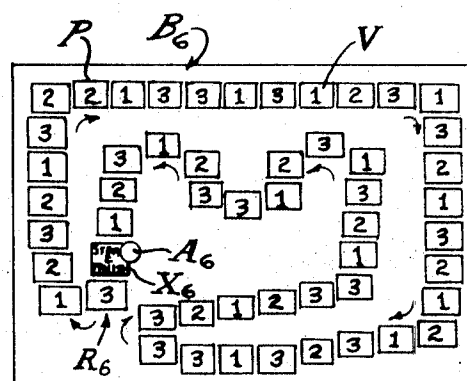
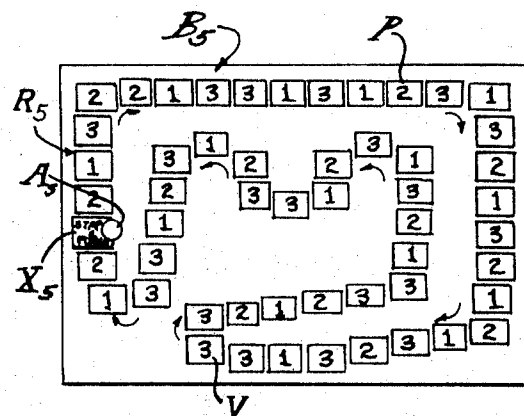
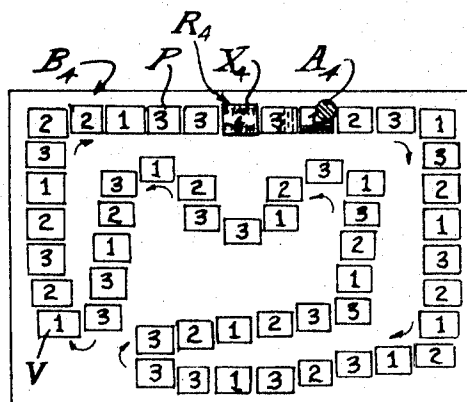
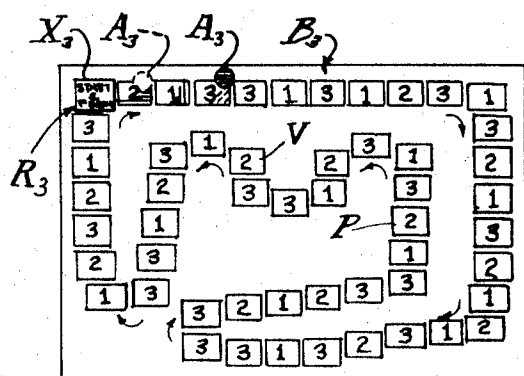
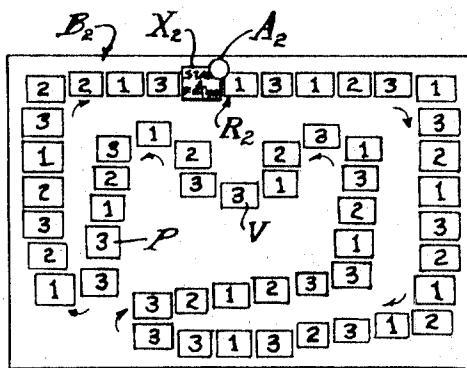
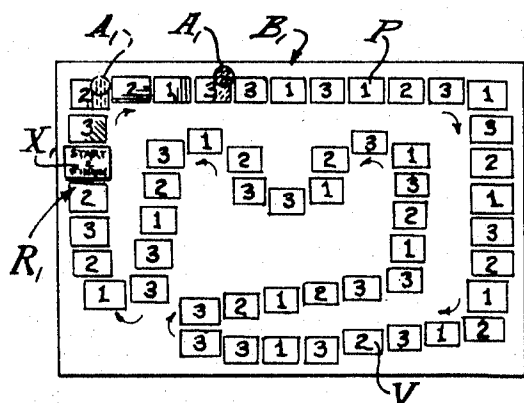


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BOARD GAME APPARATUS WHEREIN ADVANCEMENT OF PIECE
IS CONTROLLED BY MOVEMENTS OF OTHER PIECES
Filed March 28, 1966



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BOARD GAME APPARATUS WHEREIN ADVANCEMENT OF PIECES IS CONTROLLED BY MOVEMENTS OF OTHER PIECES

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3 Claims

ABSTRACT OF THE DISCLOSURE

A game apparatus comprising a plurality of identical game boards, and a playing piece and a marker for each board, the boards being provided with a closed-loop path consisting of a series of placements which are individually identified by color and arranged in a repeated color sequence, each placement having a predetermined indicated value, and the total value of each of the several paths being the same. The playing pieces are of different colors corresponding to those of the placements, and the markers are positioned on different placements on the several boards. The game is started by moving the piece on any board an arbitrarily selected number of placements, the color and value of the placement to which the piece is moved determining which piece is to be moved next and to what placement. The advancement of the pieces across the boards therefore is determined by the initial move.

