

June 5, 1956

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2,749,128

SPINNER CONTROLLED GAME APPARATUS

Filed Aug. 27, 1954

2. Sheets-Sheet 1

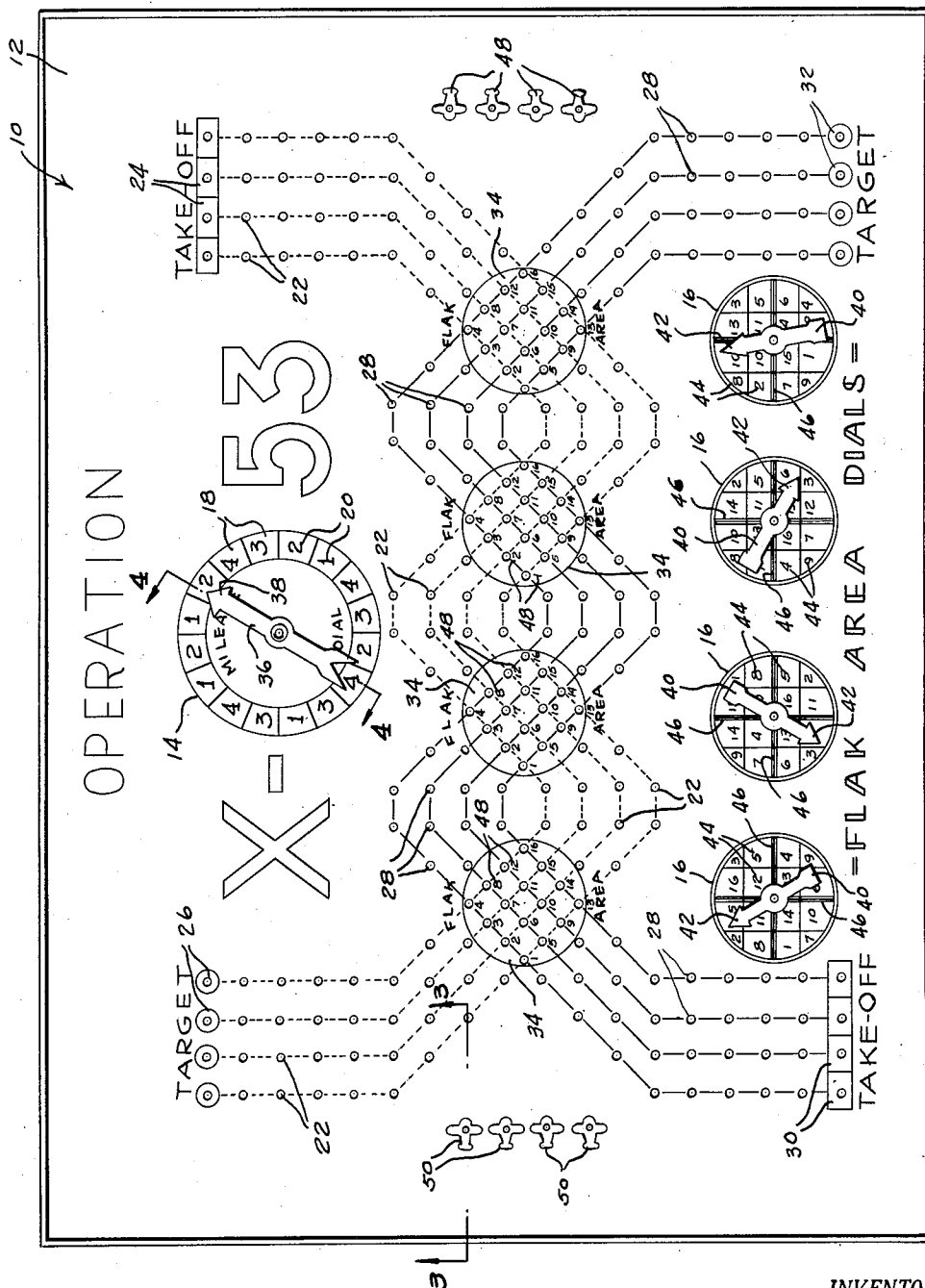


FIG. 1

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2 Sheets-Sheet 2

FIG. 2

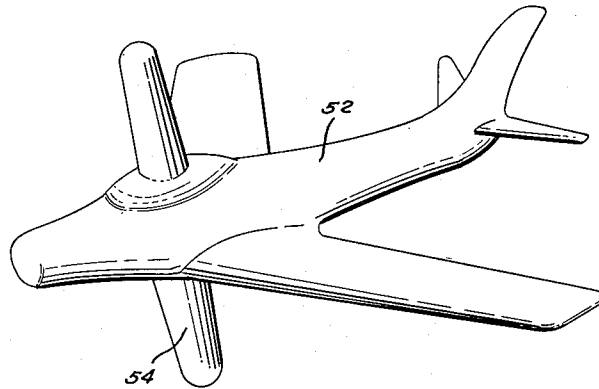


FIG. 3

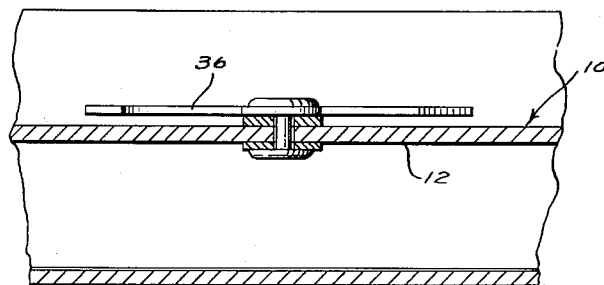
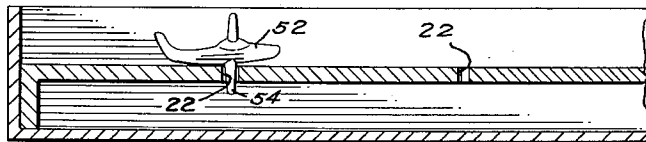


FIG. 4

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SPINNER CONTROLLED GAME APPARATUS

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1 Claim. (Cl. 273—134)

This invention relates to a game and more particularly to an aerial game in which the flight of combat aircraft is simulated from the take-off to the target and in which the simulated air craft passes through one or more flak areas.

The primary object of the invention is to afford entertainment and amusement to the players.

The above and other objects may be attained by employing this invention which embodies among its features a game board having a plurality of rows of openings extending therethrough, said rows of openings intersecting in at least one area, and the openings in the rows in the area in which the rows intersect lying coincident.

Other features include game pieces adapted to be introduced into successive openings in the rows of openings and a spinner carrier by the game board for directing the progress of a game piece along its respective row of openings.

