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S. J. MARTINO

3,075,772

GAME APPARATUS

Filed May 19, 1961

2 Sheets-Sheet 1

Fig-1

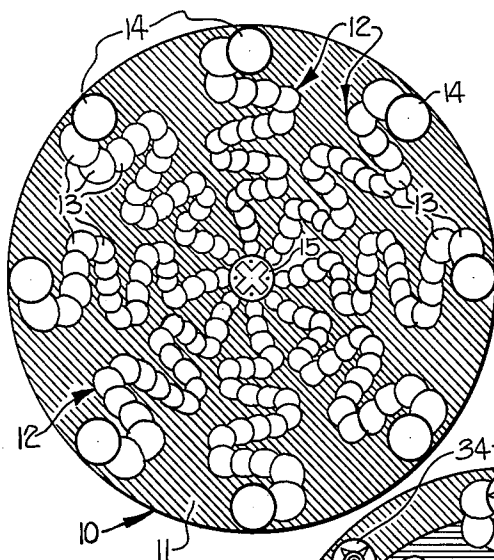


Fig-2

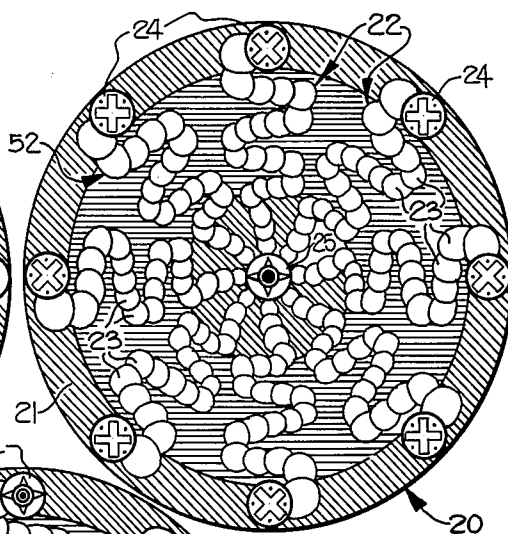


Fig-3

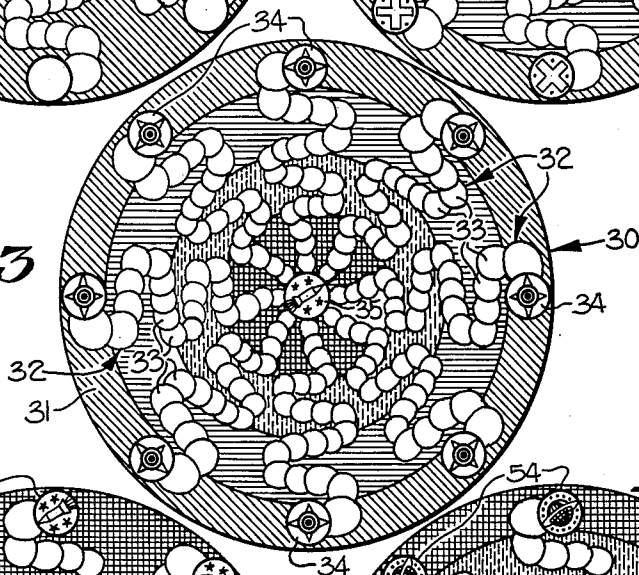


Fig-4

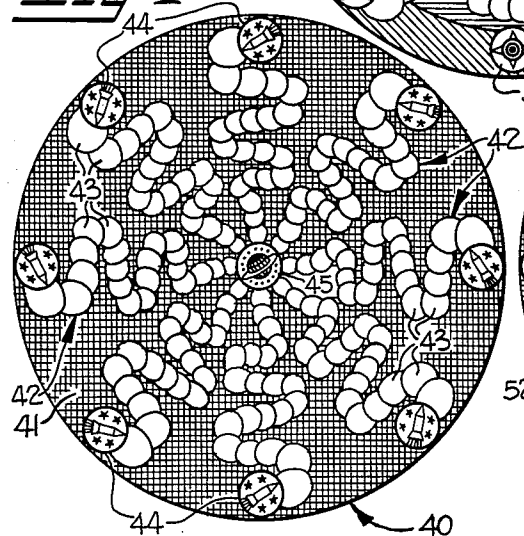
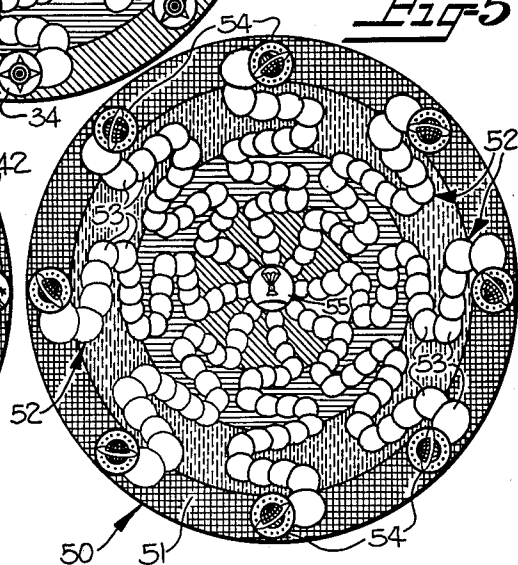


