

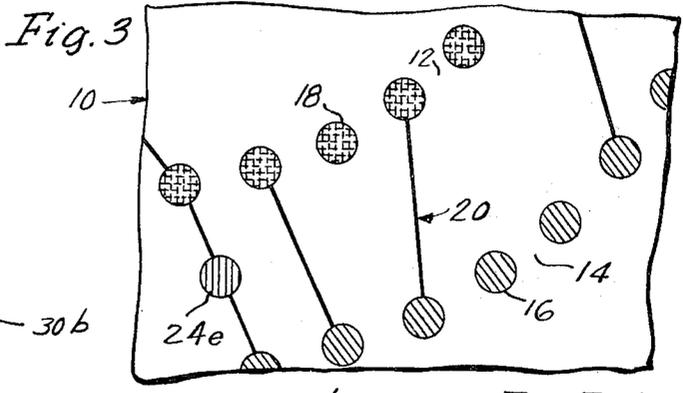
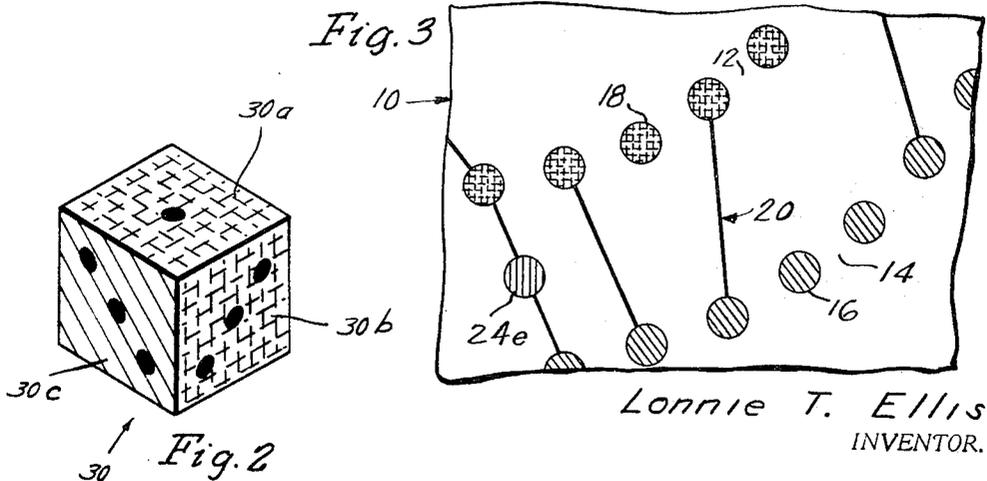
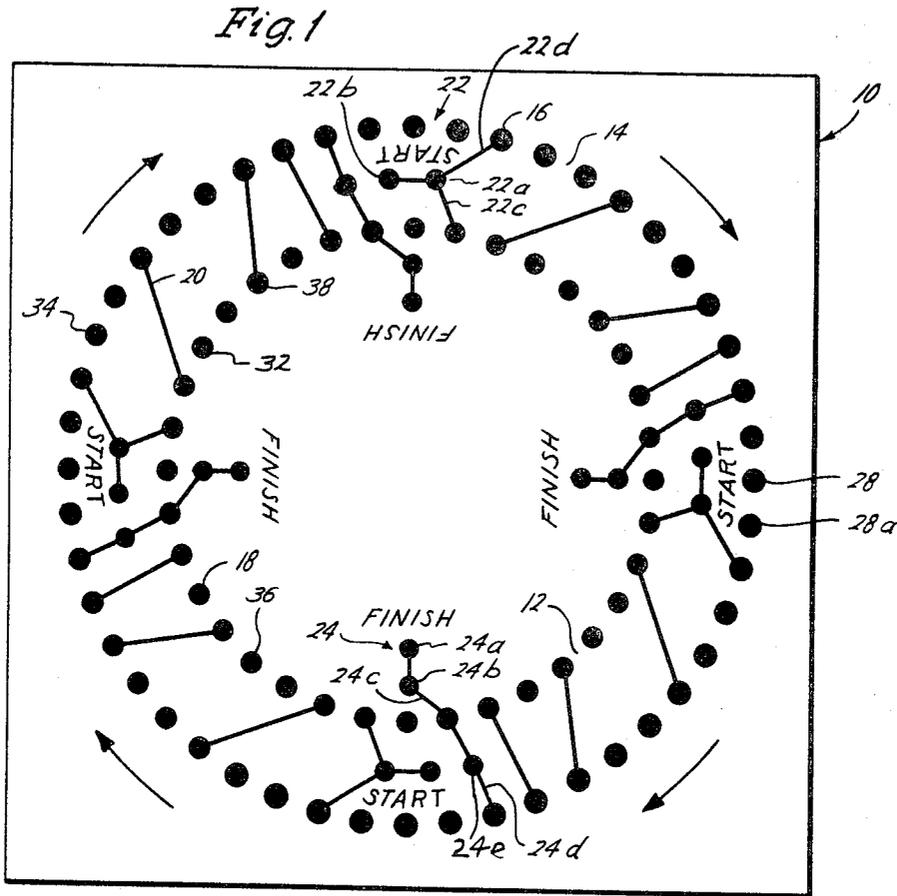
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GAME APPARATUS WITH COLOR CODED BOARD AND CHANCE MEANS

