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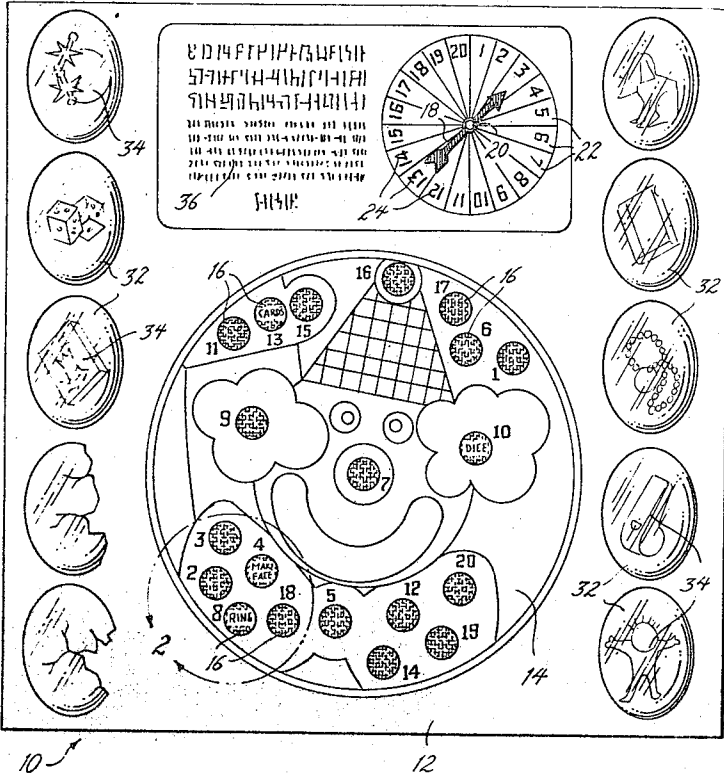
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[54] CHANCE SELECTION BOARD WITH ATTACHED PRIZES
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273/141 R, 206/46 AM
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ABSTRACT: A game-type amusement device is provided, including a game board. The front face of the game board is provided with a pictorial representation and individual bits of informational printed matter. The printed matter is covered and obscured by removable means such as pressure-sensitive tape, pressure-sensitive foil or a metal coating sprayed over the indicia. The obscured printed matter, once uncovered, identifies a prize for the player, or a task for the player to perform. In a preferred form, the prizes to which the bits of information refer may be associated with the game board. The game board includes chance selection means, such as a rotatable finger-propelled spinner, which directs the player to a particular obscured information bit. The player can then remove the obscuring matter to discover his prize or task.



