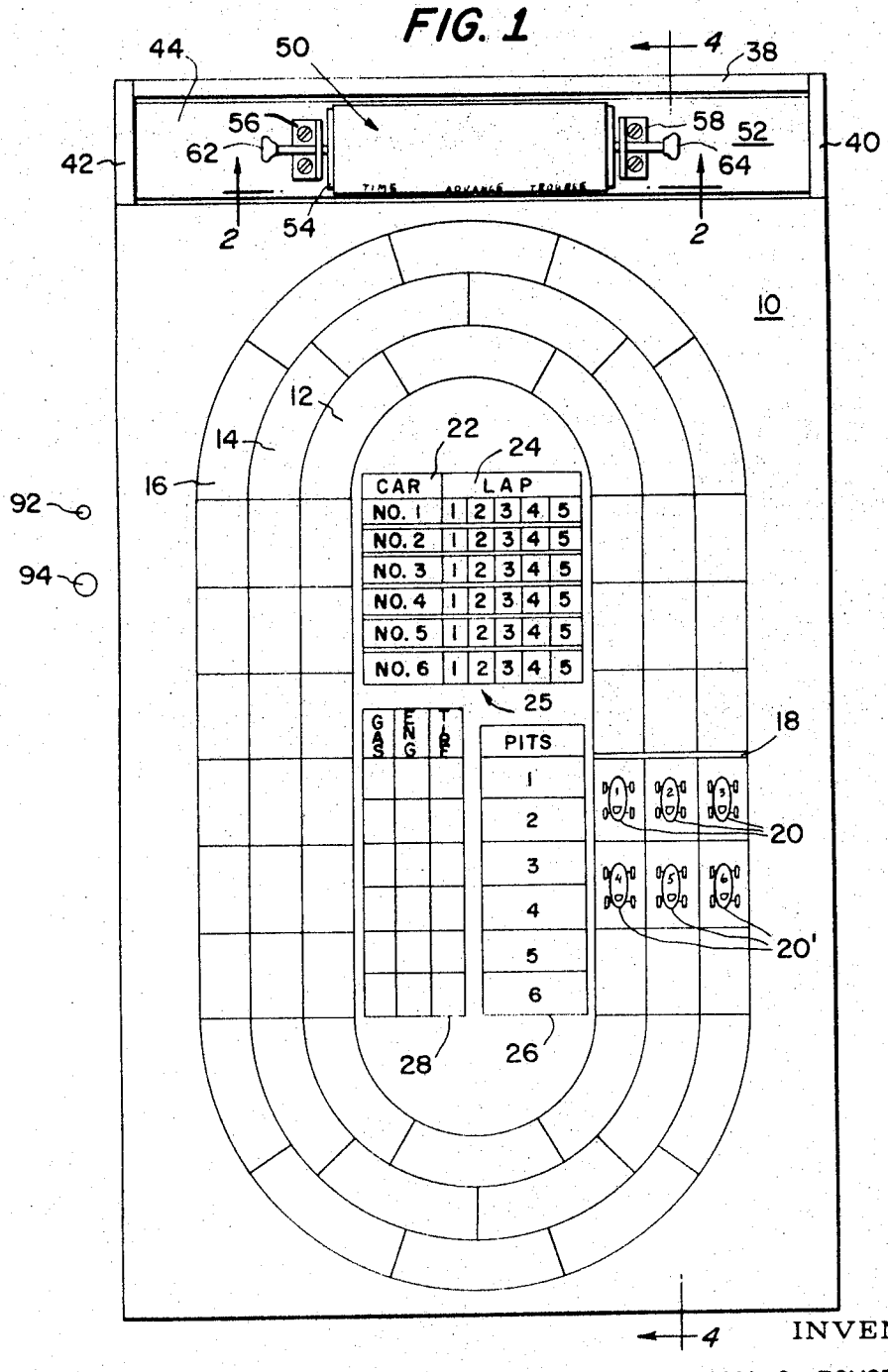
Aug. 19, 1969 W. C. ROYSTON 3,462,152

RACING GAME APPARATUS WITH MAGNETICALLY CONTROLLED SELECTOR DRUM

Filed July 21, 1967 3 Sheets-Sheet 1

FIG. 1



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RACING