Fig-5



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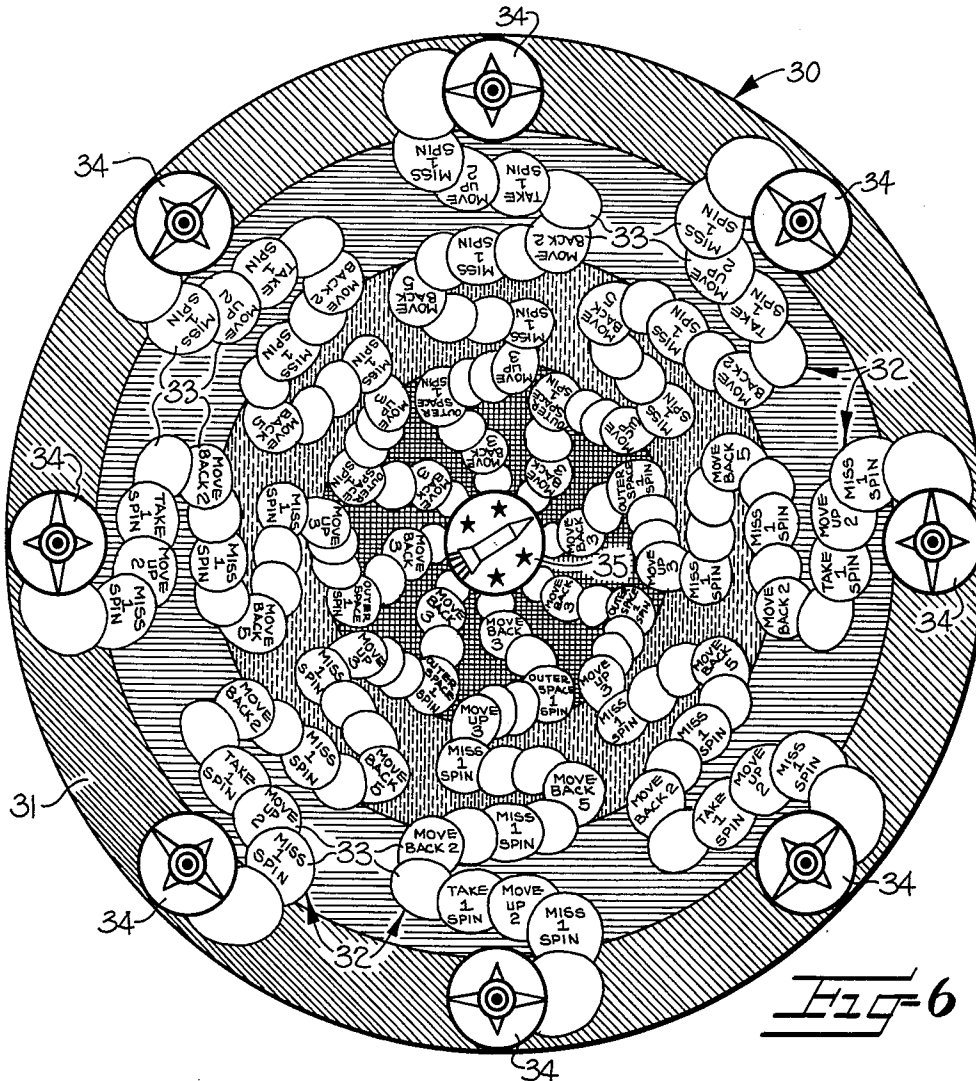
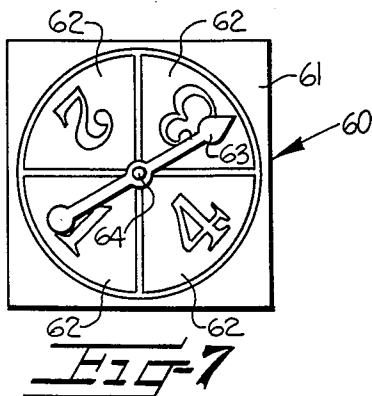
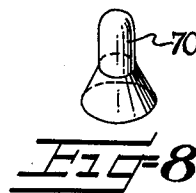
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GAME APPARATUS