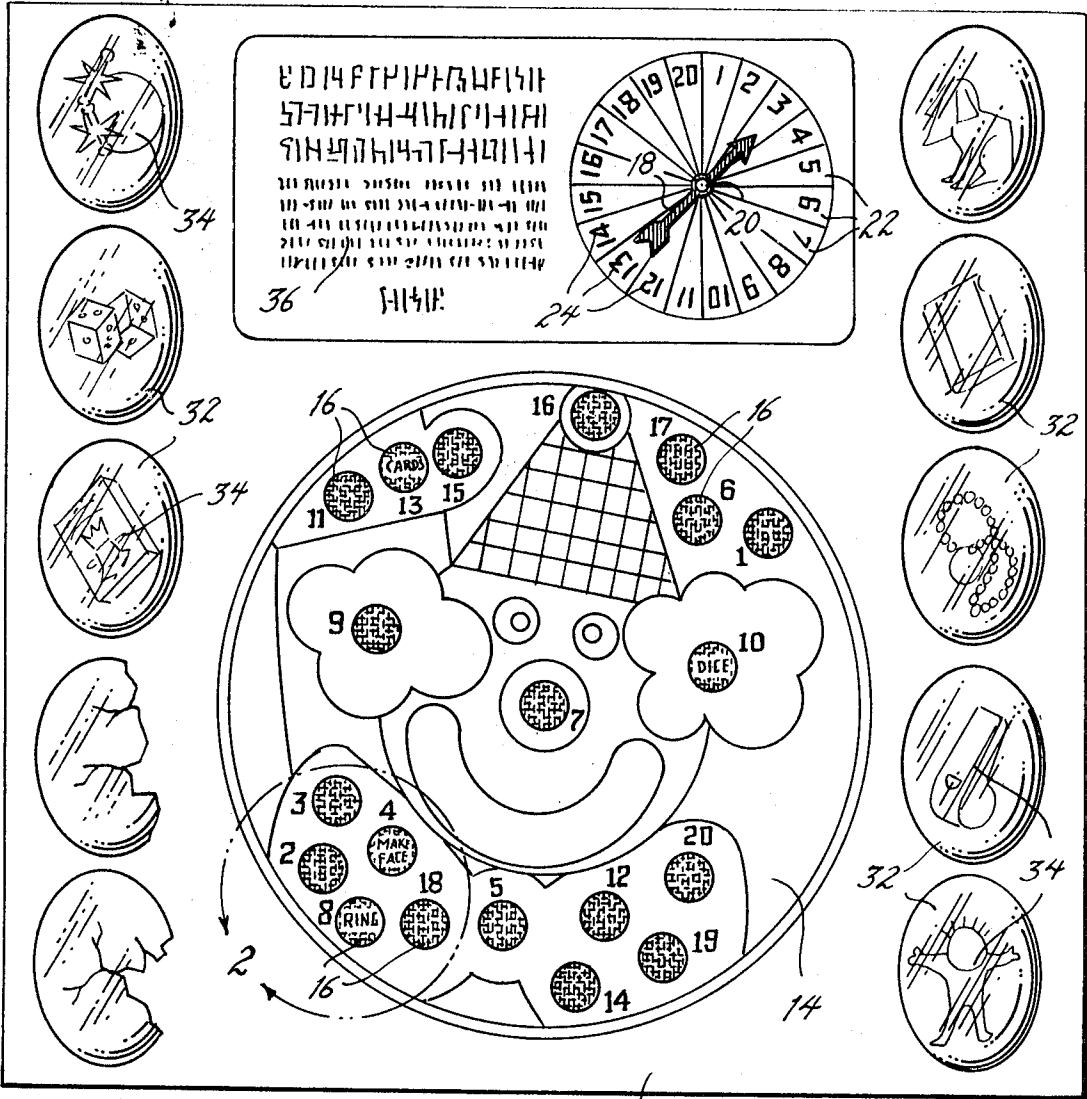
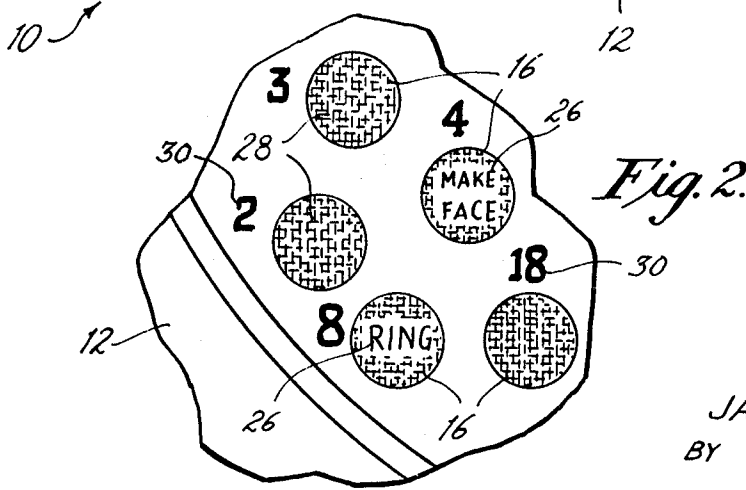


Fig. 1.

