United States Patent

Meyer

[15] **3,706,455**

[45] **Dec. 19, 1972**

[54] **MAZE TYPE GAME**

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[22] Filed: **Feb. 22, 1971**

[21] Appl. No.: **117,515**

[52] **U.S. Cl.** **273/110**

[51] **Int. Cl.** **A63b 67/14**

[58] **Field of Search** ..... 273/110, 108, 109, 112, 113, 273/157 R, 153 R, 115, 116, 118, 119, 126 R; 46/43

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[57] **ABSTRACT**

A maze-type game on a tiltable game board including rollable playing pieces and playing piece receiving areas at the opposite ends of the game board, characterized by a maze-like path of travel between the playing piece receiving areas with portions of the maze-like path of travel being individually movable during the course of the play of the game.

1 Claim, 4 Drawing Figures

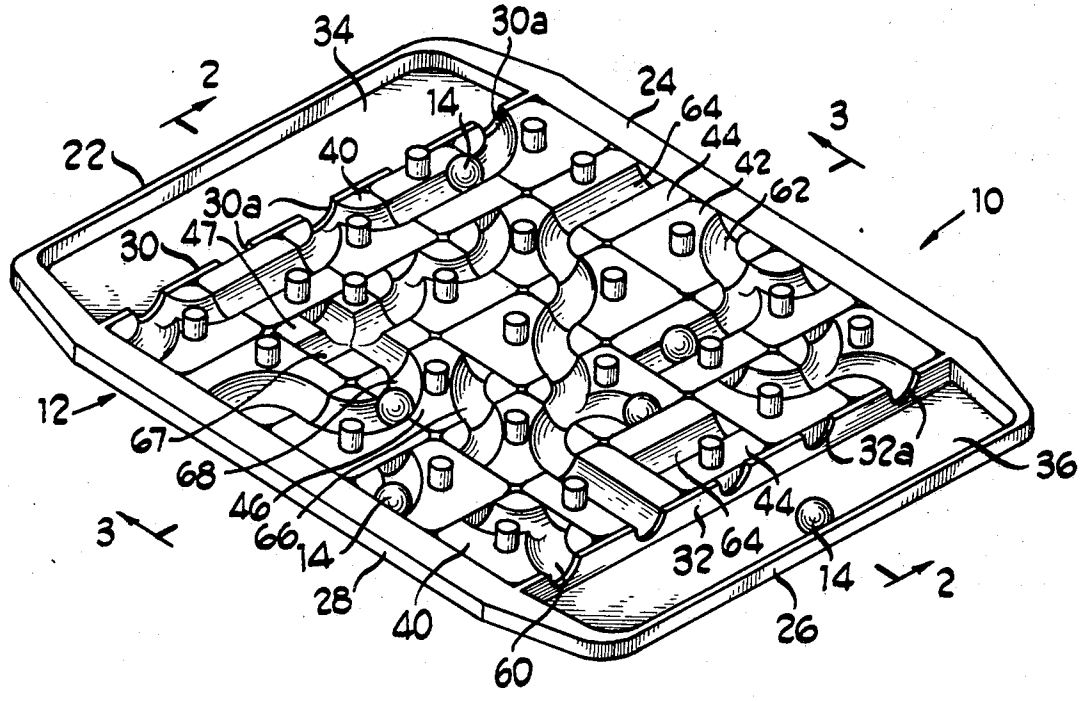


Fig 1

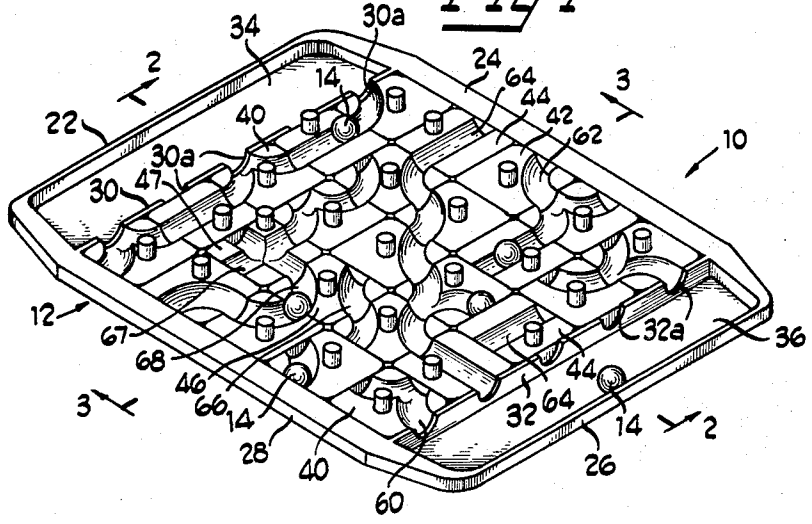
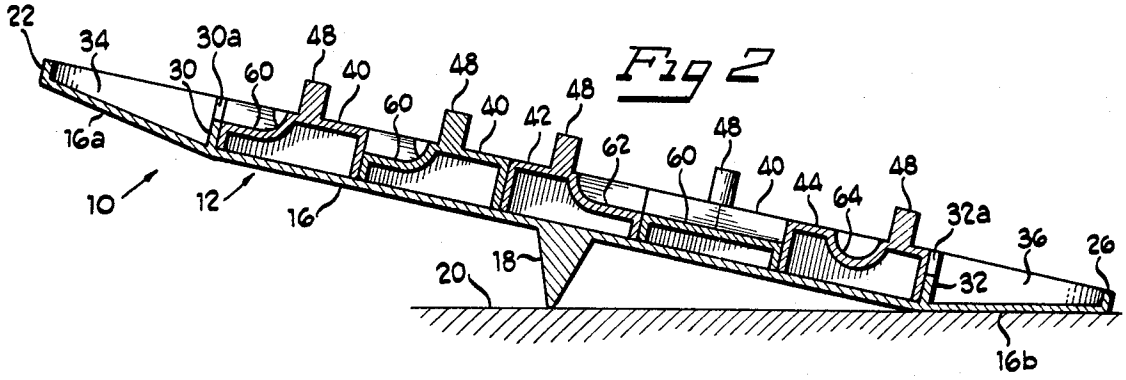


Fig 2



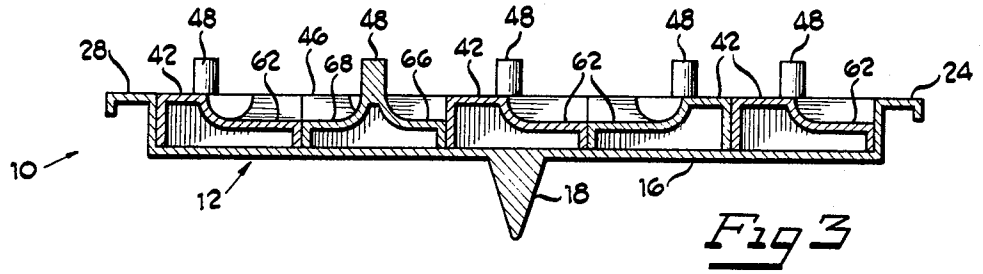


Fig 3

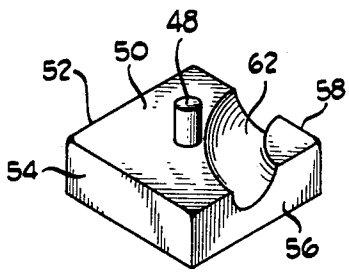


Fig 4

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MAZE TYPE GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to game devices and more particularly, to a maze-type game.

2. Brief Description of the Prior Art

Maze-type games are well known and well received in the art. Typically, such games feature a shiftable or tiltable playing surface having a path of travel for a rollable playing piece with the path of travel being relatively complex and having several routes which result only in so-called "dead ends", and do not lead to the successful completion of the traversal of the playing piece across the playing surface. Many variations of these games are available in the art. Because the basic concept of these games is well-received and easily understood and capable of enjoyment for persons of diverse age groups, improvements in such games are well-received.

It is the object of this invention to provide a novel maze-type game which features the capability of direct competitive activity by two players and further features means for changing the route of travel of the playing piece during the play of the game.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved maze-type game wherein the means defining the path of travel for the playing pieces may be altered or changed during the course or play of the game and, wherein direct competitive activity may ensue during the play of the game.