GAME APPARATUS WITH MAGNETICALLY CONTROLLED SELECTOR DRUM

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FIG. 2

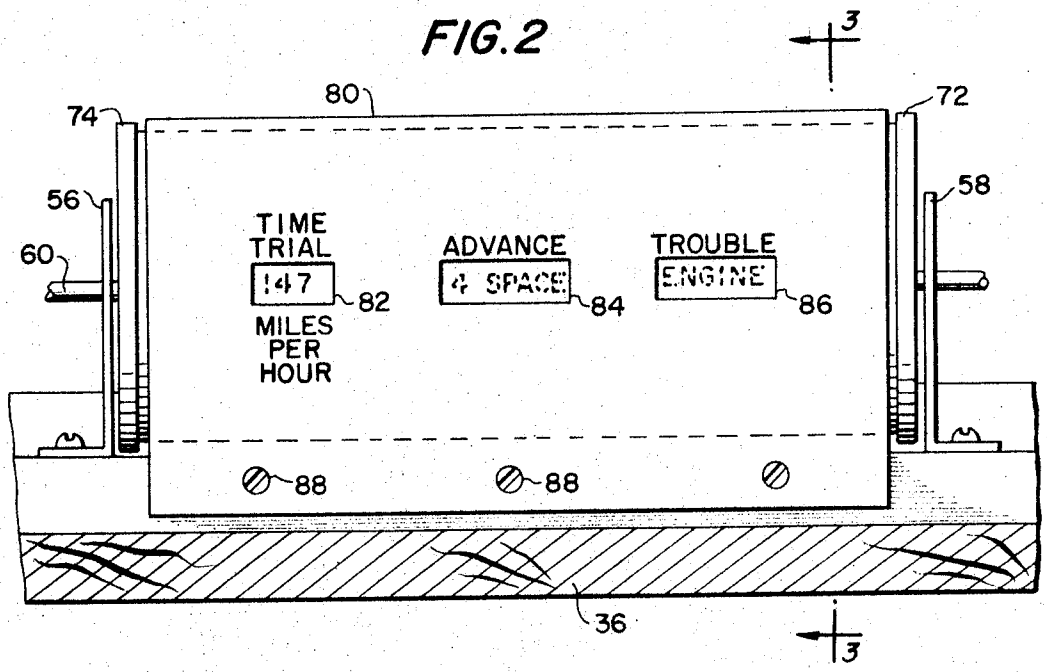
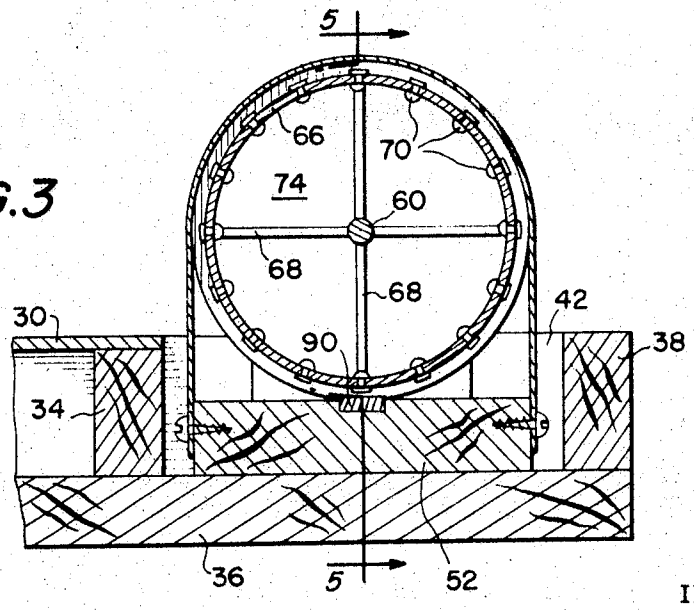


