Feb. 2, 1965 F. W. SINDEN 3,168,311

GAME

Filed May 1, 1962 3 Sheets-Sheet 1

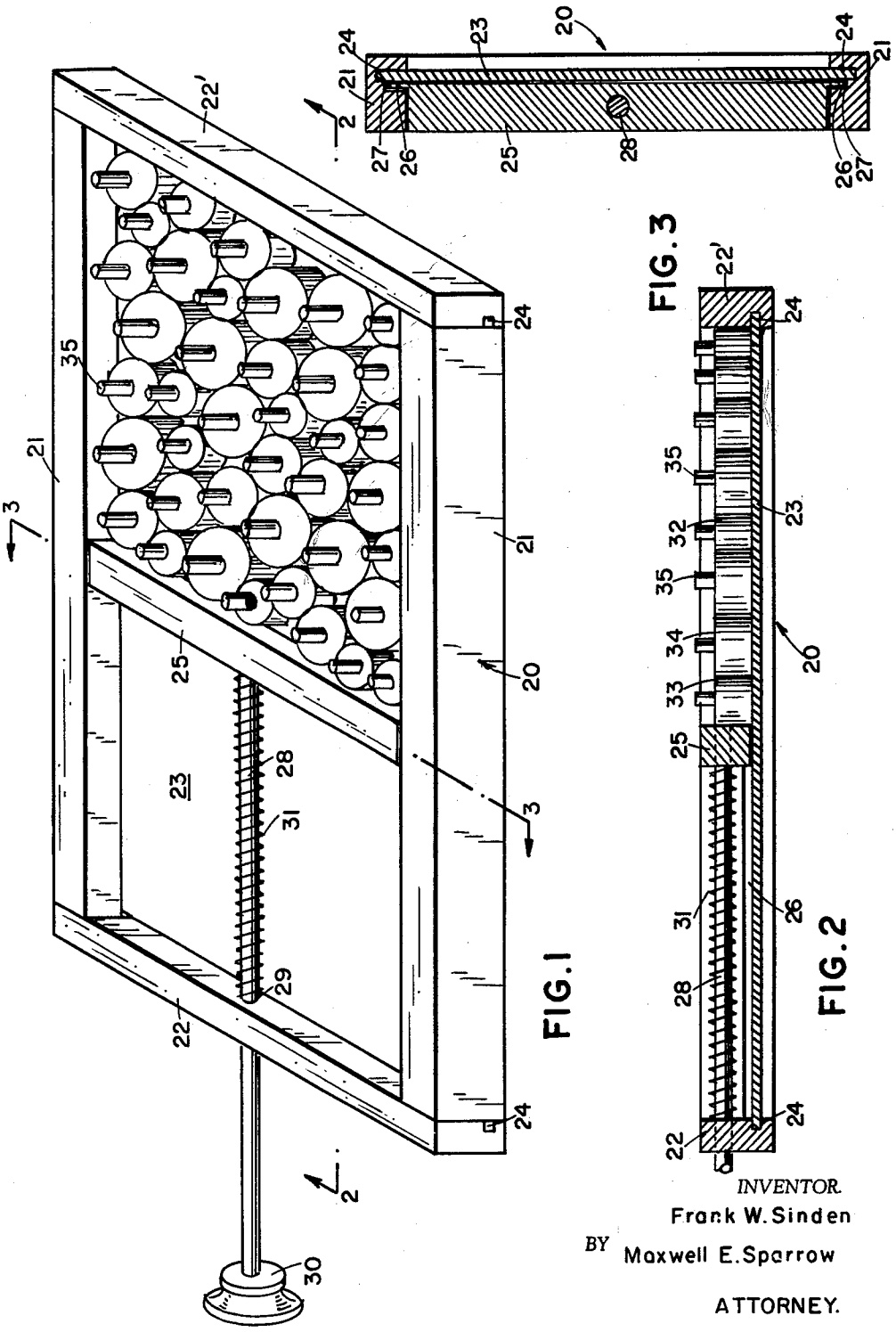


FIG. 1

FIG. 2

FIG. 3

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Feb. 2, 1965 F. W. SINDEN 3,168,311

