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H. R. WELLS ETAL
GAME APPARATUS WITH SPINNER DEVICE AND
SELECTIVELY USABLE STOP MEMBER

3,211,458

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2 Sheets-Sheet 1

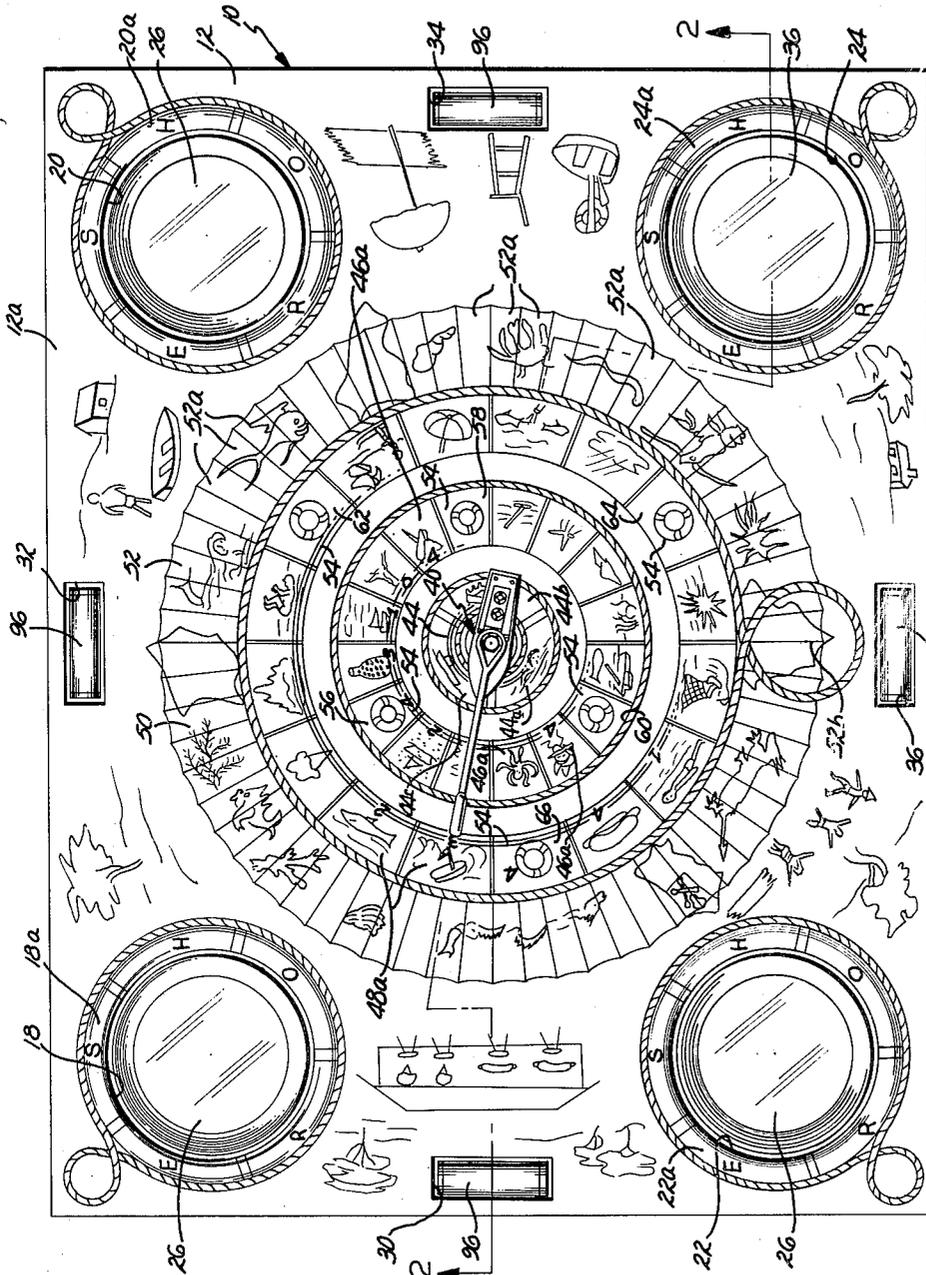


FIG. 1

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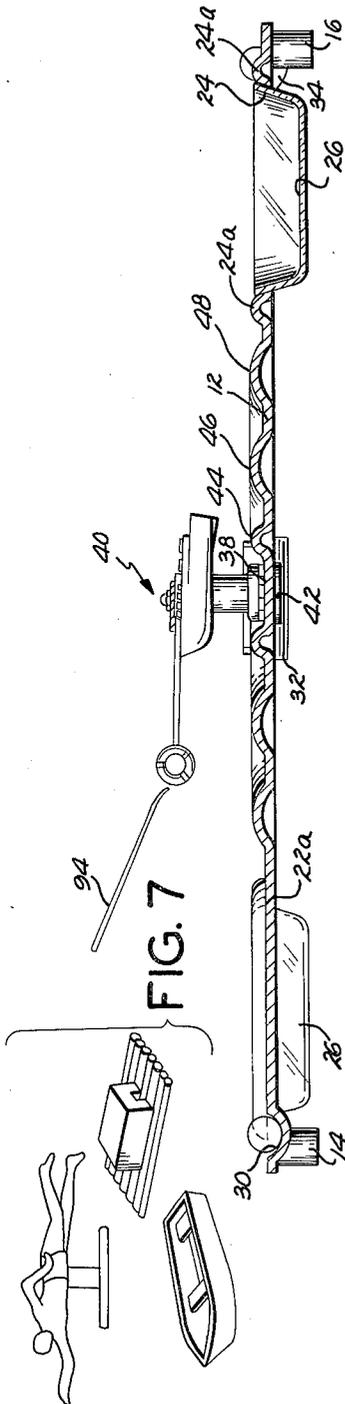


FIG. 7

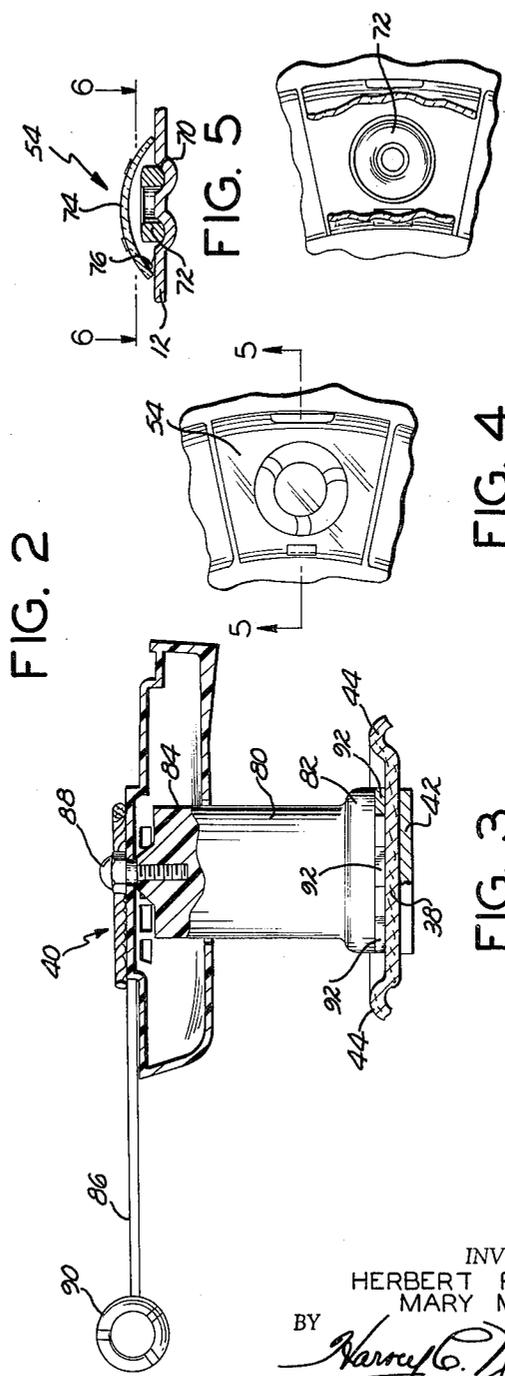


FIG. 2

FIG. 5

FIG. 4

FIG. 3

FIG. 6

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1

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**GAME APPARATUS WITH SPINNER DEVICE AND
SELECTIVELY USABLE STOP MEMBER**
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The present invention relates generally to games, and more particularly to improvements in games to be played by two or more persons.

In the past, various types of games have been devised which comprise gameboards and tokens or pawns for movement on the board in a predetermined path or pattern. Typically, such gameboards have been provided with a playing surface having a segmental path to be followed by the tokens. An advancing device, such as a pair of dice or a spinner mechanism, is usually included as part of the game for determining the progression of the various tokens along the pathway provided on the playing surface of the gameboard.