FIG. 3



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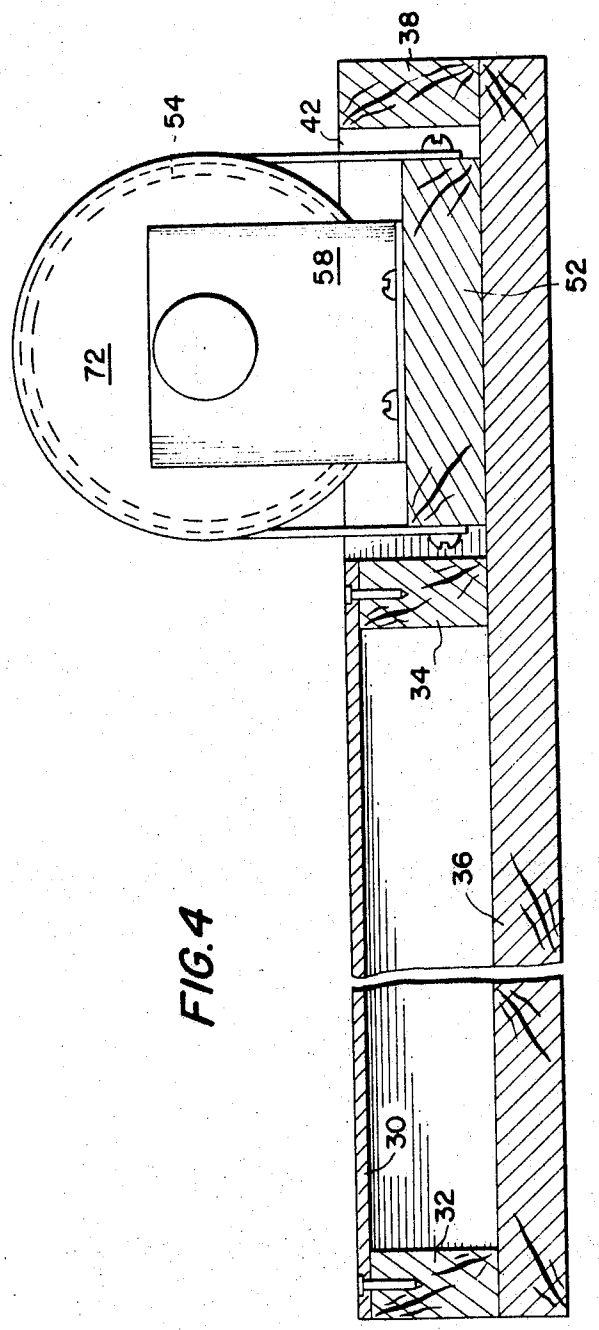


FIG. 4

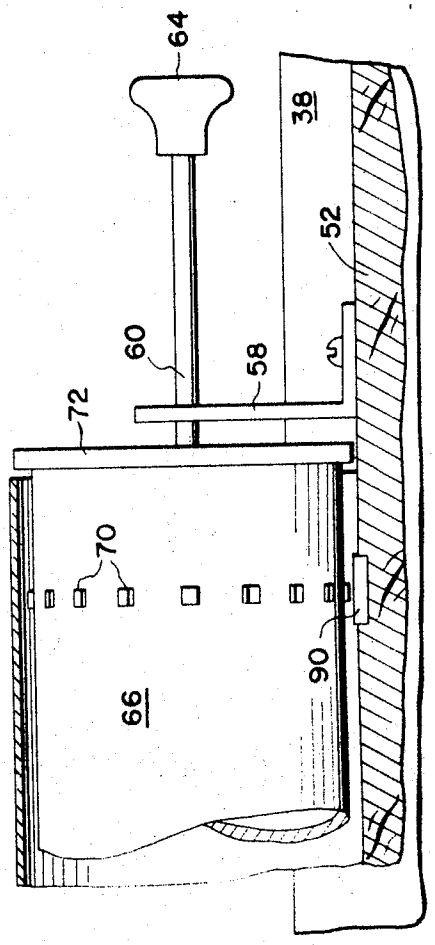


FIG. 5

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RACING GAME APPARATUS WITH MAGNETICALLY CONTROLLED SELECTOR DRUM

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Int. Cl. A63f 3/02, 1/18
U.S. Cl. 273—134 3 Claims

ABSTRACT OF THE DISCLOSURE

A game apparatus comprising a playing board having indicia thereon defining an oval race track, toy vehicles adapted to be moved about the track, indicia on the playing surface defining charts indicating the vehicle position, repair pits and troubles which may be encountered, two markers color matched with each vehicle, one adapted to be placed on the charts for indicating the relative positions of the vehicles, and the other adapted to be placed on the trouble chart to indicate a particular kind of trouble, and a rotatable drum having indicia thereon arranged in two columns, one indicating either an advance or a pit stop and the other indicating particular kinds of trouble requiring a pit stop, said drum being rotatable within a housing having aligned windows for exposing said indicia, said drum provided with magnetically permeable lugs secured to the periphery of the drum and a magnet secured adjacent the periphery of the drum to bring the drum to a stop, after being spun, only at selected positions.