GAME

Filed May 1, 1962 3 Sheets-Sheet 2

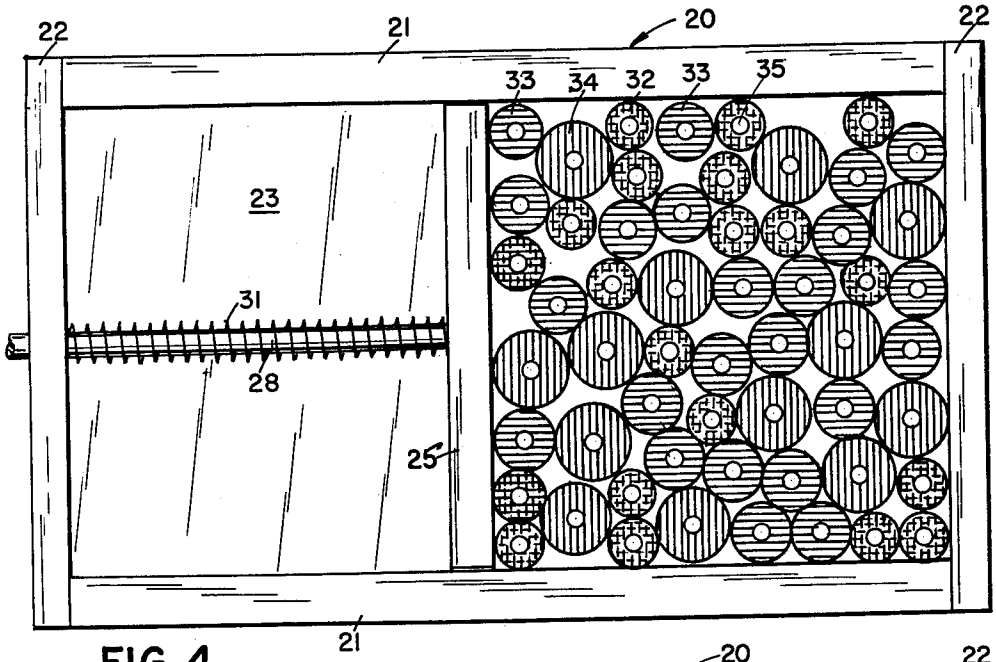


FIG. 4

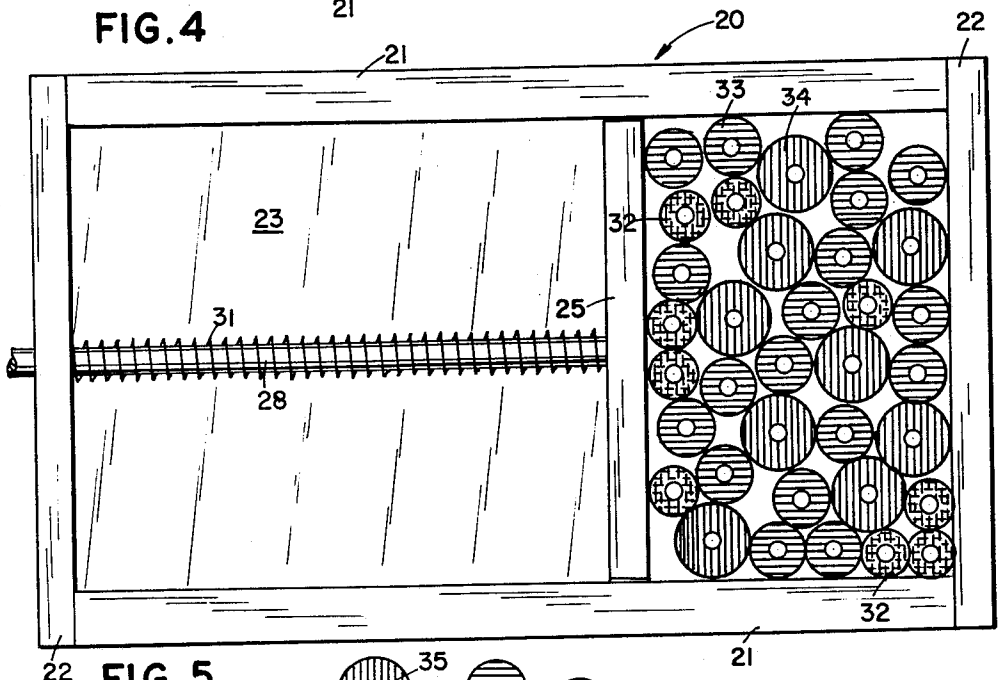


FIG. 5

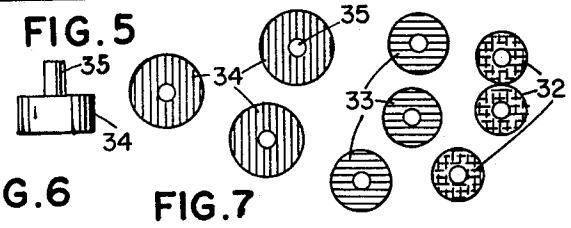


FIG. 6 FIG. 7

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Feb. 2, 1965 F. W. SINDEN 3,168,311

GAME

Filed May 1, 1962 3 Sheets-Sheet 3

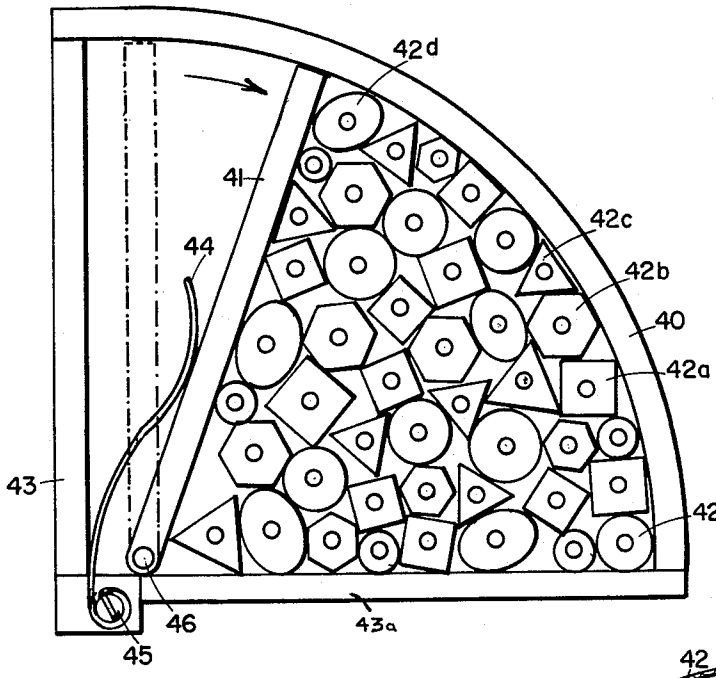


FIG. 9

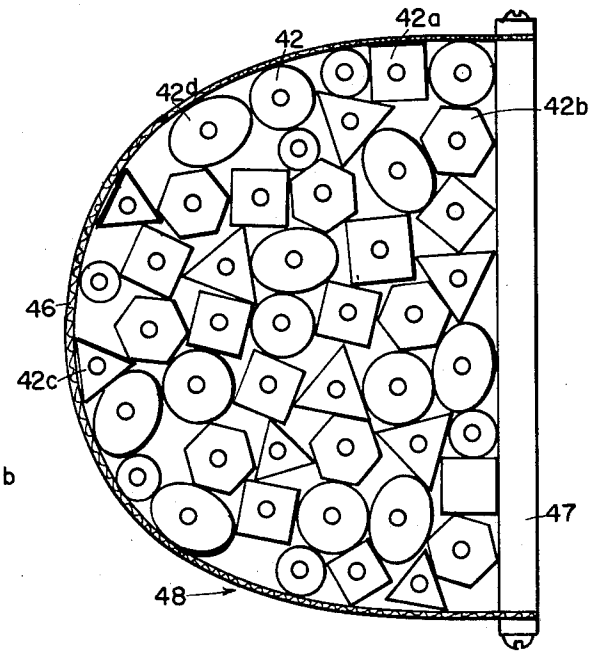


FIG. 10

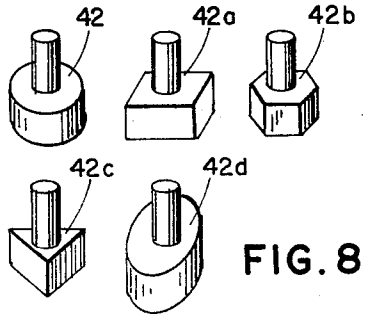


FIG. 8

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3,168,311

GAME

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Filed May 1, 1962, Ser. No. 191,489
5 Claims. (Cl. 273—1)

This invention relates to games, particularly to such games which require skill in its operation and the exercise of good judgment rather than taking chances.