Fig. 2.

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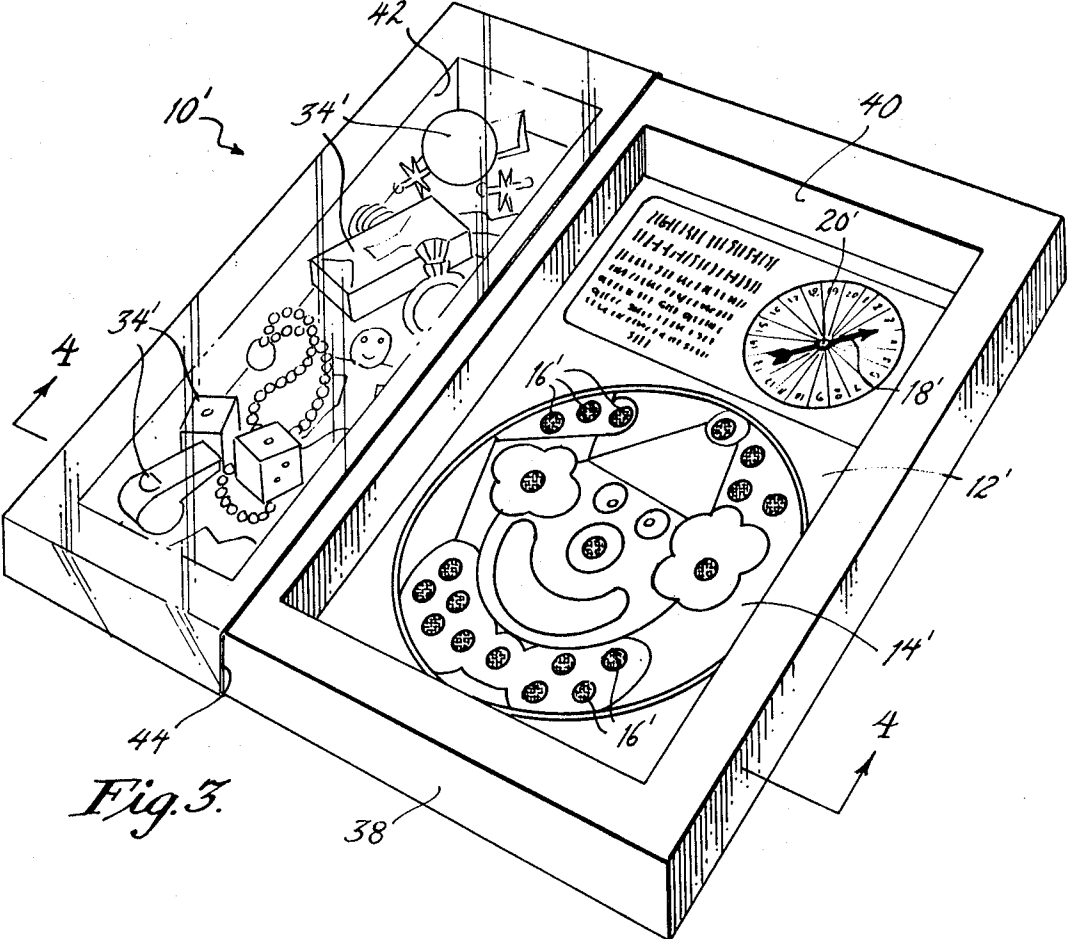
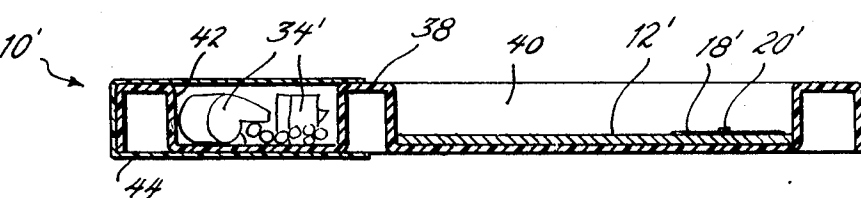


Fig. 4.

