

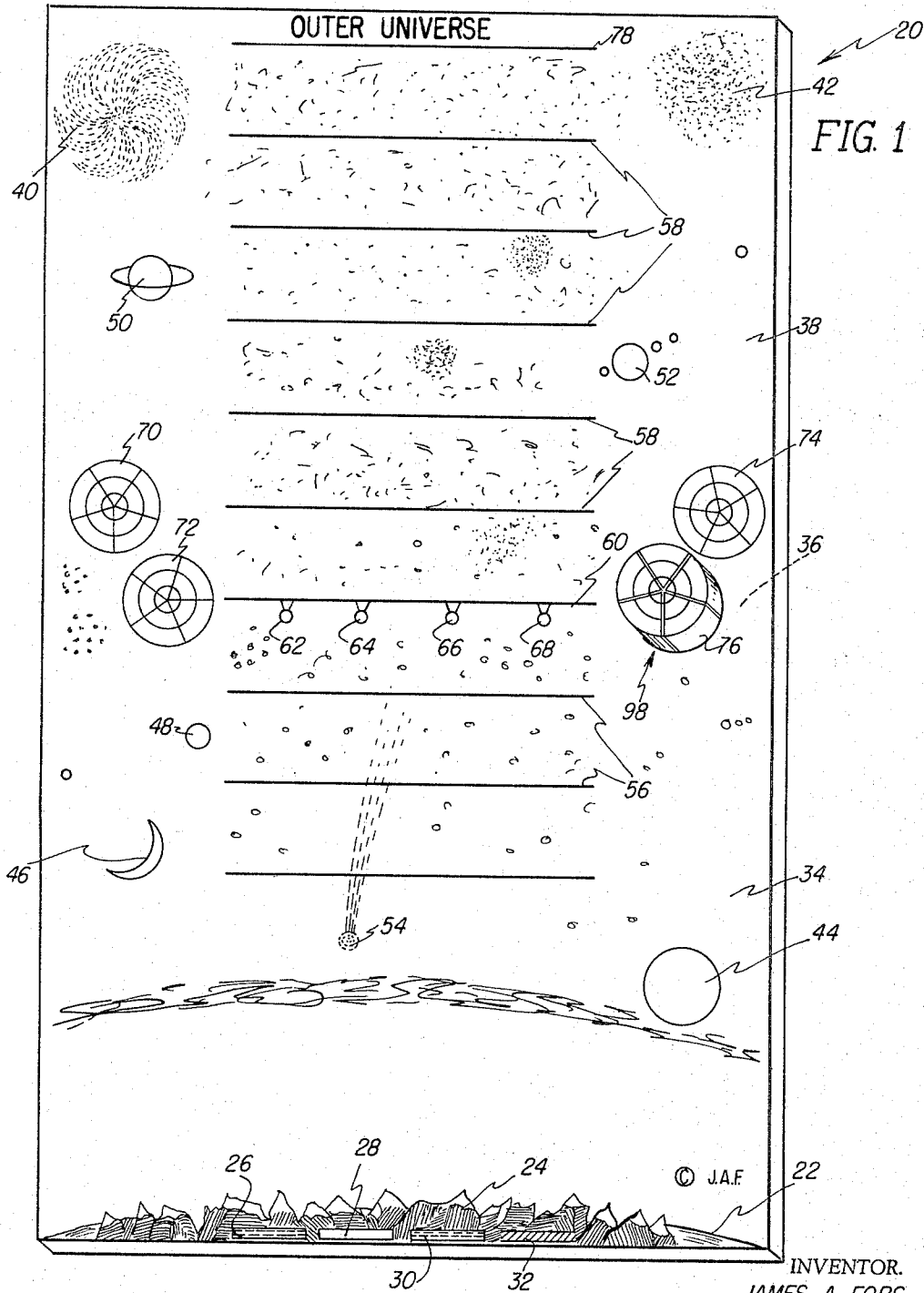
March 19, 1968

J. A. FORS
SPACE GAME HAVING MULTIPART COUNTERS AND
MULTIPART PLAYING PIECES

3,373,995

Original Filed Aug. 5, 1958

2 Sheets-Sheet 1



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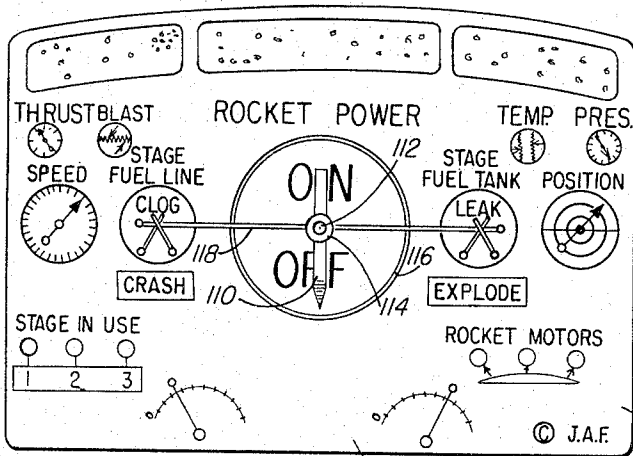