The best mode currently contemplated for carrying out the invention, includes a game board having tray-like receiving areas at opposite ends and a depending member on the underside thereof so as to mount the board tiltably with respect to a supporting surface. In the area between the tray-like receiving areas there is provided a plurality of individual tile-like elements which have grooves therein for defining a path of travel for a playing piece. Several such tiles are arranged together and may be picked up and repositioned or reoriented so as to change the route of travel from one end of the playing board to the other end of the playing board during the course of the play of the game.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game of this invention;

FIG. 2 is a section view taken generally along the line 2—2 of FIG. 1;

FIG. 3 is a section view taken generally along the line 3—3 of FIG. 1; and

FIG. 4 is a perspective view of one of the route-defining tiles utilized with the game of this invention.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

The game **10** of this invention includes a tray-like game board generally indicated **12**, and related components to be described, and rollable playing pieces **14**, here shown in the form of marbles.

The tray-like game board **12** includes a bottom **16** having upwardly inclined opposite end portions **16*a*** and **16*b*** and a generally medially depending conical stub **18** affording a supporting point about which the game board **12** may be tilted with respect to a supporting surface **20**. The tray is bounded by upstanding wall portions **22**, **24**, **26** and **28** to define a relatively shallow enclosure.

Spaced inwardly from the opposite end walls **22** and **26** are tray walls **30** and **32**, respectively. These walls have a plurality of recesses or notches therein, such as the recesses **30*a*** in wall **30** and recesses **32*a*** in wall **32**. The walls **30** and **32** combine with the end walls **22** and **26**, respectively, to define playing piece receiving trays **34** and **36**, respectively.

The game of this invention further includes a plurality of different tiles **40**, **42**, **44**, **46** and **47**. All of the tiles have common characteristics. For example, all of the tiles are preferably regular polyhedrons with side walls and upper surfaces, and, in the illustrated embodiments, are generally rectangular shaped polyhedrons.

As seen, for example, in FIG. **4**, with respect to the tile **42**, all of the tiles have an upstanding grasping pin or stub **48** on the upper surface **50** and four side walls **52**, **54**, **56** and **58**. Furthermore, all of the tiles have grooves therein defining portions of a maze-like path of travel with the grooves of different tiles running in different course through the tile, but with all of the grooves terminating or opening through a common portion of a side wall, preferably, medially of one of the side walls **52**, **54**, **56** or **58**. By this arrangement, tiles may be arranged in a side-by-side relationship with the grooves of one tile in alignment with the grooves of another tile.

Specifically speaking, tiles **40** have a Y-shaped groove **60** therein which runs from two parallel side walls to a common opening in an intermediate transverse side wall; tiles **42** have a crescent shaped arcuate groove **62** therein which extends between two generally perpendicularly oriented side walls; tiles **44** have a straight groove **64** therethrough which extends through two parallel side walls; tiles **46** have two crescent shaped arcuate grooves **66** and **68**, each of which joins two perpendicularly related side walls; and tiles **47** have an intersecting perpendicular groove **67** which opens through all four side walls of the tile. It can be seen that by changing the position of each of the tiles, a continuous path of travel may be created for a playing piece from one end or tray area **34**, to the other end or tray area **36**, with the final egress of the playing piece being through the notches such as **30*a*** in wall **30** and notches **32*a*** in wall **32**.

The game of this invention provides a unique variation in maze-type games wherein a playing piece is intended to traverse a complex path of travel for successful execution of the game. With the maze-type game of this invention, the path of travel for the playing piece may be selectively changed during the course of the game.

Preferably, the game would be played in a succession of moves, with each player on any one given move being permitted to pick up one of the tiles **40, 42, 44** or **46** and either rotate or laterally displace the tile in its row to alter the course of travel for the playing piece. Also, preferably, the game would be played in such a fashion that the tiles could not be picked up if the opponent had picked it up on the previous play or if a playing piece is resting on it. Following displacement of the tile, the player could then tilt the board by pressing down at any given point on the board so as to cause the playing piece to progress in its path of travel. As playing pieces are ultimately successfully advanced to the opposite tray, the player has successfully executed the game and may be credited with a score.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

I claim:

1. A maze game comprising: a tray having a base with a depending medial stub and a plurality of opposed upstanding side and end walls, inner walls spanning said side walls and being spaced inwardly from said end walls defining a playing piece storage area between each end wall and inner wall and defining a playing area between the inner walls, the underside of said base being upwardly inclined in the playing piece storage area; a plurality of rollable playing pieces for use in said game; and a plurality of movable tiles disposed in said playing area, said tiles having surface depressions therein defining a playing piece path of travel with said tiles and depressions being constructed and arranged for alignment of the depressions of one tile with the depression of another tile for creating a continuous playing piece path of travel between said inner walls.

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