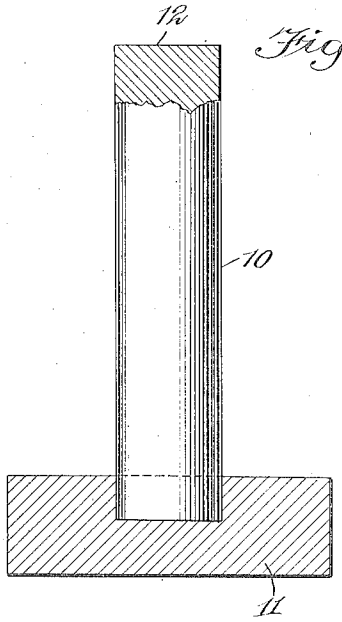


Fig. 3.

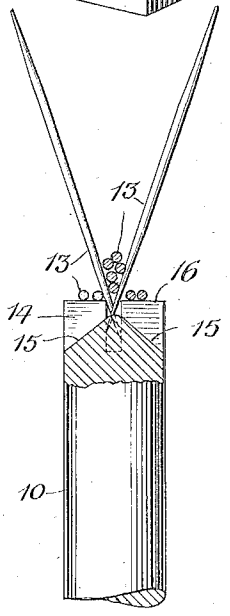
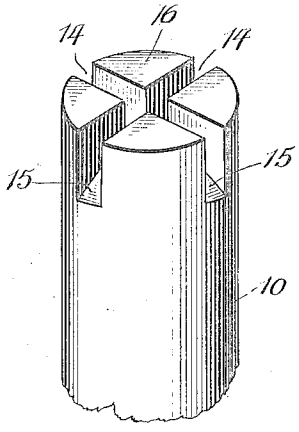


Fig. 4.



WITNESSES

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GAME DEVICE

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1 Claim. (Cl. 273—1)

This invention relates to a game device.

The principal object of the invention is the provision of a simple and inexpensive device which is designed and adapted to be used by two or more persons to play a game which is interesting and amusing.

The invention consists in a device having the novel structural and functional features described in the following specification, defined in the appended claim, and illustrated by way of example in the accompanying drawing, in which:

Figure 1 is a perspective view of a device of the invention in use;

Figure 2 is a sectional view of the upright and its base;

Figure 3 is a sectional view of a modified form of upright, a portion of which is shown, and illustrating how the game pieces are arranged or stacked thereon;

Figure 4 is a perspective view of the head end of the upright shown in Figure 3.

Referring now more particularly to the drawing, it will be apparent that the device includes an element 10 which is used in an upright position, and having a base 11. This base may be an integral part of the element or it may be a separate part with a recess therein to receive the lower end of the element 10, as shown. If desired, the base 11 may be omitted, in which case the element will be of such geometrical formation as to rest on a horizontal surface provided by the top of a table or other article. The head or upper end of the element 10 has a flat surface 12 which is disposed horizontally when the element 10 is in upright position in use. In the present instance the element 10 is cylindrical and the opposite end surfaces are flat and disposed perpendicular to the longitudinal axis of the element. It is to be understood that the element 11 may be of any appropriate geometrical formation and that it may be made of any suitable material, the same being made of wood in the present instance for cheapness.

The device also includes game pieces 13, to be handled by the players, said pieces each having a geometrical formation such that some of the pieces may be arranged on the horizontal surface 12 of the element 10, with some pieces piled on each other, but liable to roll from said surface 12, or from the pile, unless properly balanced. The pieces 13 are preferably similar to each other. Each piece 13 for satisfactory results, in accordance with the underlying idea of the game, is cross-sectionally round, and tapers from a central point toward each end. A piece of this character is, therefore, like a cross-sectionally round tooth-pick, and a suitable number of tooth picks of this character is used because they may be purchased in the open market at little cost. An appropriate number of pieces 13 will be provided so that two or more players may play. Thirty-six pieces will be sufficient although more or less than that number may be provided.

In playing the game, the element 10 is placed upright on its base 11, with the latter resting on a suitable support. Each player is allotted a certain number of the pieces 13. One player commences the game by trying to balance one of his or her pieces 13 on the surface 12. This is easily accomplished. The next player then trys to balance one of his or her pieces, either on the surface 12 paralleling the first piece, or crosswise thereof. The players take turns, one piece being played at a time. The player first disposing of the allotted number of pieces 13 on the top of the element 10 is declared the winner. The points won by the winner correspond to the number of pieces 13 still undisposed of by the other player or players participating. If a player in attempting to balance a piece knocks one or more pieces from those already on the element 10, they fall to such player, who must dispose of them. Thus it is possible for a player to wind up with more pieces than originally allotted. In Figure 1 some of the pieces 13 are shown piled or laid directly on the surface 12 with others laid or balanced crosswise of the former, and some are shown falling in the progress of the game.

If desired the head or upper end of the element 10 may be recessed or notched as shown in Figures 3 and 4 by cross-cuts 14 with relatively inclined surfaces 15 at the bottom of each cut. This form of element 10 presents difficulties and also advantages not in the other form. It will be possible to arrange some of the pieces 13 endwise in the cuts 14 as shown, with others on the flat surfaces 16, and still others between those arranged endwise. The same rules apply in this case, as in the case of the plain element 10.

From the foregoing it will be obvious that there is described and illustrated a simple and inexpensive device with which persons may play an interesting and amusing game.

It is to be understood that variations in the structural features of the device may be resorted to without departing from the spirit of the invention as expressed in the appended claim.

I claim:

A game device comprising an element having a head end providing a notched horizontal surface, and pieces each having a geometrical form such that some of the pieces may be arranged on said end, with some piled on each other, but liable to slide or roll from said end or roll from the pile unless properly balanced.

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