It is a general object of this invention to provide an amusing as well as an educational game wherein the competitive spirit is high and wherein there is a challenge in foreseeing the outcome of said competition. Therefore, the game is both amusing and educational for those persons who will strive to anticipate the definite rule of action which the game imposes each time it is operated to its fulfillment. On the contrary, for those persons who will not strive to anticipate the action, the unobvious rule of action of the game nevertheless produces the winner which is prescribed when operation of the game is initiated.

It is an object of this invention to provide a game wherein there are uncertainty and excitement which stimulate curiosity to see the fulfillment of the operation through. Although it may be understood by the players or persons that the first object to reach the goal is preset, nevertheless fairness and an equal chance for each object to reach the goal are also present. The knowledgeable person has an opportunity to calculate as to which object will be first to reach the goal, and the less knowledgeable person has the opportunity to be educated in such calculating.

It is also an object of this invention to provide a game which may be referred to as a race game and wherein selected variables determine a winner out of a plurality of competing objects. In practice, the selected variables involve distinctions between the plurality of objects and also involve cooperating elements incrementally positioned on the board and related to the plurality of objects so as to control advancement of the same toward the goal.

The various objects and features of this invention will be fully understood from the following detailed description of the typical preferred form and application thereof, throughout which description reference is made to the accompanying drawing, which is a plan view of the plurality of boards as they are used in playing the game.

The board controlled game of the present invention can assume various forms. Generally, the game involves a board B for each player or person involved and in this instance six boards having raceways R₁ through R₆, and a principal or object for each player or person involved and in this instance one object A₁ through A₆ for each respec-

tive raceway R₁ through R₆. In accordance with the invention the plurality of objects A₁ through A₆ are individually distinguishable from each other, and preferably by means of color distinctions; and the raceways R₁ through R₆ are characterized by sequential elements or placements P of colored areas corresponding to the colors of said objects. Further, each of said placements carries a quantitative value V shown in each instance as a numeral, this being the movement controlling value which determines the amount of advancement for each operative movement of the game. The sum of the values is the same in each raceway, where the raceways consist of integral numbers of repetitions of the color sequence, as later described.

It is to be understood that the number of raceways is selected by choice and in this instance the number is six, in which case the game is established to accommodate six competing objects and/or persons. However, the number of raceways may be varied by varying the number of different colors (or equivalent representations) in the sequence. As shown, there are six principals or objects A₁ through A₆ and the raceways are alike or the same insofar as the movement controlling values are concerned, but they are not necessarily identical. In the preferred form now under consideration, the raceways R₁ through R₆ are identical. In practice, the quantitative values V are restricted so as to limit the rapidity of movement of the objects A toward the goal.

In accordance with the invention the raceway R is made up of placements P, each of which is identifiable with one of the objects A. It is preferred to use color for this purpose and to this end six colors are used so as to distinguish the six objects A and placements P related thereto respectively. In carrying out the invention, I employ the sequential arrangement of colors; blue, red, orange, yellow, green, and purple, this being the sequence of colors when advancing along the raceway. Further, each raceway R is comprised of the same number of complete color groups of placements P. Therefore, the raceways R₁ through R₆ are of equal potential value, dependent on the arrangement of the numerals relative to the repeated color sequence, insofar as advancement possibilities of objects A₁ through A₆ are concerned.

From the foregoing and from an inspection of the accompanying drawing, it will be apparent that the raceways can be made as longitudinally extensive as circumstances require. In practice, a practical raceway R has been found to be 6 $\frac{2}{3}$ color groups in length; however, this length can be varied as desired. The game is operative by indiscriminately placing the six objects A₁ through A₆ upon starting lines. The color arrangement of the six objects A₁ through A₆ is to be varied from game to game, there being numerous combinations of arrangements to be derived from the six distinct objects, and this is a factor alteration which varies the outcome of the game.

It is understood that, by agreement or otherwise, the persons operating the game alter and select the arrangement of objects A relative to the raceways R, and that one person is granted the privilege of making the first move. Since the highest numerical value V is 3, a first move of a number of placements not greater than this value number is made by one object A in order to initiate operation of the game, and this move determines with certainty which object A will be first to reach its goal. However, determination of the winning object A is to be gained only by operating the game to its fulfillment. In other words, a definite rule of action is established as a result of the transverse relationship of the separately distinct objects A₁ through A₆, and as a result of the first selective move made by any one of the objects A₁ through A₆.

