March 5, 1968 R. C. SAUNDERS 3,371,931

GAME BOARD HAVING PLURAL PATHS AND TOKEN-RECEIVING POCKETS

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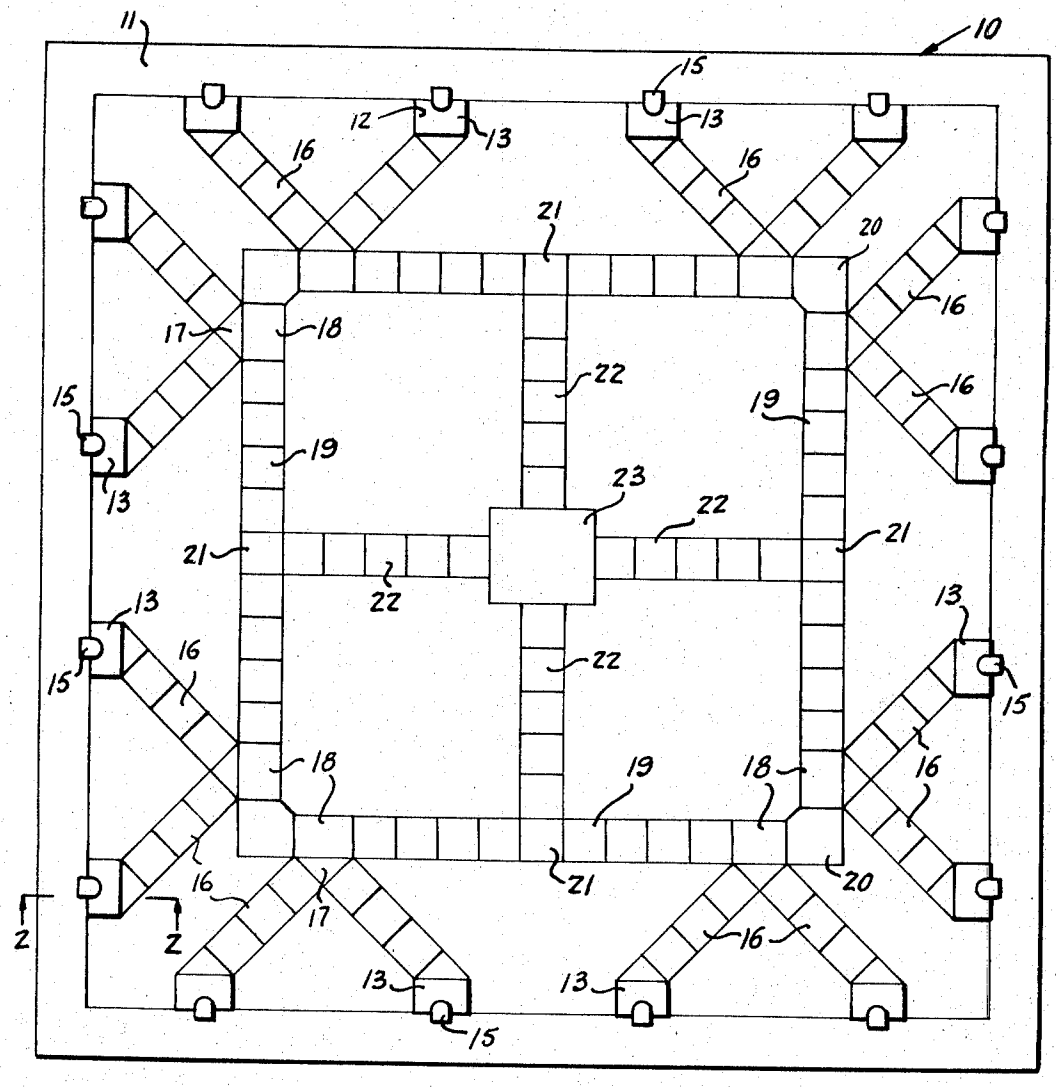