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**GAME APPARATUS WITH COLOR CODED BOARD
 AND CHANCE MEANS**

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1 Claim

ABSTRACT OF THE DISCLOSURE

A game board having inner and outer closed playing paths including relatively large and unequal numbers of playing positions. The inner and outer paths are color-coded in different colors. Paths connect the inner and outer paths at spaced intervals. A pair of playing markers is provided for each player and the game board includes separate start and finish positions for each player. A die having conventional dot indicia on its faces is provided for determining the movement of the playing markers. Half of the die faces are color-coded to correspond to the inner path, while the other half are color-coded to correspond to the outer path.

This application is a continuation of earlier filed application Ser. No. 491,964, filed Oct. 1, 1965 and now abandoned.

An object of this invention is to provide a game board including game playing paths therein provided in a new and improved manner.

Other objects and advantages of this invention will become more readily apparent from a reading of the following description, with reference to the accompanying drawings wherein:

FIG. 1 is the game board of the present invention;

FIG. 2 is a perspective view of a die suitable for use in the present game; and

FIG. 3 is an enlarged view of a portion of the game board of FIG. 1.

Attention is first directed to the game board of the present invention shown in FIG. 1. The game board of the present invention is indicated generally by the numeral 10. The game board includes a plurality of playing paths such as the inner playing path 12 and the outer playing path 14. As shown in FIG. 1, the preferred embodiment of the present game includes the playing paths 12 and 14 arranged as concentric circles which provide closed circuits; however, it will be appreciated that the circular form is a matter of choice and is subject to variation. In addition, the outer playing path includes a number of game playing positions indicated at 16 and the inner path includes a number of game playing positions indicated at 18. The game playing positions 16 and 18 may be similar with respect to each other and the inner path 12 preferably includes a lesser number of positions 18 than does the outer path 14. That is to say, in the preferred embodiment, there are at least approximately twenty-five or thirty percent more game playing positions in the outer path than in the inner path. In the structure shown in FIG. 1, the inner path includes thirty-six game playing positions 18 and the outer path includes forty-eight game playing positions.

The game playing positions and the paths shown in FIG. 1 may be indicated by means of color coding or the like. For instance, the path 12 may be color coded for purposes of improved appearance and to also discipline the players as they view the game board 10 whereby the play of the players is kept on the proper

playing path. The same is also true for the game path 14. For purposes of description hereinafter, the game path 12 will be called the slow path and the outer playing path 14 will be called the fast path, as will be more readily understood hereinafter.

A number of interchanges or interconnections 20 is included and extend from various game playing positions 16 and 18 in the two paths to interconnect the two paths for permissible interchange during the play of the game. More specifically, the interconnections 20 are arranged somewhat symmetrically around the board so that, by way of example and not limitation, the upper right-hand quadrant of the board 10 includes approximately the same number of interconnections 20 as does the lower left-hand quadrant. In addition, between the two paths 14 and 12 are located start positions for each of the players. Now the game, as shown in FIG. 1, is preferably adapted for play by up to four participants or players and a start position is provided for each. The start position 22 includes a pair of rest or start positions 22a and 22b which communicate with the track 12 by the route 22c and which communicate with the track 14 by the route 22d. Suitable marker means such as buttons, pegs, or other indicia of game playing position for each player are made available in like numbers to each player and for the embodiment shown in FIG. 1 the two positions 22a and 22b are preferably occupied by two marker means for each player at the start positions 22. Again, it should be noted that the marker means of each player are preferably color coded or provided with other identification means so that the play of the game will not be confused as the marker means are moved about the board and the ownership of each confused to the detriment of the game.

Each of the players is provided with a finish position indicated at 24 which includes a pair of finish positions 24a and 24b, and which are located for convenience interiorly of the circle forming the inner path 12. The finish position 24 of each player is located such that approximately one full revolution is traveled about the game board 10 from the player's start position to his finish position. That is to say, the progress of the game is directed in a clockwise direction as viewed in FIG. 1 from the start position 22 of each player to thereby provide approximately full travel of the game playing paths 12 and 14 to the finish position of each respective player. The finish position is communicated by means of an interconnection 24c to the inner path 12 and is also interconnected at 24d with the outer path 14. Thus, it will be seen that the movement of the marker means of any player to his finish position 24 may be effected from the path 12 by the interconnection 24c and also from the path 14 by way of the interconnection 24d and the path 24c.