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2 Sheets-Sheet 2



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GAME APPARATUS

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This invention relates to game apparatus and more particularly to a set of game boards of the type having a plurality of designated courses or playing paths on each of the boards through which playing pieces representing players are moved in a manner determined by chance.

Until recently, the exploration of outer space was nothing more than a dream in the minds of scientists and a relatively small number of the general public. However, great advances have been made in the exploration of outer space with the advent of rockets, satellites and manned spaced vehicles. The widespread publicity afforded these explorations into outer space have created an intense public interest in these explorations and the same are followed with a great deal of interest by the general public.

All attempts at space exploration have not been successful and many obstacles have been encountered in the launching and orbiting of space satellites. In many instances, these obstacles have resulted in some of the space satellites not reaching outer space and some which reach outer space not being orbited. However, there have been many successful launchings and orbitings of space satellites with a feeling of accomplishment by the people responsible for such successes.

Accordingly, it is an object of the present invention to provide a new and novel game apparatus including a set of game boards having a plurality of playing paths thereon and wherein the advances and setbacks involved in the travel into outer space are simulated and wherein the intense competition in the race to outer space is provided for the amusement and instruction of the players.

Another object of this invention is to provide novel game apparatus wherein a plurality of playing paths with separate starting points and with a common finish point is provided with suitable indicia being provided in the finished area which is indicative of a goal reached in the exploration of outer space.

A still further object of this invention is to provide novel game apparatus of the character last described wherein the starting areas of each of the set of game boards, except the one which is to be used first, bears the same indicia as the finish area indicia of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are to be used.

A further object of the invention is to provide a novel game apparatus which is simple in construction, inexpensive to manufacture and which simulates the intense competition involved in the exploration of outer space to provide amusement and instruction for the participating players.

A still further object of the invention is to provide a novel game apparatus of the character described which appeals to individuals of virtually all ages both young and old alike and which may be used to create an endless number of different explorations into outer space.

Some of the objects of the invention having been stated, other objects will appear as the description proceeds, when taken in connection with the accompanying drawings, in which—

FIGURES 1 through 5 are plan views of the set of game boards constructed in accordance with the present invention;

FIGURE 6 is an enlarged plan view of the game board shown in FIGURE 3 showing the indicia provided in the spaces of the plurality of playing paths;

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FIGURE 7 is a plan view of a suitable spinner to be used with the game boards of the present invention; and

FIGURE 8 is an isometric view of one of the playing pieces to be used with the game boards of the present invention.

Referring now to the drawings and to FIGURES 1 through 5 in particular, the game apparatus of the present invention includes a plurality of game boards designated generally by the numerals 10, 20, 30, 40 and 50, respectively. While the boards 10, 20, 30, 40 and 50 are shown as being circular, it is to be understood that the same may take any geometric shape without departing from the spirit of the present invention. The game boards 10, 20, 30, 40 and 50 have upper surfaces 11, 21, 31, 41 and 51, respectively, on which is provided, by printing or the like, suitable indicia in accordance with the invention as will be explained hereinafter. While any name suitable for the game apparatus of the present invention may be employed, the commercial embodiment of the game is preferably referred to as "Orbit," a name which reflects the particular use of the game.