FIG. 1

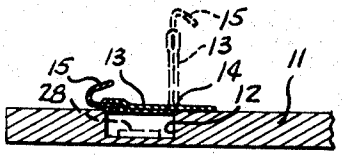


FIG. 2

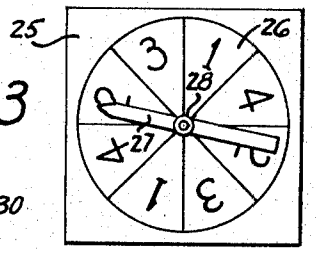


FIG. 3



FIG. 4

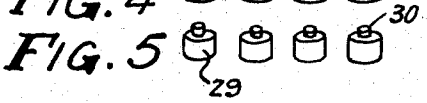


FIG. 5

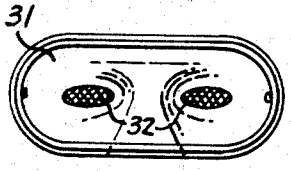


FIG. 6

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GAME BOARD HAVING PLURAL PATHS AND TOKEN-RECEIVING POCKETS

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ABSTRACT OF THE DISCLOSURE

A game board bounded by a plurality of side edges and having a playing surface including indicia defining paths over which playing pieces are moved, and wherein pockets are formed in the board, the pockets having ends opening into the playing surface and being adapted to selectively receive a token game piece therein; each pocket being positioned intermediate an edge of the board and a terminal end of selected ones of the paths, and each pocket having a hinged closure member extending across its open end and being secured to the board, the closure members being movable to conceal or expose a token disposed in its associated pocket.

This invention relates to a game, and more particularly to a game having relatively high entertainment and amusement value for both children and adults.

A primary object of this invention is the provision of a novel game and game board construction, the latter contemplating pockets wherein a token may be hidden for the purpose of the game, the finding of such token being one of the objectives of the game.

An additional object of the invention is the provision of a game of high entertainment value including a game board, tokens to be hidden, playing pieces, a spinner, and masks having opaqued eyeholes, which are to be worn during certain phases of the game.

An additional object of the invention is the provision of a game of this character which is entertaining, amusing, and instructive.

Other objects reside in the combinations of elements, arrangements of parts, and features of construction, all as will be more fully pointed out hereinafter and disclosed in the accompanying drawings wherein:

FIGURE 1 is a plan view of the game board constructed in accordance with the instant invention;

FIGURE 2 is a cross sectional view taken through any one of the pockets comprising an element of the game board and more particularly along the line 2—2 of FIGURE 1 as viewed in the direction indicated by the arrows;

FIGURE 3 is a plan view of a spinner comprising a component of the game construction;

FIGURE 4 is a perspective view of certain of the game elements, comprising tokens to be hidden;

FIGURE 5 is a perspective view of other elements of the game, comprising playing pieces; and

FIGURE 6 is an elevational view of one of the masks to be worn by the players during certain periods of the game.

Similar reference characters refer to similar parts throughout the several views of the drawing.

Having reference now to the drawings in detail, there is generally indicated at **10** a game board, of any desired size, and preferably rectangular in configuration. The game board is preferably of relatively thick material, as illustrated in FIGURE 2, and has positioned therein at intervals which will be described hereinafter a series of pockets **12**, each of which is provided with a closure member **13**, which is hinged along a hinge line **14**, and provided with a finger-engaging lifting tab **15**, the arrangement being such that the pockets may be opened or closed at will. A plurality of pockets are provided about the edges of

game board **10**, and spaced inwardly from the rim thereof, there being four pockets substantially equidistantly spaced along each side of the game board. From each pocket on the surface of the board there extends at an angle a row of playing spaces **16**, the rows of those pockets adjacent one end being inclined towards each other and intersecting at a common triangular playing space **17**, so that each two pockets have a common space of entry **18** into a rectangular playing square, having a designated number of squares or playing spaces therein, as will be described hereinafter. Each space **18** at the intersection of two inclined rows of spaces **16** is immediately adjacent a corner space **20**.

The central square is defined by rows of spaces **19** which are uneven in number and from the central space **21** of each row an additional row of spaces **22** extends toward a relatively large square **23** in the center of the board, which constitutes a "Home Base."

An additional component of the game is a square of cardboard **25**, as indicated in FIGURE 3, which has a number of sector-shaped spaces **26** therein which are numbered from 1 to 4, there being customarily no more than four players in the game. A central needle **27** is rotatably mounted on pin or axle **28** in the center of the disk, and when spun or rotated will fall in one of the sector-shaped spaces to designate a selected number from 1 to 4. Tokens **28** are circular in form and of relatively flat shape, and each token is of a different color, and is adapted to be positioned in one of the pockets **12**, in a manner and for a purpose to be more fully described hereinafter, while playing pieces **29** of generally cylindrical construction and provided with hand grasps **30** on the top are also provided. The additional component of the game is a conventional eyemask **31**, adapted to be secured about the head of a player under certain designated circumstances, the eyeholes of which are covered by opaque material **32**, so that when a player is wearing the mask he cannot see what the other players are doing, and in particular cannot see in which pocket **12** the other players hide their tokens. The masks are also of different colors, comparable to the colors of the game pieces **29** and the tokens **28**.

