Dec. 21, 1948. G. MIKULA, JR 2,456,884

SLIDING BLOCK GAME

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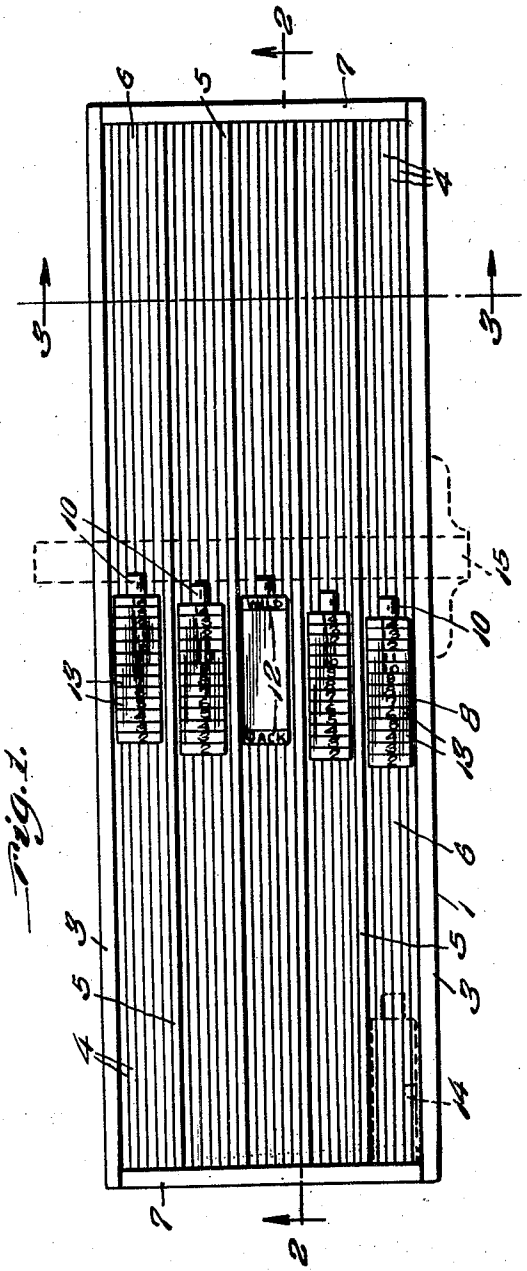


Fig. 1.

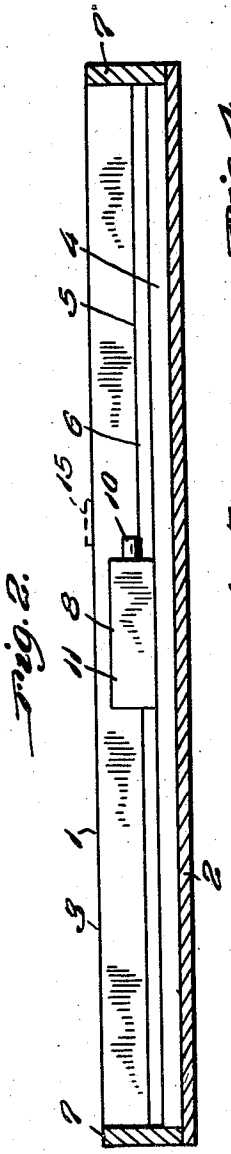


Fig. 2.

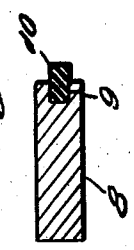


Fig. 4.

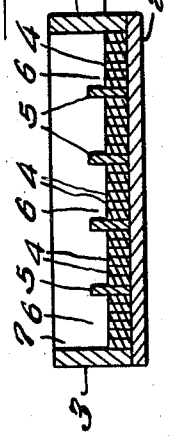


Fig. 3.

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SLIDING BLOCK GAME

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3 Claims. (Cl. 273—108)

1

This invention relates to novel improvements and structural refinements in games and the principal object of the invention is to provide a device of the character herein described, in which a plurality of blocks are projected in suitable channels and caused to rebound from the ends thereof, whereupon the relative positions of the blocks are used for determining the score of the player.