In order to provide a playing field for the players, a plurality of playing paths designated generally by the numerals 12, 22, 32, 42 and 52 are provided on the game boards 10, 20, 30, 40 and 50, respectively. Each of the plurality of playing paths 12, 22, 32, 42 and 52 is divided into a plurality of spaces 13, 23, 33, 43 and 53, respectively, some of which bear suitable indicia indicating bonuses or setbacks encountered in the advance of the players along the paths (FIGURE 6). Each of the plurality of playing paths 12, 22, 32, 42 and 52 is provided with a separate starting area 14, 24, 34, 44 and 54, respectively (FIGURES 1-5). The plurality of playing paths 12, 22, 32, 42 and 52 on the boards 10, 20, 30, 40 and 50 terminate in common finish areas 15, 25, 35, 45 and 55, respectively, which are provided with suitable indicia indicative of a goal reached in the exploration of outer space. Finish area 15 is provided with indicia comprising a cross with a series of dots positioned between the legs thereof to simulate the cross runways of a jet air base. Finish area 25 is provided with indicia simulating a plan view of a rocket disposed in the upright position which is indicative of a launching pad or rocket base. Finish area 35 is provided with indicia simulating a rocket in flight with stars positioned therearound indicative of a rocket which has reached outer space. Finish area 45 is provided with indicia simulating a planet, particularly Earth, with a band therearound and a plurality of stars indicative of a space satellite in orbit around the earth or any other planet in the solar system. Finish area 55 is provided with indicia simulating the parachute descent of a space satellite back to earth.

Starting areas 24 of game board 20 are provided with the same indicia that is provided in finish area 15 of game board 10; starting areas 34 of game board 30 is provided with the same indicia as is provided in finish area 25 of game board 20; starting areas 44 of game board 40 are provided with the same indicia provided in the finish area 35 of game board 30; and starting areas 54 of game board 50 are provided with the same indicia as is provided in finish area 45 of game board 40. The reproduction of the indicia in the starting areas of game boards 20, 30, 40 and 50 from the finish areas of the game boards 10, 20, 30 and 40, respectively, indicate the order in which the game boards are to be used in the playing of the game by the players thereof.

The portions of the surfaces 11, 21, 31, 41 and 51 between the plurality of paths 12, 22, 32, 42 and 52 are suitably lined for color according to the color symbols for draftsmen prescribed in the Rules of Practice for the United States Patent Office. All of surface 11 between

paths 12 is preferably lines for color green simulating that the players remain on the surface of the earth or any other planet throughout their movement along the paths 12 on this game board. The portions of surface 21 between the plurality of paths 22 are lined in three separate bands of color, the outer band being lined for the color green simulating that the players are still on the surface of the earth, the middle band being lined for the color blue simulating that the players are traveling through the atmosphere of the earth, and the inner band being lined for the color green simulating that the players have returned to the surface of the earth. The portions of surface 31 between the plurality of paths 32 are lined for four separate bands of color, the outer band being lined for the color green simulating that the players are upon the surface of the earth, the next band adjacent the outer band being lined for the color blue simulating that the players are traveling through the atmosphere of the earth, the next band which is adjacent the inner band being lined for the color purple simulating that the players are traveling through the extreme upper atmosphere of lower fringes of outer space, and the inner band being lined for the color black simulating that the players are in outer space. The portions of surface 41 between the plurality of paths 42 are lined for the color black simulating that, in the use of this board, the players remain in outer space. The portions of surface 51 between the plurality of paths 52 are lined for four separate bands of color, the outer band being lined for the color black simulating that the players are in outer space, the next band adjacent the outer band being lined for the color purple simulating that the players are traveling through the lower fringes of outer space or the upper atmosphere of the earth, the next band adjacent the inner band being lined for the color blue simulating that the player are traveling through the atmosphere of the earth and the inner band being lined for the color green simulating that the players have arrived back upon the surface of the earth.

A spinner generally indicated at 60 (FIGURE 7) is provided for determining by chance the number of spaces 13, 23, 33, 43 and 53 to be moved along the paths 12, 22, 32, 42 and 52 by the players in the use of the game board 10, 20, 30, 40 and 50. Spinner 60 comprises a base 61 on which suitable indicia is provided representing the quarters 62 of a circle and in which suitable numbers are provided which represent the number of spaces to be moved by the players. An indicating arrow or pointer 63 is mounted for rotation on a suitable upright shaft 64 positioned on base 61 at the center of the circle. Pointer 63 is adapted to be spun around the shaft 64 and allowed to stop over one of the quadrants 62 by chance.

Each of the opposing players is represented by a playing piece 70 which is preferably in a shape simulating a space vehicle. Only one playing piece 70 is shown in FIGURE 8, but it is to be understood that identical playing pieces or distinctive playing pieces, if desired, are to be provided for each of the opposing players.

