United States Patent [19]

Wilson

[11] **3,762,714**

[45] **Oct. 2, 1973**

[54] **MARBLE GAME WITH TURNTABLE BOARD**

[76] Inventor: **Julian L. Wilson,** 3867 Wieuca Rd. N.E., Atlanta, Ga. 30342

[22] Filed: **Feb. 22, 1972**

[21] Appl. No.: **228,118**

[52] **U.S. Cl.** ..... **273/134 GA,** 273/134 G

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** 273/134

[56] **References Cited**

UNITED STATES PATENTS

3,166,325	1/1965	First	273/134 AD
2,839,303	6/1958	Baker	273/134 G
2,238,829	4/1941	Schoonderwoerd et al.	273/134 AD
1,558,288	10/1925	Roman	273/134 AD

FOREIGN PATENTS OR APPLICATIONS

821,205	8/1937	France	273/134 GA
810,858	8/1951	Germany	273/134 AD

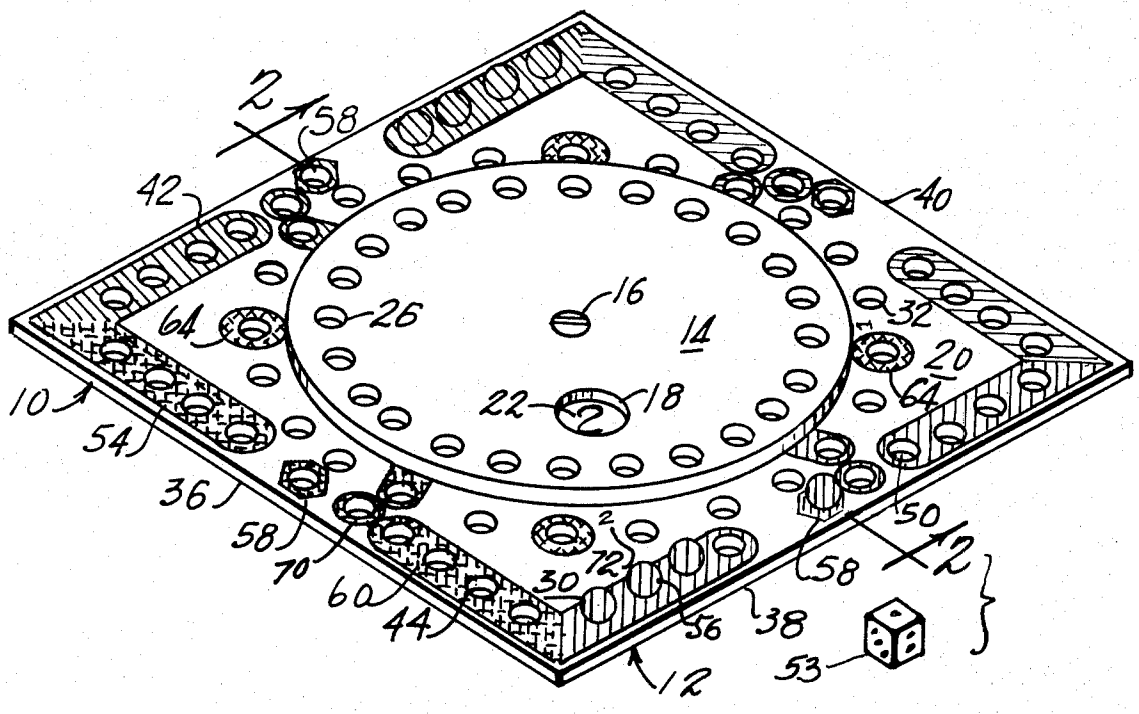
Primary Examiner—Delbert B. Lowe

Attorney—Patrick F. Henry

[57] **ABSTRACT**

A marble game played on a rectangular game board that has marble depressions in different locations representing the path of the travel of the colored marbles used by each player and there being a turntable in the middle of the board having marble depressions therein. There is a starting position and home area at each corner of the board for one or more players and each has a different colored marble and a different colored "start" position. Each player may have four marbles located in a row of four marble depressions and the game is started by one of the players rolling a die for the required number to start the game. Players take turns in succession and there is a step-up location on the board which is the "ready" position to move to the turntable. Whenever the player qualifies for movement to the turntable it is set in position according to a circular arrangement of numbers on the base board and beneath the turntable, which are exposed through a hole in the turntable. Thus, if the player rolls a number on the die to get on the turntable the turntable itself is set to that number and so forth. There are other rules of the game which are variable such as penalties when another player lands on the other player's marble and so forth.