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CHANCE SELECTION BOARD WITH ATTACHED PRIZES

This is a continuation-in-part of application, Ser. No. 738,538, filed June 20, 1968, for "GAME."

This invention relates to a game-type amusement device, and more particularly, to a game-type amusement device wherein a participant is directed by chance selection means to uncover hidden indicia, the indicia referring the player to a particular prize, or directing him to perform a particular task. The present game-type amusement device is particularly well suited to use as a party game, although it is by no means limited to such usage.

The present game-type amusement device employs a chance selection means to direct a player to a particular "spot" on the game board, correlated to the chance selection means. The spot includes a bit of informational printed matter, normally obscured. Thus, after having operated the random selection means, the player is directed to remove the obscuring material from a particular spot, to thereafter act in accordance with the instructions of the thus-revealed informational printed matter.

In a preferred form, prizes are secured to the game board, making the game board, chance selection means and spots a complete, self-contained party game set. The normally hidden informational printed matter may identify one of the prizes. For example, upon removing the obscuring coating, the player may find the word "WHISTLE," corresponding to a whistle secured to the game board. Added interest is generated by having the informational printed matter associated with some of the spots direct the player to undergo a "penalty" rather than collect a prize. Thus, the printed matter may read "SING A SONG," "RECITE A POEM," or the like.

The prizes may be associated with the game board by placing them in transparent blister packages on the board itself. Alternatively, a support may be provided for the game and prizes separately, the game board, support, and prizes being wrapped in a transparent plastic polymeric film, and salable as a unit.

The game may be played by each player in turn operating the chance selection means, removing the means obscuring the informational printed matter, and removing his prize or otherwise acting in accordance with the printed directions.

For the purpose of illustrating the invention, there are shown in the drawings forms which are presently preferred; it being understood, however, that this invention is not limited to the precise arrangements and instrumentalities shown.

FIG. 1 is a front elevational view of a game-type amusement device in accordance with the present invention.

FIG. 2 is a detail view taken along the line 2—2 in FIG. 1.

FIG. 3 is a perspective view showing an alternative form of a game in accordance with the invention.

FIG. 4 is a cross-sectional view taken along the line 4—4 in FIG. 3.

Referring now to the drawings in detail, wherein like numerals indicate like elements, there is shown in FIG. 1 a game-type amusement device designated generally by the reference numeral 10.

The amusement device 10 comprises a game board 12. A front face of the game board 12 is preferably provided with a decorative illustration 14. In the embodiment shown, the illustration 14 takes the form of the head of a clown. "Spots" 16, to be described in greater detail later, are positioned in various places on the illustration 14.

A spinnable arrow 18 is coupled to the game board 12. The arrow 18 may be fastened to the game board 12 by a rivet, grommet or the like 20. The field swept by the arrow 18 is divided by radially extending lines, different color fields, or the like into discrete segments 22. Each segment 22 is provided with a selection marking, for example numbers or letters. In the illustrated embodiment, there are 20 segments 22, numbered sequentially 1 to 20.

The arrow 18 and numbered areas 22 provide a chance selection means. Thus, a player spinning the arrow 18 selects by chance a particular numbered segment 22.

Referring now to FIG. 2, the previously mentioned spots 16 will be described in greater detail. Each spot 16 includes informational printed matter, preferably placed by printing or the like on the game board 12. The informational printed matter may henceforth be referred to for convenience as "indicia." The indicia is normally covered by an easily removable means, such as pressure-sensitive tape, pressure-sensitive foil or a metal coating sprayed over the indicia. In the preferred form shown in FIG. 2, an erasable coating 28 overlies the indicia. Printed adjacent the coating 28 is a marking 30 corresponding to one of the selection markings 34. In FIG. 2, the marking 30 is the numeral 3, corresponding to the segment 3 shown in FIG. 1.