A further object of the invention is to provide a game which is of highly entertaining character and in which the players do not require complicated instructions in order to participate in the same.

Another object of the invention is to provide a game which is of simple construction and which cannot easily become damaged.

An additional object of the invention is to provide a game which can be readily and conveniently stored when it is not in use.

With the above more important objects in view, and such other objects as may become apparent as this specification proceeds, the invention consists essentially of the arrangement and construction of parts as illustrated in the accompanying drawings, in which:

Figure 1 is a plan view of the invention.

Figure 2 is a cross-sectional view thereof, taken in the plane of the line 2—2 in Figure 1.

Figure 3 is a cross-sectional view taken in the plane 3—3 in Figure 1, and

Figure 4 is a longitudinal, cross-sectional view showing the construction of one of the blocks used in the game.

Like characters of reference are used to designate like parts in the specification and throughout the several views.

Referring now to the accompanying drawings in detail, the invention consists of an elongated, horizontally disposed frame designated by the general reference numeral 1, and provided with a bottom 2 and a pair of side walls 3.

A plurality of longitudinally extending strips 4 are positioned upon the bottom 2 and a plurality of separators or partitions 5, of somewhat greater height than the aforementioned strips 2, are interposed at equally spaced intervals between the strips as will be clearly apparent from the accompanying Figure 3.

In this manner, the frame 1 is divided into a plurality of parallel, longitudinally extending channels 6, which are closed off at the ends thereof by means of the cross members 7 forming the end walls of the frame 1.

Slidably positioned in each of the channels 6 is

2

an elongated block 8, provided centrally in one end thereof with a blind aperture 9, designed to receive a resilient member, preferably a rubber bumper 10.

For convenience of designation, the central of the blocks 8 shall hereinafter be referred to as the "wild jack," as indicated by the reference numeral 11. Adjacent the ends thereof, the upper surface of the block 11 is inscribed with a pair of transversely extending lines 12, which constitute a reference index whereby the relative positions of the remaining blocks may be determined as will be more fully explained at a later part of this specification.

The upper surface of each of the remaining of the blocks 8 is inscribed with a numbered scale 13, as is best illustrated in the accompanying Figure 1.

When the game is being played, the blocks 8 and 11 are first aligned at one end of the channels 6, as indicated by the phantom line 14. The player now projects the blocks by sliding them in the direction of the distant cross member 7, from which they rebound by the impact of the bumper 10 and come to rest at various positions in the channels in accordance with the initial force with which they were projected.

The blocks may be projected in any suitable, predetermined order, but it is preferred that the block 11 be projected last.

When the player has projected all of the blocks, his score is computed by the relative positions of the blocks 8 with respect to the block 11, or in other words, a reading is taken of the numerals on the numbered scales 13 which are in transverse alignment with the reference index 12 of the block 11. In the event of close approximations or tie, a decision may be made by placing a draftman's T-square 15 against one of the side walls 3, whereby the transverse alignment of the several blocks may be accurately determined.

After the player has thrown all his blocks and computed his score, similar steps are taken successively by each of the remaining players to constitute one inning of the game. The player holding the highest score at the end of a predetermined number of innings is the winner of the game.

While in the foregoing there has been shown and described the preferred embodiment of this invention, it is to be understood that minor changes in the details of construction, combination and arrangement of parts may be resorted to, and that various other, equally suitable rules of the game may be adopted without departing

from the spirit and scope of the invention as claimed.

What I claim as my invention is:

1. In a game including a board having a plurality of longitudinal channels and stop members at the ends of said channels, a marker block slidably mounted in one of said channels, a group of game pieces slidably mounted in the other of said channels, and resilient bumpers carried by each of said game pieces and said marker block for engaging the stop members and to rebound therefrom.

2. The combination of claim 1 wherein said marker block is provided with indicating means and said game pieces are provided with indicia to indicate a score when registered with said indicating means.

3. The combination of claim 2 wherein said indicating means includes a transverse line and

said game pieces include spaced parallel transverse lines separating the indicia.

GEORGE MIKULA, JR.

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