BACKGROUND OF THE INVENTION

Field of the invention

This invention pertains to games and more particularly to games of the type which include a board and movable pieces adapted to be moved about on the playing board.

Description of the prior art

Game boards and game boards with movable pieces adapted to be moved about and positioned on the playing surface of the game board are well known in the prior art. Rotary selectors such as spinners for controlling the movement of such pieces are also known. The present invention constitutes an improvement over the devices of this type of the prior art with respect to the mode of play of the game, the construction of the playing surface, and the construction and operation of a rotary magnetically controlled selector drum for controlling the progress of the game.

SUMMARY

In brief summary, the game disclosed herein comprises a playing board which has a surface provided with indicia defining a plurality of oval race tracks, a plurality of movable toy vehicles for movement around the race tracks, indicia defining a chart for recording the progress of the vehicles, indicia defining a chart for indicating the condition of the vehicles during the game, movable pieces to place on the charts to give a proper indication, and a rotatable drum which has magnetic means for bringing it to a stop after being spun only in selected positions, said drum being provided with indicia thereon which are displayed through openings in a drum cover to control the progress of the game during play.

It is, accordingly, an object of the invention to provide an improved game for simulating the action of an automobile race.

A further object is the provision of a rotatable drum carrying indicia thereon for controlling the progress of an automobile race game wherein movable vehicles are moved about on a speedway.

An important object and feature of the invention is the provision of magnetic stop means on a rotatable drum for bringing the drum, which carries indicia, to a stop only at selected positions.

The over-all combination, the specific features thereof, and the individual elements as shown in the drawings and disclosed hereinafter also constitute important objects of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIGURE 1 is a top plan view of the game board of this invention showing the rotary drum in position adjacent an end thereof.

FIGURE 2 is a vertical view in partial cross section and cutaway to show the rotatable drum as it would appear from the outside with the cover in place thereover.

FIGURE 3 is a vertical end view in cross section showing the construction of the rotary drum and taken substantially along line 3—3 in the direction of the arrows as shown in FIGURE 2.

FIGURE 4 is an end elevational view of the entire playing board shown in partial cross section and taken substantially along line 4—4 in the direction of the arrows as shown in FIGURE 1.

FIGURE 5 is a side view of a portion of the rotary drum showing the cover thereof and a supporting base therefor in cross section and taken approximately along line 5—5 as shown in FIGURE 3.

DESCRIPTION OF THE PREFERRED EMBODIMENT

In general, the game disclosed herein comprises a game board **10** having indicia defining a plurality of oval race tracks **12**, **14** and **16** thereon with a start and stop line **18** extending transversely of the tracks. The tracks form a speedway for a plurality of movable toy vehicles shown at **20** and **20'** and numbered sequentially from 1 to 6, or such other numbers as may be desired. The tracks are generally oval in shape, having two parallel straight portions and arcuate portions at each end of the straight portions in the manner of a conventional race track. Each of the tracks is divided into a plurality of individual sections, each section being adapted to receive one vehicle. It will be noted that the inside lane **12** includes only 18 spaces while the intermediate lane **14** includes 20 spaces and the outer lane **16** includes 22 spaces corresponding approximately to the difference in length in the conventional race track between the inner and outer lanes thereof. This difference is only one facet of the game which provides a striking and interesting realism in play.

During the course of play, the individual vehicles **20** and **20'** are moved about the track according to a method of play which will be described hereinafter.

Indicia on the playing surface also define a chart **25** for indicating the relative position of the vehicles. Such a chart, preferably, includes a column corresponding to the vehicle number and a column corresponding to the number of the laps which the vehicle has traversed. Such columns are indicated at, respectively, **22** and **24**.

A chart **26** is also defined by indicia on the surface corresponding to repair pits for the individual vehicles. A chart **28** is provided on the surface and has columns headed by indicia indicating "GAS," "ENG," and "TIRE" to indicate various forms of trouble which may be encountered in the game which may cause a vehicle to be delayed. The mode of use of such charts will be disclosed in greater detail hereinafter.

The physical construction of the board is best shown in FIGURE 4 wherein the playing surface is formed upon

an upper planar member 30 which is supported by a plaurality of frame members shown at 32 and 34 above a base member 36. A frame member 38 and side frames 40 and 42, with the frame member 32, define the edges of the playing board and, further, the side frames 40, 42 and frame members 34, 38 define a recess 44 proximate an end of the playing surface.