The invention consists in the novel parts, construction arrangements, combinations and improvements herein shown and described. Objects and advantages of the invention will be set forth in part hereafter and in part will be obvious herefrom or may be learned by practicing the invention, the same being realized and attained by means of the instrumentalities and combinations pointed out in the appended claims.

It is a general object of this invention to provide a new, interesting and entertaining game.

It is a further object of the invention to provide a contrivance, the operation of which may be understood easily, but requires skill and the exercise of good judgement in its performance.

Yet another object of the invention is to provide an article of manufacture in the form of a game of skill, which is simple in design and which can be produced economically.

Various further and more specific purposes, features and advantages will clearly appear from the detailed description given below taken in connection with the accompanying drawings which form part of this specification and illustrate merely by way of example one embodiment of the device of the invention.

In the following description and in the claims, parts will be identified by specific names for convenience, but such names are intended to be as generic in their application to similar parts as the art will permit. Like reference characters denote like parts in the several figures of the drawings.

In the drawings:

FIG. 1 is a perspective view of a game, according to the invention;

FIG. 2 is a longitudinal section of the game shown in FIG. 1, taken along the line 2—2 in FIG. 1;

FIG. 3 is a transverse section of the game shown in FIG. 1, taken along the line 3—3 in FIG. 1;

FIG. 4 is a plan view of the game set up for playing;

FIG. 5 is a plan view of the game in an intermediate state of playing;

FIG. 6 is a side view of one of the play pieces or tokens which is employable in the game;

FIG. 7 is a plan view of play pieces which may be used in the game, showing several sizes thereof;

FIG. 8 is a plan view of other play pieces which may be employed in the invention; and

FIGS. 9 and 10 illustrate further embodiments of the invention.

In general outline, the apparatus for the game consists of a tray or board with a spring-loaded sliding plunger or pusher mounted in it and a plurality of play pieces or members, such as disks of various sizes and shapes. The plunger forms one side of the tray and the spring pushes the plunger in such a way that its movement tends to decrease the tray's area.

With the plunger or pusher pulled back, the disks are placed in the tray at random. The plunger is then released and its forward spring pressure packs the disks together. Some of the disks participate in the support of the plunger; others remain loose. Players take turns removing disks, attempting to choose only those that are

loose. If a player chooses the wrong disk, i.e., one essential to the support of the plunger, the structure collapses with a loud clatter. The player pays a penalty in points and the game continues.

It is possible to use the disks to build various arched structures solid enough to support the plunger. One can also confront himself with the problem of raising the plunger to maximum height using a given set of disks.

Referring now in more detail to the drawings illustrating preferred embodiments by which the invention may be realized, there is shown in FIGS. 1, 4 and 5 an open, flat, rectangular, box-like game board denoted by the general numeral **20**. This box-like board has two elongated side walls **21**, a head wall **22**, a foot wall **22'** and a flat bottom **23**, which is inserted into grooves **24** of said walls for greater stability. A bar **25** extending across the board between the two side walls **21** is slidingly arranged in said board in the longitudinal direction thereof. The two side walls **21** have on their inside near the bottom **23** small grooves **26** into which protrusions **27** on both ends of said bar **25** slidingly fit in order to prevent the bar **25** from falling out. A rod or stick **28** is slidingly arranged in a hole **29** in the center of the head wall **22**, said rod **28** having a knob **30** on its end outside said board **20**. The other end of said rod **28** is attached to the bar **25**, the whole constituting a pusher. A helical spring **31** extending between the inside of said head wall **22** and said bar **25**, circumposed about said rod **28**, exerts a pushing force on said bar **25**. A plurality of play pieces or tokens some of which vary in surface or planar area from that of other play pieces or tokens, in this instance, being cylindrical members or discs **32**, **33**, **34**, having short stems **35** in the center thereof, are placed inside the "operating area" of the game, extending between said movable bar **25** and the foot wall **22'** and are pushed together by said bar **25** under the force of said spring **31**. Since the disks **32**, **33**, **34** have various diameters, groupings are arranged whereby "arches" are formed by the contact of the various disks, said arches being held under the force of spring **31**.