There is also provided for all of the players a designated game playing position approximately halfway around the board from the start position of each. That is to say, when viewing FIG. 1, the start position 22 and the finish position 24 provided at the left-hand side of the board include a corresponding position 28 approximately diametrically across the board and in the outer track 14 having a significance as will be discussed later with respect to the rules of the game.

It should be noted that the simultaneous play of any number of participants results in the utilization of the tracks 12 and 14 commonly by the participants. This is of significance to the rules of the game as will be discussed in greater detail hereinafter.

Attention is directed to the perspective view of the die 30 as shown in FIG. 2, which is preferably a six-sided member. Since the preferred method of play of the game determines the moves of each of the players by chance in casting lots with the die 30 and since some relative

proportion between the chance determining means and the lengths of the paths (which have thirty-six and forty game playing positions, respectively in the preferred embodiment) is preferably maintained, the die preferably provides a minimum of one move and a maximum of three moves for the marker means of the player. More particularly, the die provides by chance a determination of one, two, or three moves with respect to the game playing positions of the path 12 and 14 as determined by encoding the die so that one portion of the die directs movement along one path and another portion of the die directs movement along the other path. More specifically, the faces 30a and 30b shown in FIG. 2 and a third face which is not shown are color coded to match the color of the inner path 12. On the other hand, three of the faces of the die 30 are color coded similar to the face 30c to match the playing path 14. Thus, on casting the die, it determines not only the extent of movement of the marker means along the particular path, but also determines which of the two paths the movement is executed on.

By way of example and not limitation, let it be assumed that one of the players of the game of the present invention has one of his marker means located at the game playing position 32 which is on the inner or smaller game playing path 12 and the other of his marker means located at the game playing position 34 on the outer path 14. Let it be further assumed that three faces of the die and the inner path are color coded yellow. A cast of the die which determines by chance the movement of one, two, or three positions along the path 12 effected and the move is made by the player of his marker means from the position 32 by the properly determined number of game playing positions. This assumes that the die determines a move for a marker means on the yellow path 12 by placing a yellow face upward. On the other hand, if the die should be cast and the determined number includes identification relating to the outer path 14, then the player moves the marker means on the outer path (located at the playing position 34) by the number of positions determined by the die 30. However, the game preferably includes a compensation for the longer length of the outer path 14 so that the number determined by chance in casting the die 30 is increased by some arbitrary factor. In the proportions of the preferred embodiment of the present game, it is preferable to double the number of moves determined by lot in casting the die 30. That is, the marker means at the position 34 on the outer path 14 is moved by six should the die 30 be cast with the face 30c positioned upwardly.

It may occur that, on occasions, both of the marker means are located on the same track or playing path. Assume, by way of example, that both marker means of one of the players are located at the positions 32 and 36 which are located on the inner path 12. Then, should the die 30 be cast and indicate by presenting the face 30c that three moves can be made and the color coding (green) is that associated with the outer path 14, then the player will move either of the marker means at the positions 32 and 36 by the indicated number determined by the die 30 and this is done without doubling or otherwise increasing the number by some predetermined factor. Thus, the benefit of moving the marker means by twice the number indicated by the die is forfeited if the player is unable to take advantage of the longer move by having one of the marker means on the outer track.

On the other hand, should both of the marker means of a player be located on the outer track 14 and the cast of the die 30 present the face 30a upwardly and the face is color coded to indicate the inner track 12, such move is effected by one of the marker means on the outer track but that without arbitrarily increasing the extent of the move as above described.

On occasion, the player may have his marker means positioned at one of the interconnections 20 at either end thereof on either of the paths 12 and 14. By way of ex-

ample, assume that the marker means of one of the players are located at the positions 32 and 38 shown in FIG. 1. It will be noted that the position 38 is at a junction of the inner playing path 12 and the interconnection 20 extending to the outer track 14. On this occasion, a cast of the die which by chance selects a move which is doubled by presenting a face of the die coded to indicate the outer track, directs that the player move the marker means located at the position 38 since he can move this marker means to the outer track and he is therefore able to execute the increased move as provided by the cast of the die on moving to the outer track. Also, should a marker means of a player be located on the outer track 14 at an intersection with one of the interconnections 20 and the cast of the die should indicate movement along the inner track, he is likewise required to switch to the inner track with the marker means so located. Of course, any player may at any time change tracks by utilization of the interconnection means 20 just so long as the game progresses in the clockwise direction about the board as indicated in FIG. 1.