9 Claims, 3 Drawing Figures



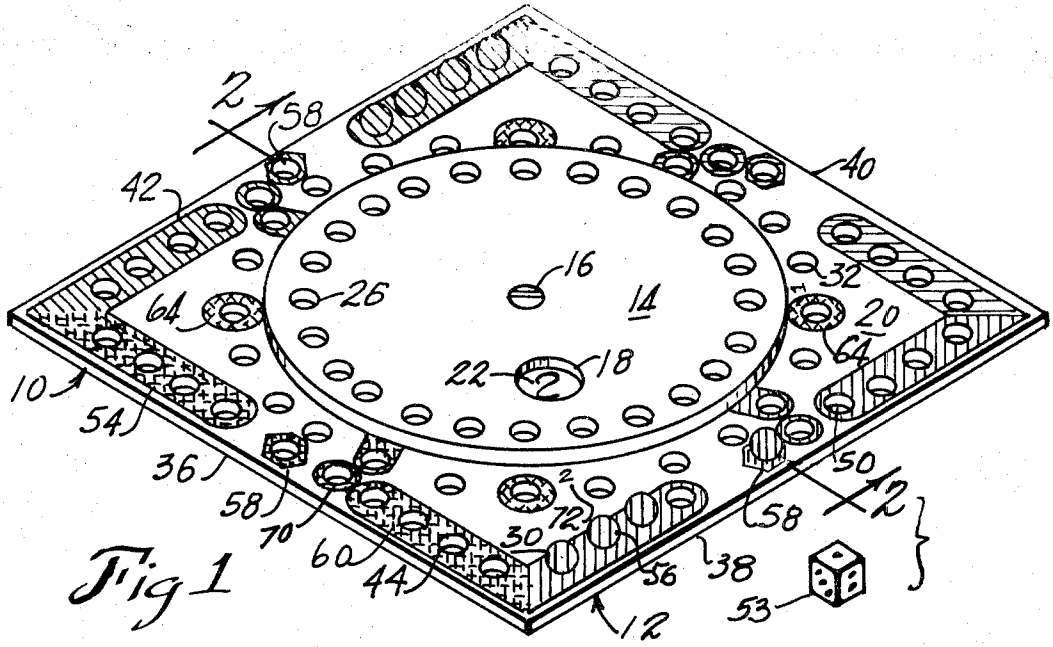


Fig 1

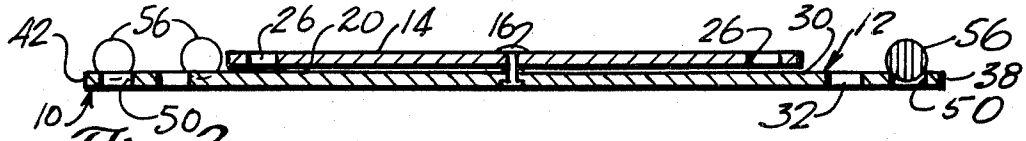


Fig. 2

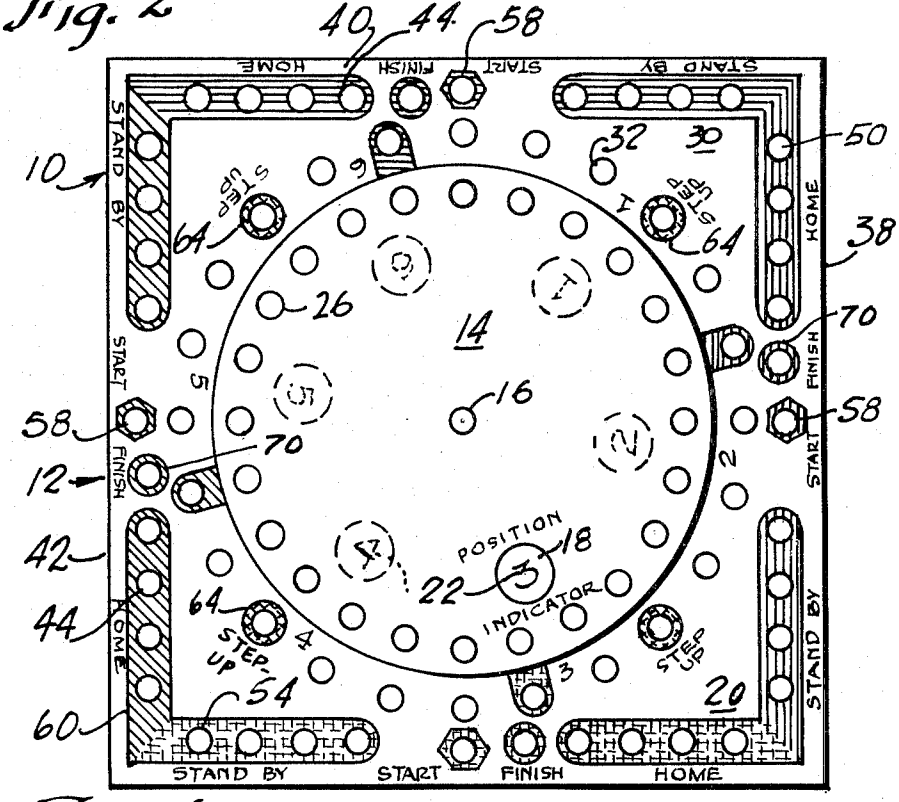


Fig. 3

MARBLE GAME WITH TURNTABLE BOARD

BACKGROUND OF THE INVENTION

1. Field of the Invention

Games, toys and sporting goods and particularly games played with a board and markers such as marbles.

2. Description of the Prior Art

The prior art includes a number of marble games and game board games but none of them use a game board, turntable, and procedure of the sort set forth in the present application. One of the most important things about games is whether there is sufficient variation from time to time to offer a challenge and something unique and some games readily "wear-out" because they no longer amuse or challenge. Furthermore, some games played with spinners or dice depend essentially entirely upon what chance number was obtained from spinner or dice and very little other chance. The present game contains a number of happenings and chances which take place during the course of the game in addition to just the movement of the player's marble based upon the number that comes up on the die.

SUMMARY OF THE INVENTION

A game board which accommodates two or more players includes a movable turntable on the board which is set to a number predetermined by the chance selection of the player. The travel of each player's marker, which in one preferred embodiment is a marble, depends not only upon the number shown by a thrown die, or any other chance selector, but also upon that number's relationship with the turntable and other player's markers. Each player must move from a "start" or "standby" position to a "ready" position to move on to the turntable and then through the turntable back to the home position before the game is completed and there may be anywhere from one to several markers which must travel through this route before a player wins. Therefore, in addition to the chance of getting one marker from the "standby" back to the home position it is also necessary to beat the other players by getting all the other markers so the game includes a certain amount of uncertainty all the way to the end.

An object of this invention is to provide an inexpensive game which may be played with markers like marbles on an inexpensive game board that includes a number of chance happenings to provide an interest in the game.

Another advantage of this invention is found in the simplicity of construction wherein a board that may be made from cardboard has a very inexpensive turntable mounted on it and a plurality of depressions whereby common ordinary marbles may be used in different colors as markers.

Still another advantage of the present invention is the variation in the game which may be achieved by changing a simple rule such as the number that must be thrown to move from one spot to another or the numbering of the position of the turntable based upon a chance selector.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game board including a chance selector die.

FIG. 2 is a cross-sectional view taken along lines 2—2 in FIG. 1.