The principle of the game is that the players try to remove disks which are "free," that is, not held by the pressure of the spring and not actually being a part of an "arch," such as mentioned above. Each size of disks represents a number of "points" so that the game is scored by a point evaluation in a positive sense, if the player is able to remove a disk without disturbing the rest, or in a negative sense (penalty) when a disk is taken out whereby the arrangement collapses. In the new formation of the disks under the continuous spring force, some other disks are set "free" for being removed, scoring positively. The game continues until all disks have been taken out.

Thereafter, the bar **25** is drawn back by means of the rod **28** and the "operating space" is filled again with the disks **32**, **33**, **34** in a casual manner whereupon the spring-loaded bar is released against the disks and playing of the game may be started again.

It is understood that all of the disks may be of the same diameter.

It is evident that the play pieces or tokens may assume other desirable shapes and dimensions, some of which are indicated in FIG. 8 by the numerals **42**, **42*a***, **42*b***, **42*c*** and **42*d***.

It is further evident that the playing board may assume other desirable shapes, such as for example, those indicated in FIGS. 9 and 10.

In FIG. 9, the playing board is shown as being a segment of a circle having a curved or arcuate wall **40** joining straight walls **43**, **43*a***. A radial arm or pusher **41**, pivoted at **46**, is urged in the direction of the play pieces

42, 42*a*, 42*b*, 42*c* and 42*d* by spring means 44, which is held by screw or bolt 45 on an extension of wall 43, thus placing some of the play pieces under stress and leaving others loose.

In FIG. 10, the playing board 48 is provided with an elastic or flexible wall or rim 46 connected to a straight rigid wall 47. It is evident that certain of the pieces 42, 42*a*, 42*b*, 42*c* and 42*d* are under stress from the pressure exerted by the elastic rim 46 and certain of them are loose. As shown, the play pieces may be of different configurations.

While the invention has been described and illustrated with respect to a certain particular preferred example which gives satisfactory results, it will be understood by those skilled in the art after understanding the principle of the invention that various other changes and modifications may be made without departing from the spirit and scope of the invention and it is intended therefore in the appended claims to cover all such changes and modifications.

I claim:

1. A game comprising a receptacle having a flat field and at least one wall, a pusher operable in said receptacle over said field, means to yieldingly urge said pusher toward said wall, and a plurality of removable play pieces disposed flatly against the surface of said field and at random within the area between said pusher and said wall, some of said play pieces being contactingly held against each other or against said wall or said pusher under the influence of said urging means while others of said play pieces are free from said influence, the construction and arrangement of said play pieces being such as to allow the removal of some but not all of the play pieces without releasing said urging means.

2. A game according to claim 1, wherein some of said pieces are of different configurations.

3. A game, according to claim 1, wherein said receptacle comprises a sector and said pusher comprises a pivoted radial arm.

4. A game, according to claim 1, wherein said yieldingly urged pusher comprises an elastic wall of said receptacle.

5. A game, comprising in combination a substantially rectangular, box-like board having walls, a bar extending across said board, said bar being slidable in the longitudinal direction of said board, said bar dividing said board into an operating and into an idle area, a rod attached to said bar, said rod being slidably arranged in the center of one of said walls, a helical spring circumposed about said rod, said spring abutting with one end against said wall and with the other end against said bar, and a plurality of removable play pieces disposed at random on said board, some of said play pieces varying in planar area from that of others thereof, some of said play pieces being held by said bar under the pressure of said spring in said operating area of said board, in contacting relation, the construction and arrangement of said play pieces being such as to allow the removal of some but not all of the play pieces without releasing said spring.

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