Referring to FIGS. 1 and 2, the indicia 26 may identify a prize, or may require that the player perform a directed task as a penalty. Referring to FIG. 2, for example, a player has erased the coating 28 on one of the spots 16, and won a ring. Another player did not win a prize, but instead, was "penalized," the penalty being the requirement to "MAKE A FACE."

Prizes may be coupled directly to the game board 12. For example, in the illustrated embodiment, multiple blister packages 32 are heat-sealed directly to the game board 12. Prizes 34 are retained in the packages 32. Although the blister packages 32 are presently a preferred form, other means coupling the prizes 34 to the game board 12 may be used to equal advantage. The blister packages 32 prevent premature removal of the prizes, and permit the amusement device, complete with prizes, to be marketed as a unit.

As is apparent from FIG. 1, additional indicia may be applied to the game board 12. Thus, for example, printed matter designated by the reference numeral 36 may be provided, including instructions as to the manner of using the amusement device 10.

In FIGS. 3 and 4, there is seen an alternative form of the invention, wherein elements corresponding to those previously described are indicated by like primed numerals.

The amusement device 10' comprises a game board 12' provided with a decorative illustration 14'. Spots 16' similar in all respects to the previously described spots 16 are also provided on the game board 12'. A spinnable arrow 18', coupled to the game board 12' by a rivet, grommet or the like 20' provides a chance selection means. A tray for support 38 is provided for receiving the game board 12'. The tray or support 38 may be formed from a single sheet of plastic polymeric material.

The chance selection means of the illustrated embodiments, employing the spinnable arrows 18, 18', may be replaced, if desired, by any suitable chance selection means. For example, dice or other well-known means may be used instead.

As is perhaps best seen in FIG. 4, the tray or support 38 is provided with receptacles 40 and 42, the receptacle 40 being dimensioned to receive the game board 12' and the receptacle 42 being of a shape and size suitable for receiving prizes 34'. Thus, the tray or support 38 serves to couple the prizes 34' to the game board 12' to form a self-contained game 10. A wrapping 44, for example, a transparent shrink-fitted plastic polymeric film, may be provided to retain the prizes 34' in the receptacle 42. The game board 12', tray or support 38, and prizes 34' are thus presented in a salable package.

The present invention may be embodied in other specific forms without departing from the spirit or essential attributes thereof and, accordingly, reference should be made to the appended claims, rather than to the foregoing specification as indicating the scope of the invention.

It is claimed:

1. A game-type amusement device comprising a game board, a plurality of indicia-bearing spots on one face of said game board, said spots comprising message carrying indicia and erasable means overlying and normally obscuring said indicia, chance selection means associated with said game board and disposed on said one face in spaced relation from said spots, selection markings associated with said indicia-bearing spots corresponding to respective selection markings of said

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chance selection means, whereby selection of a selection marking of said chance selection means directs removal of the means overlying and normally obscuring the indicia of a spot having a corresponding selection marking associated therewith, and prize retaining means coupling prizes to said game board, said indicia including prize identifying matter, whereby the indicia directs removal of an identified prize from association with said game board.

2. A game-type amusement device in accordance with claim 1 wherein said chance selection means comprises a rotatable pointer, said selection markings of said chance selection means being disposed about said pointer.

3. A game-type amusement device in accordance with claim 1 wherein said prize retaining means comprise transparent

blister packages secured to said board.

4. A game-type amusement device in accordance with claim 1 wherein said prize retaining means comprise a support for said game board, said support comprising a single piece of formed sheet plastic material, and having means for retaining said game board thereon, and a receptacle for receiving prizes therein.

5. A game-type amusement device in accordance with claim 4, wherein said means for retaining said game board comprises a second receptacle adapted to receive said game board, and a covering of transparent sheet material covering said first mentioned receptacle and retaining said prizes therein.

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