Although such games have heretofore been provided in various different styles and designs, they have, virtually without exception, lacked interest and excitement, particularly for young people. That is, the mere procedure of taking turns operating the dice or spinner device to see which of the player's tokens can go from a starting line to a finish line on the pathway is uneventful, particularly after the game has been played a number of times.

In view of the foregoing, it has been recognized for a considerable length of time that such games should be improved to develop some unusual and exciting events. To this end, the present invention has been devised. It comprises a structure for use in playing a game such as to provide results and events which heretofore have been unobtainable.

It is an object of the present invention to provide a game structure which enables a given player to receive a reward.

Another object of the present invention is to provide such a game structure which includes means for retaining a piece of candy to be given to one of the players upon the occurrence of a predetermined event.

Another object of the present invention is to provide a game structure having a gameboard formed with a receptacle for holding a piece of candy.

Another object of the present invention is to teach the construction and operation of a game related to experiences at sea, there being means for retaining a piece of candy in the shape of a life preserver to be awarded to a player of the game upon occurrence of a predetermined sea experience as defined on the playing surface of the gameboard.

A further object of the present invention is to provide a spinner mechanism having a rotatable member the end portion of which is annular, there also being an elongated means for engaging such annular end portion as the rotatable member is caused to spin.

A still further object of the present invention is to provide a structure for a game as characterized above which is simple and inexpensive to manufacture and which is rugged and dependable in operation.

The novel features which we consider characteristic of our invention are set forth with particularity in the appended claims. The device itself, however, both as to its organization and mode of operation, together with additional objects and advantages thereof, will best be understood from the following description of specific embodiments when read in connection with the accompanying drawings, in which:

FIGURE 1 is a top plan view of the game structure;

2

FIGURE 2 is a sectional view taken substantially along line 2—2 of FIGURE 1;

FIGURE 3 is a fragmentary sectional view of the spinner device used in playing the game;

FIGURE 4 is a fragmentary elevational view of a portion of the game structure;

FIGURE 5 is a sectional view taken substantially along line 5—5 of FIGURE 4 of the drawings;

FIGURE 6 is a fragmentary sectional view taken substantially along line 6—6 of FIGURE 5 of the drawings; and

FIGURE 7 is a perspective view of tokens to be used in the game structure.

Like reference numerals indicate corresponding parts throughout the several views of the drawings.

Referring to FIGURE 1 of the drawings, there is shown therein a preferred form of the present invention. Such game structure is identified generally with the numeral 10 and comprises a gameboard 12 having a playing surface 12a whereon various indications and instrumentalities are provided for playing the game as will hereinafter be explained.

Gameboard 12 may be formed of wood, metal, plastic, or any similar material which can be formed as shown in the drawings. Preferably, however, gameboard 12 should be formed of material which can be formed in a press so that large quantities can be produced within a short period of time.

Gameboard 12 is formed with three or more supporting legs, as shown at 14 and 16 of FIGURE 2, whereby the main portion of the board may be supported in spaced relation to the surface of a table or the like whereon the game is to be played. Such gameboard is further formed with a plurality of through openings as shown at 18, 20, 22, and 24. An annular raised portion is provided about each opening as shown at 18a, 20a, 22a, and 24a respectively. In each of such openings there is provided a container 26 for holding substantially any type of fluid such as water for purposes which will hereinafter be described. Such containers, as shown most clearly in FIGURE 2 of the drawings, should fit within the respective openings such as to be in spaced relation to the surface of the table on which the gameboard 12 is positioned.

Board 12 is also formed with a plurality of semi-cylindrically shaped wells or cavities 30, 32, 34 and 36 in spaced relation about the periphery of the board. Since such semi-cylindrical cavities and the containers 26 are usable for playing the game, it is desirable that such cavities and the aforementioned openings 18, 20, 22 and 24 in board 12 be formed about the periphery of the board so as to be within easy reach of the players of the game.

The central portion 38 of gameboard 12 is formed substantially flat for retaining a spinning device 40 in operating position as will hereinafter be described. Immediately beneath such flat portion 38 of board 12 is magnetic means 42 attached to the underside thereof.

About portion 38 of board 12 is an annular raised portion or ridge 44 to simulate a life preserver as will hereinafter become more apparent.

In like manner, there is provided about annular portion 44 a pair of concentric raised portions 46 and 48. As shown most clearly in FIGURE 1 of the drawings, surrounding the annular raised portion 48 is an annular portion 50 which is substantially flat and whereon there is provided a segmental path 52 having segments 52a which are contiguously arranged to provide a continuous path as shown in the drawing.