Still other features include at least a second spinner carried by the game board for arresting the progress of a game piece through the area in which the rows of openings intersect.

In the drawings:

Figure 1 is the plan view of a game board embodying the features of this invention;

Figure 2 is a perspective view of one of the playing pieces;

Figure 3 is the fragmentary enlarged sectional view taken substantially on the line 3—3 of Figure 1; and

Figure 4 is a fragmentary enlarged sectional view taken substantially on the line 4—4 of Figure 1.

Referring to the drawings in detail, a game board designated generally 10 comprises a sheet or panel 12 having imprinted on the exposed face thereof a dial 14 and a group of dials 16. The dial 14 is separated into a group of adjacent spaces 18 bearing indices 20 representing miles or spaces upon the game board. Extending through the game board are rows 22 of spaced openings which extend from take-off areas 24 to target areas 26 which are imprinted on the face of the board and these rows of openings 22 are arranged in zig-zig fashion between the take-off and target areas, as will be readily understood upon reference to the drawings. Similar rows of spaced openings 28 extend from take-off areas 30 to target areas 32 and like the rows of openings 22, are arranged in zig-zig fashion between the take-off and target areas and intersect in flak areas 34 the rows of openings 22. In the areas in which the rows of openings 22 and the rows of openings 28 intersect, the openings in the respective rows lie coincident, as will be readily understood upon reference to Figure 1.