A rotatable selector mechanism in recess 44 shown generally at 50 includes a base 52 which supports a rotatable drum 54 by means of support members 56 and 58. As best shown in FIGURES 3 and 5, a shaft 60 is journalled in the support members 56 and 58 and is provided at its ends with knobs 62 and 64 which, as will be described, are provided for spinning the shaft 60 and consequently the drum. The drum comprises a cylindrical member 66 which is supported by rods 68 from shaft 60.

A very important feature of the invention resides in the provision of a plurality of magnetically permeable lugs 70 which are disposed at spaced intervals about the periphery of the drum. The operation and function of these magnetically permeable lugs will be described in greater detail hereinafter. The ends of the cylinder are closed by members 72 and 74 to form a closed cylindrical drum supported by the shaft 60 which is rotatable in the end support members 56 and 58.

A cover 80 which includes a plurality of openings therethrough 82, 84 and 86 which are, preferably, in alignment as indicated in FIGURE 2, extends over the drum and covers the greater portion thereof. The cover 80 is secured by any desired securing means, shown generally at 88 as screws, to the base 52. Indicia are also provided on the drum which may selectively be displayed through the openings 82, 84 and 86. Similarly, indicia are provided on the cover 80 adjacent the openings 82, 84 and 86 to indicate the subject matter being displayed therethrough.

A magnet 90 is mounted in the base 52 adjacent the periphery of the drum such that the magnetically permeable lugs 70 must pass in close proximity thereto as the drum is rotated. Of course, it will be understood that a fully equivalent construction would comprise the mounting of a plurality of magnets in the drum and a magnetically permeable member in the base member 52. This latter construction would, however, be less convenient and more expensive. The important feature of this facet of this invention is the provision of a pair of members which are magnetically attractable to each other, one of such members being fixed and the other being secured to the rotatable drum.

Before describing the progress of the game and the mode of play, it is pointed out that markers of any desired configuration or shape are provided, such as markers 92 which are adapted to fit in the chart formed by indicia 24, and markers 94 which are adapted to fit in the chart defined by indicia 28. It may be desirable, though not necessary, to use a color coding arrangement. That is, each of the individual vehicles may be of a different color and the markers 92 and 94 may be made of a corresponding color. Conventional material such as colored plastics or wood is conveniently used. Similarly, each of the markers may carry the number of the vehicle thereon. Since the use of numerals and color coding for moving pieces is conventional in board games, no further explanation of this facet of the invention is deemed necessary.

Similarly, the indicia on the board may be of different colors. For example, the start and stop line 18 may be red or any desired contrasting color and the indicia defining the curved ends of the tracks may be yellow or any other desired color. According to usual practice, attractive contrasting colors will conventionally be selected.

METHOD OF PLAY

As previously noted, the track is composed of three individual lanes having, respectively, 18, 20 and 22 spaces.

To start the game, each player spins the magnetic selector 50 which is disposed at the end of the playing board. Obviously, if convenient, the magnetic selector may be removed from the recess 44 but normally it is disposed at the end of the playing board. As the drum is rotated and comes to a stop, through the action of the magnetically permeable lugs on the drum and the magnet, it will expose indicia through window 82 which is marked TIME TRIAL. A plurality of indicia of different numerical values are provided for being alternately exposed through this window. In a preferred embodiment, 16 sets of indicia are arranged about the periphery of the drum. It will be understood, however, that the number of sets of indicia is immaterial and will depend to some extent on the size of the drum and the desired complexity of the game. After spinning the drum and having it come to a stop in various positions, the players then arrange their vehicles in accordance with the TIME TRIAL speed registered through the window 82, the player having the highest registered speed being No. 1, the player having the second highest being No. 2, etc. In case of a tie, the tied players spin again until one has a higher number than the other.

The drivers place their cars in the spaces matching their car numbers, on the side section of the track, with all the cars facing the red starting line, as illustrated in FIGURE 1. Each driver then places his lap marker 92 in the correct space in the car column defined by indicia 22 in the center of the track.

The cars advance around the track in a counterclockwise direction. The cars may advance straight ahead or they may advance from one lane to another lane, such as to pass a car. Each player is allowed to move his car one space, corresponding to a section of the track, or more spaces according to the indicia which is displayed through the opening 84, which is marked ADVANCE. As shown in FIGURE 2, if the player should spin the drum and it should come to a stop as illustrated, he would be allowed to move his car four spaces, or any lesser number of spaces.