The rules of the game include the concept of contesting for victory wherein the players move their marker means about the board from the start position to the finish position as shown in FIG. 1. In contesting for victory, the game accommodates the possibility of preempting certain game playing positions to the detriment of other players and requiring forfeiture thereof by return of the marker means of the other players to their respective starting positions. Consider, by way of example, that one of the players have a marker means located at the game playing position 36 which is on the inside track 12. Should another player cast the die 30 and determine by chance that his marker means will move sufficiently to arrive at the same game playing position, the last arriving player is entitled to preempt the game playing position 36 and to require return of the marker means of the prior occupant thereof to his own start position. This effects forfeiture of the moves of such player so returned up to the position 36 and, by so doing, relates the commonness of the playing paths to the rules of the game.

Such forfeiture is permitted at all game playing positions 16 and 18 with the exception of the game playing position between the outer track 14 and inner track 12 and designated as game playing position 24e. At the game playing position 24e, the marker means of the designated player is safe from forfeiture because the markers of the other players cannot move onto this position.

If desired, the rules of the game accommodate the use of the game playing position 28 to provide an even further increase in the maximum extent of moves of the marker means located at position 28. Again by way of example, should the player at the left-hand side of the board move one of his marker means around to the game playing position 28 designated in the outer track 14, and should he then cast the die 30 to determine the extent of his next move by lot, he is permitted to increase that move by another arbitrary factor. By way of example, should he cast the die 30 and the face 30c should be upturned, the three is first doubled since the face 30c is associated with the outer track 14, and the resultant number so determined is doubled again so as to provide a maximum possible twelve moves along the outer track 14. On the other hand, should the face 30b determine three moves with respect to the player's marker means on the designated position 28, such move will be limited to six game playing positions along the outer track 14.

The players contest for victory by casting their lots sequentially to determine the number of moves provided for the marker means of each. Victory is achieved by the first of the players to place both of his marker means at his finish position. As previously noted, the finish position 24 is communicated with both tracks 12 and 14 by means of the connections 24c and 24d. The finish position can only be reached by casting the required number

of moves. This is to say, the player can only move the marker means to the finish positions 24a and 24b without reducing the extent of a move determined by lot; he is required to either cast the die to the exact number or forfeit the move and await his next turn. Thus, by way of example, if a player is one game playing position short of his finish position 24b, then it is required that the die 30 indicate only one move and no more.

The preferred embodiment of the present invention incorporates a board of some predetermined size such as eighteen to twenty-four inches square and which includes appropriate color coding on the face thereof. The game playing positions formed on the board may be encircled with colored indications. In addition, the game playing positions may be formed as drilled holes in the board so that peg marker means are easily attached to the board while being rested thereat for easy removal for the next move. As shown, the game is provided with a pair of circular circuits which are closed so that the common paths of the players present an opportunity for contesting with one another. The length of the path between the start and finish positions of each of the players can be increased to accommodate more than four players as shown in the preferred embodiment. This is within the choice of those skilled in the art.

Other chance determining means may be used in preference to the die 30 shown in FIG. 2. As previously noted, however, it is desired to provide chance determining means having two distinct portions with one preferably directed to marker means located on the inner playing path 12 and the other directed to marker means on the outer playing path 14. Also, it should be noted that, in utilization of die 30, not only is the die made available for either of the two tracks, but it is not known except by chance that the die will direct movement on one or the other. This might be also accommodated in additional chance determining means.

The foregoing disclosure and description of the invention is illustrative and explanatory thereof and various changes in the size, shape, and materials, as well as in some of the details of the illustrated construction, may be made within the scope of the appended claim without departing from the spirit of the invention.

What is claimed is:

1. A board game apparatus comprising:

(A) a board having a playing area including:

(a) inner and outer closed circuit playing paths which are spaced apart from one another with each including a relatively large number of playing position indicia, the number of play-

ing position indicia in the outer path being substantially greater than the number of playing position indicia in the inner path and the playing position indicia in the two paths being color coded in different colors;

(b) a plurality of interconnection paths each running between one of the inner playing position indicia and one of the outer playing position indicia, the number of these interconnection paths being substantially less than the number of playing position indicia in the inner playing path;

(c) a separate set of starting position indicia for each of at least two players, these starting position indicia being spaced apart from the inner and outer paths and connected thereto by connecting paths;

(d) a separate set of finishing position indicia for each of at least two players, these finishing position indicia being spaced apart from the inner and outer paths and connected thereto by connecting paths;

(B) at least two playing markers for each of at least two players; and

(C) a die for determining by chance the movement of the playing markers, such die having half of its faces color coded to correspond to the color coding of the inner playing path and having the other half of its faces color coded to correspond to the color coding of the outer playing path, each face having an indicia which determines the number of playing position indicia by which a playing marker is to be moved.

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