FIG. 3 is a top plan view of the game board shown in FIG. 1.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The completed game board is designated generally by reference numeral **10** and comprises a rectangular game board **12** which may be made from thick tempered pressed wood, plywood or any other suitable material, and has a turntable **14** mounted on a screw pivot **16** thereon, and the turntable **14** has an opening or a window **18** therein exposing the surface **20** of board **12** therebelow. A plurality of numbers **22** (e.g. "**1**," "**2**," etc.) is located in a circular pattern beneath the window **18** so that the turntable **14** is turned to expose one of the many numbers **22** as position indicator numbers. Turntable **14** may be manufactured from ⅛ inch thick tempered pressed wood and in one example is 9¾ inches in diameter with 24 marble holes **26** each 7/16 inch in diameter equally spaced at 15 degree intervals on a circle having a diameter of 8½ inches. The large hole or window **18** is placed on a 2¾ inch radius and centers between any two of the 24 marginal or peripheral holes **26.** The stationary or primary board **12** is a 14 inch square, matching with the turntable **14** described above, and is also made of ⅛ inch tempered pressed wood. Near the margin or periphery on the top **30** of the board **12** there are a total of **64** holes of 7/16 inch diameter which of course can be complete openings or concavities to accommodate a marble. One group of such holes designated by reference numeral **32** is arranged in a circle around the outside of the turntable **14** and there are 24 of these equally spaced at 15 degree intervals on a circle which has a diameter of 11 inches thru the center at the pivot **16** and these holes are all aligned with the diagonals and perpendiculars of the square.

Near the respective edges **36, 38, 40, 42** of the board **12,** which in the present embodiment is square, there are 40 holes along the respective edges, there being 10 holes on each side in a straight line approximately 1 inch from the edge. These 10 holes are designated by reference numeral **44** and are arranged in two groups there being one group of five holes to a player's left and one group of five holes to the player's right. The holes in the groups in the example given are 1 inch apart. The extreme left and extreme right holes **44** are each 5¼ inches from the perpendicular center line of the square. There are four holes designated by reference numeral **58** along the edges of the square there being one on each side on the perpendicular center lines of the square and in the example given at approximately 7/10 of an inch from the edge.

The position indicator numbers **22** are laid out on the base board **12** on a circle of 2¾ inches redius, corresponding in the present example to the numbers on the faces of a single die **53.** There are positions equally spaced 60 degrees apart from the starting point on a radial line that bisects the space between radial lines of any two of the 24 peripheral holes of the base **12.** Numbering is arranged clockwise, **1** thru **6,** starting in any one of the positions. Numbers **22** should be of a size to be easily read through the indicator hole or window **18** in the turntable. The turntable **14** is easily mounted by drilling through both it and the base **12** to receive the stud or rivet **16** for fastening them together with suffi-

cient looseness for the turntable to turn with slight resistance.

As mentioned previously there are four player locations designated respectively yellow, red, green and blue. Each stand-by position is designated by reference numeral **54** with that respective color and there may be four marbles **56** of the corresponding color placed in the manner shown in FIG. **1** in the respective sockets. Each marble moves first to the start position designated by reference numeral **58** from whence it can travel about the board via holes **32** and possibly to the turntable **14.** It is to be noted that once a player's marble moves onto the turntable **14** it is subject to be moved with the turntable to a different location when another moves onto the turntable and selects one of the numbers **22.**

TYPICAL PROCEDURE FOR PLAYING A GAME

The object of the game is to move all of one player's four marbles **56** of any one color around the board **12** from the standby position to the home position which is designated by reference numeral **60** and corresponds to the respective color for each start position. The first player to get all four marbles **56** to home position wins the game.

Each player chooses a color and places the four marbles **56** in that color in the standby position. Players then take turns rolling their die to determine by high number who is to play first. From then on, the play proceeds to the left. In order to bring a marble **56** into play it is necessary to roll either a "**1**" or a "**6**" with the player's die. When either of these numbers is rolled, a marble **56** is moved from standby position to start position. From then on, the marble is moved counterclockwise around the board according to the number rolled on the die. If at any time during the game a "**6**" is rolled a player may then have another turn. Any player's marble **56** may pass over any other marble **56** or one of his own at any time. However, if any player's marble **56** lands on a hole occupied by an opponent's marble, that opponent's marble must be returned to its standby position.