A spinner 36 is mounted on the game board 12 to rotate about the axis of the dial 18 and carries an index head 38 which is adapted to cooperate with the indices 20 in determining the number of openings to be moved by a game piece along its respective row of openings 22 or 28. Similar spinners 40 are mounted on the game

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board to rotate about the axes of the dials 16 and carry index heads 42 which are adapted to cooperate with the indices 44 contained within the dials 16. As illustrated, the dials 44 are separated into segments by division lines 46.

Game pieces 50 are provided and each comprises a body 52 (Fig. 2) simulating an aeroplane which body carries a peg 54 which is adapted to be entered into one of the openings 22 or 28, according to the color of the game piece. It will be understood, of course, that the game pieces 48 will be colored differently from the game pieces 50. In the preferred form of the invention, there are four rows of openings 22 and four rows of openings 28 and each player is provided with four playing pieces 48 or 50 which, at the start of the game, are distributed in the take-off areas 24 and 30.

With the game pieces 48 of one color occupying the take-off areas 24, and the game pieces 50 occupying the take-off areas 30, the players spin a spinner 36 and the one receiving the highest index 20 plays first and moves one of his game pieces along its respective row 22, according to the number indicated by the index 20. The next player then spins the spinner 36 and advances one of his playing pieces along a row of openings 28, according to the number indicated by the indices 20. The play thus continues until a playing piece enters a flak area 34, at which time the opposing player has the choice of using the dial 14 to advance his own playing piece, or using one of the dials 16 in an effort to knock the playing piece out of the flak area by spinning a spinner 40 and having the index 42 thereof point to a number corresponding to an index number 48 in the selected flak area. In the event that the number indicated by the spinner 40 corresponds to that occupied by the playing piece in the flak area, the playing piece is knocked out of play and must return to the take-off area to start over again. Should the opponent elect to use the dial 14, it is quite possible that he could advance his playing piece into a flak area and to the opening therein occupied by the playing piece already there, in which event the playing piece first to arrive will be knocked out of the area and will have to return to a take-off area.

Having gotten a playing piece between the flak areas and the target areas, the player continues to spin a spinner 36 and when the number corresponding to the number of openings between the playing piece closest to the target area is pointed to by the index 38, the playing piece is advanced to the target area of its respective row of openings indicating that the mission for that particular playing piece is over. The game continues in a like manner with the remaining playing pieces until all the playing pieces of one or the other of the players has reached the respective target areas. The one first getting all playing pieces into the target areas wins the game.

Obviously, while the pieces are in the flak areas, the chances of knocking them out of the game are materially increased, owing to the fact that the piece may be knocked out by an opponent spinning the spinner 36 and landing his playing piece in the opening occupied by the playing piece already there, or by employing one of the flak dials 16, in which event the index 42 thereof could point to a number corresponding to that occupied by the playing piece in the flak area, in which event that playing piece would be knocked out of the game and must return to its take-off area and start over.

While in the foregoing there has been shown and described the preferred embodiment of this invention, it is to be understood that minor changes in the details of construction, combination and arrangement of parts may be resorted to without departing from the spirit and scope of the invention as claimed.

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What is claimed is:

A game comprising a game board having longitudinally spaced transverse rows of openings extending there-through and zig-zag rows of openings extending there-through between and joining the transverse rows of openings, said zig-zag rows of openings intersecting in a group of spaced areas, the openings in the rows within the areas in which the rows intersect lying coincident, game pieces adapted to be introduced into successive openings as they progress along the rows of openings in the rows of openings, a spinner carried by the game board for directing the progress of the game pieces along their respective rows of openings, and other spinners carried by the game board

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for use solely in indicating the arrest of selected game pieces along their respective rows of openings while they are in the areas in which the rows of openings intersect.

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