In the use of the game apparatus of the present invention, opposing players of from two to eight place their respective playing pieces upon the starting area 14 of their respective playing paths 12 on the game board 10. Each player in turn spins the pointer 63 of the spinner 60 and allows the same to stop by chance upon one of the quadrants 62 bearing a number therein. The player then moves his playing piece 70 along his respective path 12 the number of spaces 13 corresponding to the number over which the pointer 63 comes to rest. As previously stated, some of the spaces 13 along the path 12 are provided with indicia indicating bonuses or setbacks in the advance of the players along the paths 12 toward the finish area 15. If a player's playing piece is moved into one of the areas indicating a bonus or setback, he either moves forward or backward a particular number of spaces 13 or takes a bonus spin or misses a spin of the spinner 60 as is indicated by the indicia on the particular space 13 on which his

playing piece 70 is resting. The first player or the first series of players to arrive in the finish area 15 has completed the first portion or stage of the game and has arrived at a goal which in the case shown is simulated as being a jet base. This player or series of players have overcome the obstacles and have won the opportunity of proceeding to the second stage of the game and the losing players must drop from the game and start over again with new opponents or stop entirely.

The winning series of players, by way of example six out of the original eight starting on game board 10, move on to the starting areas 24 of game board 20 and place their playing pieces 70 upon the respective starting areas of the paths 22. The procedure for the advancement along the paths 22 is the same for game board 20 as game board 10 with suitable bonuses or setbacks being indicated by suitable indicia in selected spaces along the paths. The first four of the six starting players to arrive at the finish area 25 which has indicia indicative of the goal of reaching the launching pad for a rocket win this stage of the game and a chance to proceed to the third stage of the game.

The four players surviving after the second stage of the game represented by game board 20 move to the starting areas 34 of the plurality of playing paths 32 which bear the same indicia as the finish area 25, and place their playing pieces 70 thereon. The players move along their respective paths 32 in the same manner as in previous game boards with the first three arriving at the finish area 35, which has the indicia indicative of the goal of arriving in outer space, winning the chance to proceed to the fourth stage of the game. As noted above, the portions of surfaces 11, 21 and 31 are lined for color and represent changes in position of the players relative to the earth so that it is possible to tell the relative position of the playing pieces not only by the number of spaces which they have traversed along the playing paths, but by the bands of color.

The three surviving players from the third stage, represented by game board 30, move on to the starting areas 44 of game board 40, which bear the same indicia as finish area 35 of game board 30. These players proceed along the paths 42 in like manner to the previous paths with the first two players arriving at the finish area 45, which bears the indicia indicative of the goal of being in orbit around the earth or another planet, winning the chance to proceed to the fifth and final stage of the game, represented by game board 50. These two players move their playing pieces to the starting areas 54, which bear the same indicia as finish area 45, and move along the paths 52 in the same manner as previously described. The first player to arrive at the finish area 55 which bears indicia indicative of the goal of successfully returning to earth from outer space, being the winner of the game. As in the case of game boards 10, 20 and 30, the portions of surfaces 41 and 51 between the paths 42 and 52 are lined for color indicating changes in position relative to the earth such that the relative position of the playing pieces to the goal desired to be obtained and to each other may readily be visually determined by a cursory glance.

It is apparent that the game apparatus of the present invention provides a game which simulates the intense competition in the race or exploration of outer space and the obstacles and goals involved in such exploration for the amusement and instruction of the players. It is further apparent that the present invention provides a game apparatus which is adaptable to exploration of various portions of outer space including the nine planets in our solar system and even other galaxies.

In the drawings and specification there has been set forth a preferred embodiment of the invention and, although specific terms are employed, they are used in a generic and descriptive sense only and not for purposes of limitation, the scope of the invention being defined in the claims.

I claim:

1. Game apparatus comprising a plurality of game boards adapted to be used in succession, each of said game boards having a plurality of paths delineated thereon, each of said paths terminating in a finish area and having a separate starting area, each of said paths being divided into a plurality of spaces, a set of playing pieces for registering movement and position of the players along said paths, and means for determining by chance the number of spaces to be moved along said paths by the players, the finish areas of said game boards bearing indicia indicative of a goal reached, each of said game boards having finish area indicia distinctive from the finish area indicia on the other game boards, the starting areas of each of said plurality of game boards, except the one which is adapted to be used first, bearing the same indicia as the finish area indicia of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are adapted to be used.