There are four areas marked step-up and designated by reference numeral **64** and which may be colored an orange color or any other color different from the **4** playing colors. If at any time a marble **56** lands on one of these positions then the next move of that marble **56** must be onto the turntable **14.** A player has the option of playing the first marble **56** in travel or playing the next marble **56** so therefore a player does not necessarily have to move to the turntable **14** but may wait at the step-up position **64.** Any time a marble **56** of any player is moved to the turntable **14,** or any time that a play involves marbles already on the turntable **14,** the turntable **14** itself must be set to the number **22** rolled on the die **53** and then the marble moved that number of holes. The numbered positions for setting the turntable **14** are shown in the window **18** of the turntable **14.** Small numbers **72** around the edges of the turntable **14** will help locate the positions. Marbles **56** being moved onto the turntable **14,** or already positioned on the turntable **14,** may be moved in either direction at any time. That is, a marble **56** on the turntable may be moved clockwise on one turn and counter-clockwise on the next turn if so desired. In order to get off the turntable **14,** a marble may leave only at the position of its own color marked "finish." It is possible for a marble **56** to go around the board **12** without ever getting onto the turntable **14** if it never lands on one of the four orange "step-up" positions **64.** An exact count is required for a marble **56** to get into the home area although once inside any of the four holes may be used as desired. The finish position consists of two holes **70,** one of which is in the circle of holes traveled by opponent's marble **56** in going around the board. Thus, any marble **56** resting there is in danger of being sent back to standby position should an opposing marble **56** land there. The second of the two finish holes **70** is safe from that danger but then an exact count of one is required to get into the home are although once inside any of the four holes may be used as desired.

Should a marble **56** land on the first orange step-up position nearest its start, then if a count of "**6**" is rolled for that marble's next move the marble will be able to move onto the turntable **14** and in six counts come off again at its own finish position. Should a marble land on the last orange step-up position (the one nearest the finish position for its color) then if a "**6**" is rolled the marble will be able to move directly into home, since that is exactly six positions away via the turntable **14.**

While I have shown and described the game board and set forth a particular complete set of rules for playing one example of the game this is by way of illustration only since various alterations, changes, deviations, eliminations, substitutions, departures and variations may be made including changes in the rules, omissions of certain rules, additions of other rules and so forth without departing from the scope of the invention as defined only by a proper interpretation of the appended claims.

I claim:

1. In a game:

a. a multi-sided game board having a plurality of player positions indicated thereon,

b. a turntable mounted inside said player positions on said game board for manual movement relative to said game board,

c. a plurality of individual player markers for each of said players and a home position at which said markers are located, said home position being outside said turntable on said board,

d. individual marker locations on said turntable to which each of said player markes may be moved and from which said player markers may be moved from one location to another,

e. a plurality of numbers on said game board beneath said turntable and a window on said turntable through which one of said numbers is visible as an index depending upon a chance selection by a player, said turntable moving past each player position to carry a player marker thereon and therewith when said marker advances from home position to said turntable.

2. The game in claim **1** wherein said home position comprises a plurality of home player marker locations and also a standby position in conjunction with said home locations whereby said markers stand by for possible entry to said turntable.

3. The game in claim **1** wherein said turntable is circular and said marker locations on said turntable are depressions, said player markers being marbles which drop into said depressions to remain on said turntable.

4. The game in claim **1** wherein:

each player's home position comprises a first plurality of player marker locations and a standby comprising a second plurality of player marker locations and each player position having a step-up position for entry to the turntable.

5. The game claimed in claim **1** wherein:

there are a plurality of locations on said board adjacent said turntable whereby each player may move through said locations prior to entry onto said turntable.

6. The game claimed in claim **5** wherein each player has a plurality of marbles.

7. The game claimed in claim **1** wherein:

said board home position comprises a home location for each of said players and a standby location for each of said players and each of said home locations and standby locations have a plurality of player marker positions thereon through which said player marker may move,

a step-up location on said game board from which said players move from said home or standby position to said turntable.

8. The game claimed in claim **7** wherein:

said player positions, home, standby, step-up location and individual marker locations are depressions and said player markers are marbles of different colors for each of said players.

9. The game in claim **8** wherein said game board has colors for said home location and standby location corresponding to the color of the marbles.

* * * * *