In order to play the game each player selects a mask **31** and a playing piece **29** and token **28** of matching color. Each player in turn from left to right spins the spinner **27** and the one getting the highest number is first to move. All players except first player, must put on their masks so they completely cover the eyes. Then the first player hides his token **28** in one of the four pockets **12** directly in front of him. After hiding his token he must announce he is "ready." The first player then puts on his mask and the player on his left hides his token in one of his pockets **12**. This continues until all players have hidden their tokens in one of the pockets in front of them.

All playing pieces are placed on Home Base **23**. The player who is first spins the spinner and moves his piece the number of spaces shown on spinner. The play continues from left to right. Players may go to any one of opponent's hiding slots that he chooses. Not finding hidden token there he must continue until he does. Upon finding hidden token he must then return to Home Base to win.

Upon spinning the spinner, if the marker stops exactly on the line dividing the numbers on the spinner the player is allowed to spin again with no penalty.

To land on opponent's hiding slot the player must have exact amount on spinner for spaces needed. Example: If player needs two spaces to reach hiding slot, and spinner stops on 3, he may not move, and it is considered his turn at play. However, if spinner stops on 1 he may move one space and then must spin until spinner stops on 1 again.

A player upon finding his opponent's hidden token removes token and gives it to his opponent. He is then al-

lowed a bonus spin to return to Home Base. All other players must continue play to find a hidden token before they are allowed to start back to Home Base.

A player after finding a hidden token and going back to Home Base must spin exact amount on spinner to number of spaces needed to enter Home Base and win.

In starting a new game the winner of the last game is entitled to be first player in the new game.

The object of the game is to move the playing piece from the Home Base 23 by the use of the spinner to the opposite side of the game board, to find a hidden token in one of the opponent's closed or concealed openings or receptacles, and then arrive back first at the Home Base 22.

From the foregoing it will now be seen that there is herein provided an amusing game which may be played by both adults and children, which is entertaining and educational, and in which a certain degree of skill as well as an element of luck are required to be present.

It will also be seen that there is herein provided a game which accomplishes all of the objects of this invention, and others, including many advantages of practical utility and high entertainment.

As many embodiments may be made of this inventive concept, and as many modifications may be made in the embodiment hereinbefore shown and described, it is to be understood that all matter herein is to be interpreted merely as illustrative and not in a limiting sense.

I claim:

1. Game apparatus comprising

a game board having substantial thickness and being bounded by a plurality of side edges;

said game board having a playing surface provided with a plurality of indicia thereon defining a plurality of paths with selected ones of the paths extending towards and having terminal ends adjacent to but spaced inwardly from said side edges of said board;

said game board adjacent each said edge thereof having a plurality of pockets formed therein, each of said pockets having an end opening into said playing surface;

each of said pockets, respectively, being fixedly positioned, respectively, relative to said playing surface and at said terminal end of one of selected ones of said paths and being disposed intermediate its adjacent terminal end of the adjacent path and the adjacent edge of said board;

a closure member for, respectively, each of said pockets, each closure member being mounted and supported on said playing surface and extending across said open end of, respectively, its associated adjacent pocket, each said closure member including hinge means to enable said closure member to pivot towards and away from said playing surface to conceal and expose, respectively, the interior of its associated pocket;

a plurality of token pieces, said token pieces corresponding in number to the number of said side edges, each of said token pieces being adapted for selective disposition within, respectively, one of said pockets adjacent each of said side edges of said board; and

a plurality of playing pieces adapted to be moved over said paths.

2. The structure of claim 1 wherein said closure members and said hinge means each comprise a lid pivotal about a hinge line and a finger engaging lifting tab connected to each lid.

3. The structure of claim 2 wherein said board is rectangular and said multiplicity of paths terminate in inclined relation adjacent said side edges of the board.

4. The structure of claim 3 wherein an equal number of pockets are provided along each edge.

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