The preferred form of the invention is shown, wherein the raceways R, principals or objects A, the identifying

color relations of placements P, and the quantitative values V and arrangements thereof, can all be as above described. However, in the form now under consideration, the color sequence consists of six colors and the game is therefore limited to six players, but it may be augmented for the accommodation of more persons simply by providing more than six boards and more than six principals or objects, equally, as may be desired. To this end, each raceway R₁ through R₆ is carried upon a separate board B₁ through B₆, respectively, and each of said raceways is a continuous loop. The advantage of this provision of raceways as individual looped raceways is that there is an unobvious increase in the ultimate number of predetermine operations, as follows: For instance, the raceway R₆ (as well as all other raceways) is a continuous loop so as to expose any one of the six color placements P to be selected as the commencement point. It is to be understood that in place of color distinctions each placement P can be identifiable as a figurative or objective representation such as a farm yard animal (pig, cow, hen, horse, etc.) or the placements can be identified as distinguishable racing autos of different manufacture. Thus, in accordance with the invention, makers X₁ through X₆ are provided, one for each board B₁ through B₆, and these markers X are arbitrarily placed upon different placements P of the raceways on the several boards in order to establish start and finish lines of varying potential in the corresponding raceways. It is to be understood that there can be an unlimited number of boards played simultaneously when employing this form of the invention.

In playing the game as depicted, one player arbitrarily moves his object a number of placements one to three, for example the player at board B₁ moves two placements (dotted line object A₁) and the game is initiated to operate with a predetermined definite rule of action as follows: As shown, orange object A₁ is upon a green placement P of the value 2, in which case green object A₄ moves two placements. Green object A₄ is now upon a blue placement of the value 1, in which case blue object A₃ moves one placement (dotted line object A₃). Blue object A₃ is now upon a blue placement P of the value 2, in which case blue object A₃ again moves two placements (solid line object A₃). Blue object A₃ is now upon an orange placement P of the value 3, in which case orange object A₁ moves three placements (solid line object A₁). Orange object A₁ is now upon an orange placement of the value 3, in which case orange object A₁ again moves three placements (not shown) and so on until operation of the game is continued to its fulfillment. Note, however, that in the six plays just recited only three objects have moved, the other three objects remaining at their arbitrarily selected starts awaiting direction from the already moving objects.

From the foregoing it will be apparent that I have provided an apparently competitive game wherein there is a definite rule of action which is determined by the arbitrary selective arrangement of cooperatively related elements. The factors which control the predetermination of the game are the numerous possible arrangements of the

objects A relative to the raceways R. Further, the initial move of any one object A then predetermines the ultimate winner, so to speak, the operation of the game being absolute in its determination of said winner. Correlated to the predetermine operation of the game is the exercise for those persons who are knowledgeable in calculating the outcome of the outwardly apparent mechanics involved, since the entire operation of the game is open upon its face with operational results that are unobvious.

Having described my invention, I claim:

1. Apparatus for playing a controlled game having predetermine results upon operation to its fulfillment and dependent upon initial selection of variables, and including: a plurality of individual boards; identical loop-shaped raceways applied to each board and each comprised of a series of individually identifiable placements; each placement being of a certain quantitative value less than the number of placements in the raceway; a like plurality of distinguishably identifiable objects and each for movable placement and travel around a raceway; each placement being provided with one of a group of different identifying indicia equal in number to the number of boards and each corresponding to a distinguishing indicia applied to a different one of the objects; and a marker for each board to be arbitrarily placed upon any one selected placement of the raceway; whereby arbitrary placement of any one of said distinguishably identifiable objects at the said marker on each raceway, coupled with advancement of any one of said distinguishably identifiable objects onto an arbitrarily selected placement initiates an absolute rule of action that predetermines the relative rate of travel of said objects along said raceways when each of said objects is advanced upon the engagement of its related and individually identifiable placements by any other object, the extent of such advance being determined by the quantitative values of the placements so engaged.

2. The apparatus as set forth in claim 1 wherein: the indicia with which the placements are provided and which are applied to the objects are distinguishable colors.

3. The apparatus as set forth in claim 1 wherein: the indicia with which the placements are provided and which are applied to the objects are distinguishable colors, and the colors of the placements are repetitively arranged in like successive groups in each raceway.

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DELBERT B. LOWE, Primary Examiner

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