A move of a vehicle from one space into an adjacent space is an advance of one space, whether the move be straight ahead or from one lane to another, but a vehicle may not move backwards, nor may it pass over any car. A car may pass another car on either the right or the left side by moving the appropriate number of spaces. The cars may be advanced all or only some of the spaces shown in the advance column of the magnetic selector, as displayed through ADVANCE aperture 84.

If a car is blocked by another car and the driver cannot pass, he may use only the number of spaces that will place his car in the space directly behind the car blocking his advance. No car may change lanes in the curved section at the end of the track. Each time a car circles the track and passes over the red starting line, the driver of that car advances his marker 92 one space in the lap column 24 in the center of the track. The first car to complete five laps is the winner of the race. The next car completing five laps is second, etc.

Play begins by the driver of car No. 1 spinning the magnetic selector, letting it come to rest, and advancing his car the number of spaces or fewer spaces as indicated in the ADVANCE column through aperture 84. The other players take their turns in the order of the car numbers. If *pit stop* appears in the ADVANCE column on any player's first turn, then the player loses that turn. After the first turn, if *pit stop* appears in the ADVANCE column, the player spins again and places his trouble marker 94 opposite his pit in the column corresponding to the trouble which appears in the TROUBLE column through aperture 86 of the magnetic selector. This player makes no advance in this turn but, on succeeding turns, continues to advance his car until he is able to drive it into his pit as defined by the indicia 26. A player with the trouble marker opposite his pit cannot continue the race beyond his pit. The player with his car in his pit spins the magnetic selector, on each of his turns, until the

trouble for which his car is in the pit again appears in the TROUBLE column. The trouble marker is then removed but no advance is made on this turn. In the player's next turn, he can advance his car onto the track and into the race the number of spaces or fewer as indicated by the advance column, unless his car is blocked by another car. If a player already has his trouble marker opposite his pit and *pit stop* appears in the ADVANCE column, the player spins again.

It is important to note that, because of the magnetically permeable lugs on the rotary drum and the magnet on the base, the drum will always come to a stop with indicia being displayed through the windows. More importantly, only one set of indicia will be displayed through the windows and this set will be fully displayed. Thus, there is no possibility of confusion or argument regarding which set of indicia controls. This has several advantages in play. First, it reduces the tendency for dispute and makes the game move faster. In addition, because the drum can come to a stop only at selected points, it is possible to place more indicia on the drum surface since the indicia may be spaced closer together.

In conclusion, it will be observed that a highly entertaining and useful game, which closely simulates actual race track conditions, has been provided. It will be understood, however, that the specific illustrations and embodiments disclosed herein are exemplary and not limiting.

I claim:

1. A speedway game apparatus comprising

a playing board having a normally upwardly facing playing surface;

indicia on the playing surface defining a plurality of continuous tracks with each track having a plurality of divisions formed therein;

a plurality of movable toy vehicle playing pieces adapted for being received in said divisions;

indicia on the playing surface defining a pit stop chart with a space adapted to receive a toy vehicle playing piece;

indicia on the playing surface defining a pit stop trouble chart having spaces with associated indicia indicating types of trouble;

a trouble marker corresponding to each of said toy vehicle playing pieces adapted to be received in the spaces of said pit stop trouble chart for indicating the type of trouble encountered by the toy vehicle playing pieces occupying the pit stop chart space;

said toy vehicle playing pieces and said trouble markers having visual characteristics such that one trouble marker is paired with each toy vehicle playing piece and can be so identified;

a selector; and

indicia on said selector for selectively indicating by chance, at a first point, either a pit stop or the number of spaces that a toy vehicle playing piece is to be moved, and simultaneously, at a second point, one of the trouble indicating indicia appearing on said pit stop trouble chart.

2. A device as claimed in claim 1 wherein

said selector comprises a drum;

means mounting said drum on the playing board for rotation about the axis of said drum; and

a cover for said drum secured to said gameboard, said cover having openings therein at said first and second points for exposing selected portions of the drum surface therethrough, with said selector indicia being on said drum surface with portions thereof visible through the openings in said cover.

3. A device as claimed in claim 2 wherein

a plurality of magnetically attractable members are arranged around the surface of said drum; and

a magnetically attracting member is secured to said gameboard adjacent the periphery of said drum for causing the drum to come to a stop only at selected positions corresponding to the position of one of the magnetically attractable members.

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