Board 12, at predetermined locations in both the inner annular raised portion 46 and the outer annular raised portion 48, is provided with a receptacle 54 as shown in detail in FIGURES 4, 5 and 6. Such locations are shown

3

at 56, 58, and 60 in the inner annular portion, and at 62, 64 and 66 in the outer annular portion.

Each such receptacle 54 is provided with a cavity 70 of predetermined shape for receiving and retaining a piece of candy or other eatable material 72 as will hereinafter be explained in greater detail. Each receptacle also includes a cover 74 formed of transparent material, such as plastic or the like, to render the eatable material 72 therewithin viewable to the players of the game. Each such transparent cover 74 is hinged, by suitable hinged means 76, to the main portion of the gameboard 12.

The cover of each of the receptacles 54 should be of such configuration and size as to be contiguous with the adjacent portions of the annular raised portions 46 and 48 respectively. As will hereinafter become more apparent, where the annular portions 46 and 48 are not provided with a receptacle 54 they need not be hollow but rather may be solid, if desired.

As will hereinafter be explained in greater detail, the shape of the candy 72 or other eatable food should have a correlation to the true-life experiences depicted by the game. That is, whereas the indications on the playing surface 12a of board 12 relate to experiences at sea, the candy 72 is in the form of a life preserver, an article relating to life at sea and which, under certain circumstances, may play a prominent and vital role in a given happening at sea. Thus, the depression or cavity 70 formed in gameboard 12 immediately beneath each cover 74 is provided with an annular shape corresponding to the annular configuration of the piece of candy 72. As such, the candy is retained in a relatively clean environment, free of any foreign material normally found on the playing surface of the gameboard.

As shown most clearly in FIGURE 3 of the drawings, the spinning device 40 comprises a base member 80 having an enlarged lower end portion 82 and a reduced upper end portion 84. A rotatable member 86 in the form of a boat is mounted on the top of the reduced end portion 84 by means of a screw 88.

The extended end portion of rotatable member 86 is annular in shape as shown at 90 to simulate a life preserver. Attached firmly to the underside of base 80 are suitable magnetically permeable members 92 which cooperate with the magnetic members 42 attached to the under side of gameboard 12 to retain the spinner device 40 in operating position on the flat portion 38 of board 12.

In FIGURE 2 there is shown an elongated rod or pole 94 for use in engaging the annular end portion 90 of rotatable member 86 as the latter is rotated.

Positioned within the semi-cylindrical cavities 30, 32, 34 and 36 are cylindrically shaped packages 96 of candy shaped as life preservers. Such packages of candy can be used to replenish the various receptacles 54 as necessary, as will hereinafter be described.

For movement along the segmental path 52 there is provided a plurality of tokens or pawns. Such tokens, as shown in FIGURE 7 of the drawings, should correspond to different activities of persons within the environment which is the subject matter of the game. That is, as shown in such figure, such tokens are in the form of a swimmer, a raft, and a boat.

The raised annular portion 44 is divided into three equal portions or divisions 44a, 44b, and 44c by suitable separating lines. Each such division is then provided with a picture or name for indicating one of the three tokens to be used in the game.

The concentric annular raised portions 46 and 48 are likewise divided into equi-angular segments by suitable dividing lines. Each segment of the annular portions 46 and 48 is provided with an indication (words or picture) of a structure, apparatus, device or environmental condition related to happenings at sea. For instance, each segment of the annular portion 46 contains a drawing or indication of sharks, octopuses, icebergs, life preservers, or the like. In similar fashion, each segment of the

4

raised annular portion 48 shows or describes experiences or instrumentalities which are predominant within harbors or near the shore of an ocean or other large body of water. For instance, each such segment in raised portion 48 shows one of the following: beach umbrella, rain storm, hot dog sandwich, life preserver, and the like.

Each segment 46a and 48a in each of the annular raised portions 46 and 48, respectively, is also provided with a numeral. As will be explained in further detail, such numerals are for use with the spinner device 40 in determining the movement of the tokens along the segmental path 52.

Each of the annular raised portions 18a, 20a, 22a and 24a is divided into five equal parts by means of suitable dividing lines. Within each area or segment of such annular raised portions, there is provided one letter of the word SHORE. Thus, whereas the segmental path 52 is related to the happenings on the open sea, the pathways afforded by the segments about the various containers 26 relate to happenings close to the shoreline of the sea.