2. Game apparatus comprising a plurality of game boards adapted to be used in succession, each of said game boards having a plurality of paths delineated thereon and terminating in a common finish area, each of said paths having a separate starting area and being divided into a plurality of spaces, at least some of said spaces bearing indicia indicating bonuses or setbacks in the advance along said paths, a set of playing pieces for registering movement and position of the players along said paths, and means for determining by chance the number of spaces to be moved along said paths by the players, the finish areas of said game boards bearing indicia indicative of a goal reached, the indicia in each finish area being distinctive from the indicia in the other finish areas, the starting areas of each of said plurality of game boards, except the one which is adapted to be used first, bearing the same indicia as the finish area of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are adapted to be used.

3. Game apparatus comprising a set of at least three game boards adapted to be used in succession, each of said game boards having a plurality of continuous paths delineated thereon and terminating in a common finish area, said paths extending radially outwardly from said common finish area and having separate starting areas circularly arranged around said common finish area, each of said paths being divided into a plurality of spaces, at least some of said spaces bearing indicia indicating bonuses or setbacks in the advance along said paths, a set of playing pieces for registering movement and position of the players along said paths, and means for determining by chance the number of spaces to be moved along said paths by the players, the finish areas of said game boards bearing indicia indicative of a goal reached, the indicia in each finish area being distinctive from the indicia in the other finish areas, the starting areas of each of said game boards, except the one which is adapted to be used first, bearing the same indicia as the finish area of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are adapted to be used.

4. Game apparatus comprising a set of five game boards adapted to be used in succession, each of said game boards having a plurality of continuous, sinuous, paths delineated thereon and terminating in a common finish area, said paths extending radially outwardly from said common finish area and having separate starting areas circularly arranged around said common finish area, each of said paths being divided into a plurality of spaces, at least some of said spaces bearing indicia indicating bonuses or setbacks in the advance along said paths, a set of

playing pieces for registering movement and position of the players along said paths, and means for determining by chance the number of spaces to be moved along said paths by the players, the finish areas of said game boards bearing indicia indicative of a goal reached, the indicia in each finish area being distinctive from the indicia in the other finish areas, the starting areas of each of said game boards, except the one which is adapted to be used first, bearing the same indicia as the finish area of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are adapted to be used.

5. Game apparatus comprising a set of five game boards adapted to be used in succession, each of said game boards having a plurality of continuous, sinuous paths delineated thereon and portions between said paths, said paths terminating in a common finish area, said paths extending radially outwardly from said common finish area and having separate starting areas circularly arranged around said common finish area, each of said paths being divided into a plurality of spaces, at least some of said spaces bearing indicia indicating bonuses or setbacks in the advance along said paths, a set of playing pieces for registering movement and position of the players along said paths, and means for determining by chance the number of spaces to be moved along said paths by the players, the finish areas of said game boards bearing indicia indicative of a goal reached, the portions between said paths on at least some of said game boards bearing indicia indicating changes in position in the advance along said paths, the indicia in each finish area being distinctive from the indicia in the other finish areas, the starting areas of each of said game boards, except the one which is adapted to be used first, bearing the same indicia as the finish area of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are adapted to be used.

6. Game apparatus comprising a set of five game boards adapted to be used in succession, each of said game boards having a plurality of paths delineated thereon and portions between said paths, said paths terminating in a common finish area and extending radially outwardly therefrom, said paths having separate starting areas circularly arranged around said common finish area, each of said paths being divided into a plurality of spaces, at least some of said spaces bearing indicia indicating bonuses or setbacks in the advance along said paths, a set of playing pieces for registering movement and position of the players along said paths, and means for determining by chance the number of spaces to be moved along said paths by the players, the finish areas of said game boards bearing indicia indicative of a goal reached, the portions between the paths on at least some of said game boards bearing bands of different colors indicating changes in position in the advance along said paths, the indicia in each finish area being distinctive from the indicia in the other finish areas, the starting areas of each of said plurality of game boards, except the one which is adapted to be used first, bearing the same indicia as the finish area of one of the other game boards, the particular indicia in the starting areas indicating the order in which the game boards are adapted to be used.

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