The remaining portion of the playing surface of board 12 may be provided with words or pictures to correspond to the various indications on the segments of the annular raised portions 46 and 48. That is, as will hereinafter become more apparent, certain of the indications or pictures on the raised portions 46 and 48 will require a player's token to be removed to a separate area. As such, the various remaining areas of the board may be provided with corresponding figures and words, and hence the tokens may be removed thereto at the appropriate time.

Playing the subject game is commenced by the various players acquiring one of the tokens shown in FIGURE 7 and to be used in traversing the various segmental paths. To accomplish this, each player takes a turn at rotating the member 86 of the spinner 40 while the latter is positioned on the relatively flat portion 38 of the gameboard 12. In accordance with the position in which such rotatable member 86 comes to rest with respect to the segments 44a, 44b and 44c of the annular raised portion 44, the particular player is given the corresponding token. That is, if the rotatable member 86 stops within the angular segment 44a, he is given the token which identifies a swimmer. In like manner, if such member 86 comes to rest in either of the segments 44b and 44c, the player is provided with the token corresponding to the raft or boat respectively.

The segmental path 52 is provided with a beginning or starting line 52b. The tokens are positioned at line 52b and each player, in succession, rotates the member 86 of the spinner 40. Throughout such operation of spinner 40, the latter will be held in place by magnetic means 42 and 92. That is, the magnetic lines of force of the magnet members 42 pass through the gameboard 12 and cooperate with the magnetically permeable members 92 to hold the spinner in place.

After the player manually rotates the member 86, he is permitted to attempt to stop it wherever he so desires. However, such member can be stopped only by proper manipulation of the elongated rod or pole 94 so as to cause it to engage the annular end portion 90 of the rotating member 86. That is, by catching the annular end portion on the rod 94 at the desired position with respect to the segments on the annular raised portion 46, it is possible to control the advancement of the token.

In traversing the segmental path 52, the indications on the annular portions 46 are used. That is, each player advances his token from the start line 52b the number of segments corresponding to the number in the segment of the raised annular portion 46 corresponding to the position of the rotatable arm 86. The number of segments 52a of the path 52 to be advanced by a given token is indicated in the particular segment of annular portion 46 as shown at 46a.

The object of the game, of course, is to proceed faster than the tokens of the other players to the line 52b, and thereafter to encircle, as quickly as possible, the appro-

appropriate one of the containers of fluid 26. In addition to the player advancing his token or pawn in accordance with the numeral in the particular segment 46a, he is also subject to the circumstance or experience shown in that segment, if appropriate. That is, if the token is that of a swimmer, and the pointer or rotatable arm 86 of the spinner 40 comes to rest on a segment showing "swimmer's cramps," the swimmer is thereby considered to be suffering from cramps. As such, he is in danger and cannot be considered out of this danger until, at one of his subsequent turns, he causes the arm 86 of the spinner to come to rest at one of the receptacles 54. Such result can be accomplished either by allowing the arm to freely come to rest or it may be positioned at one of the receptacles 54 by means of the pole 94 as hereinbefore described.

In either event, however, the swimmer is considered to have been rescued from his danger and, as a reward, is given the candy life preserver 72 in the particular receptacle 54. Thereafter, the particular receptacle 54 can be replenished from the packages of candy in the various semi-cylindrical cavities 30, 32, 34 and 36.

A comparable sequence of events takes place if the player spins the member 86 to a segment indicating "attack by sharks." Such danger would prevail until the player wins one of the various life preservers. It will be noted that a life preserver would be most appropriate and effective in rescuing a swimmer from either a condition of cramps or an attack by sharks. Other dangers and rescues are provided for the raft and boat.

Thus, the various tokens or pawns are caused to follow the segmental path 52, various dangers being encountered and subsequently overcome by means of the life preservers. Other types of rescues can be provided in the segments of the annular portion 46, such as the acquisition of a pole for a raft after the original pole has been blown away by a storm or the like. Such alternatives, of course, are within the skill and imagination of the maker of the game, and are contemplated within the scope of this invention.

After each token has followed the path 52, it is then considered within the harbor area. As such, the said token is transferred to one of the containers 26 for water. The tokens are formed of wood, plastic or other suitable floatable material so as to float on the surface of the water within the containers 26.

Initially, the token is positioned within the water adjacent the segment designated S. Thereafter, the spinner 40 is operated in the manner above described. In order to move the token within the container 26, the indications on the raised annular portion 48 are employed with the spinner 40. That is, the token is advanced from one lettered segment to another about the respective container 26 in accordance with the number in the particular segment 48a of the annular portion 48 indicated by the spinner 40. Also, the true-life experiences indicated in such segment of portion 48 indicate the calamities, dangers, and the like which befall the swimmer, raft, or boat within the harbor of a large ocean. Also, as above described in detail, it is possible for the individual players to rescue their tokens from such harbor dangers in which they find them, merely by causing the rotatable member 86 of the spinner 40 to come to rest at one of the receptacles 54 in the annular portion 48 of gameboard 12. That is, as above described, when the arm 86 of the spinner 40 comes to rest at any one of the segments 62, 64 and 66 of the annular portion 48, the hinged cover thereof can be opened and the candy reward therewithin given to the particular player.

The tokens are caused to float from the segment S to the segment H, and ultimately to the segment identified with the letter E. The first player whose token goes from this position to the land is considered the winner of the game.

In addition to having the tokens float on the fluid

within the containers 26, it may be found desirable to have certain of the dangers shown in the various segments of the annular portion 48 formed of floatable material and positioned within such container. That is, it may be desirable to form an iceberg out of plastic foam material and to insert the same in the respective container 26 when one of the tokens therewithin is in danger by virtue of icebergs. Such additional instrumentalities tend to add to the realism of the game, and provide a more direct correspondence to the true-life experiences.

It is thus seen that the present invention teaches a game structure having means for retaining eatable rewards, which rewards are given to a player upon occurrence of a predetermined condition. More specifically, such rewards, by means of their shape or configuration, relate to the true-life experiences simulated by the game so as to be offered to the player only under those conditions wherein the real-life corresponding device would be appropriate. Further, the present invention teaches a game structure wherein fluid containers are employed for receiving the tokens, to cause the latter to float therein, to thereby add to the realism of the experiences depicted or simulated by the game. Also, this invention teaches the construction and operation of a game structure whereby a spinner device is firmly held in place on a gameboard. Such spinner mechanism is particularly unusual due to the annular end portion to be engaged by a player so as to cause the spinner to stop at the desired position.

Although we have shown and described certain specific embodiments of our invention, we are fully aware that many modifications thereof are possible. Our invention, therefore, is not to be restricted except insofar as is necessitated by the prior art and by the spirit of the appended claims.

We claim:

1. A game related to experiences on the sea comprising in combination, a game board having a playing surface provided with a path divided into segments identifying different experiences on the sea, at least two tokens for individual movement along said path each of which corresponds to a separate player of the game, a receptacle formed in said board, a piece of candy in said receptacle to be awarded to one of said players upon his token occupying a predetermined one of said segments of said path, and means for determining the movement of said tokens on said board comprising a spinner having a base and a manually rotatable member thereon formed with an annular end portion, said means further comprising an elongated stop member for selective manual insertion within said annular end portion of said rotatable member, whereby said rotatable member can be stopped as desired while rotating to determine the movement of said tokens.

2. A game related to experiences on the sea according to claim 1 wherein said annular end portion is formed as a life preserver to be engaged by said stop member as desired.

3. A game related to experiences on the sea comprising in combination, a game board having a playing surface provided with a path divided into segments identifying different experiences on the sea, at least two tokens for individual movement along said path each of which corresponds to a separate player of the game, a receptacle formed in said board, a piece of candy in said receptacle to be awarded to one of said players upon his token occupying a predetermined one of said segments of said path, and means for determining the movement of said tokens on said board comprising a spinner having a relatively stationary base and a manually rotatable member thereon formed as a miniature rescue boat carrying an elongated member provided with an annular end portion formed as a life preserver, said means further comprising an elongated stop member formed as a rescue pole for

7

selective manual insertion within said life preserver end portion, whereby said rescue pole can be inserted in said life preserver while said rotatable member is rotating to determine the movement of said tokens.

4. A game comprising in combination, a game board having a playing surface divided into predetermined segments, a spinner on said playing surface having a manually rotatable member to spin over said segments and formed with a through opening, an elongated stop member for selective manual insertion in the through opening of said rotatable member to cause the latter to stop at one of said segments, and means formed in said game board at one of said segments for retaining candy comprising a receptacle recessed within said game board to permit rotation of said rotatable member thereover and having a transparent cover to permit the player manipulating said stop member to identify the segments having said candy.

5
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8

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