FIG. 2

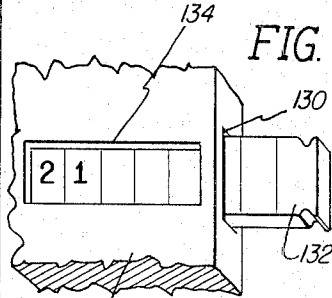


FIG. 3

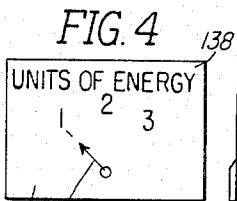


FIG. 4

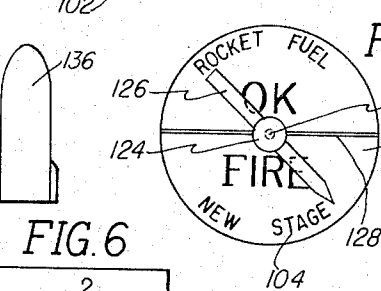


FIG. 5

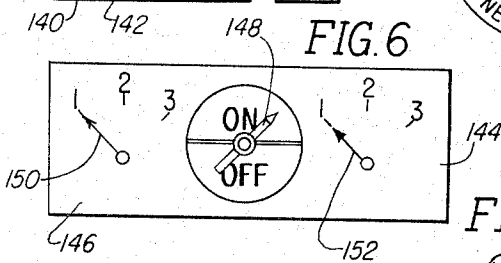


FIG. 6

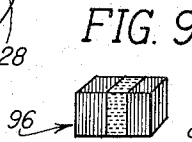


FIG. 9

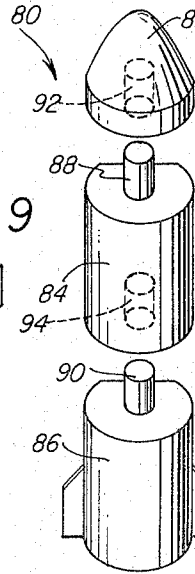


FIG. 10

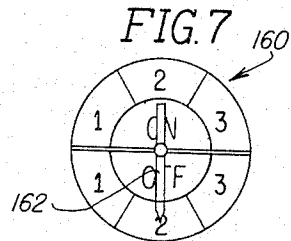


FIG. 7

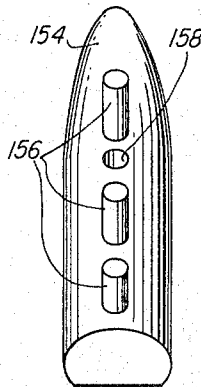


FIG. 11

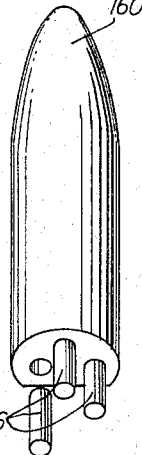


FIG. 12

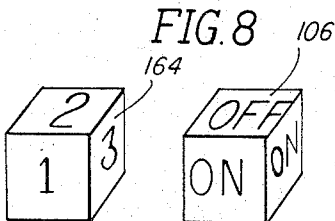


FIG. 8

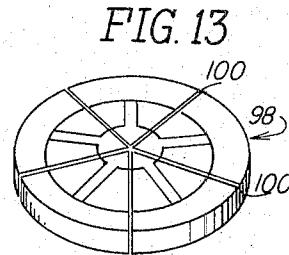


FIG. 13

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3,373,995

**SPACE GAME HAVING MULTIPART COUNTERS
AND MULTIPART PLAYING PIECES**James A. Fors, 4958 W. Parker Ave.,
Chicago, Ill. 60639Continuation of application Ser. No. 753,379, Aug. 5, 1958. This application Jan. 24, 1964, Ser. No. 341,482
5 Claims. (Cl. 273-134)

This application is a continuation of applicant's co-pending application, Ser. No. 753,379, filed Aug. 5, 1958, now abandoned.

This invention relates to a novel game counter and to a novel game in which such counter is used. More particularly, it relates to a multipart counter and to a game in which such counter is moved and/or a part is discarded according to chance.

It is an object of the invention to provide a novel type of game counter comprising multiple, separable interfitting parts, at least two of which differ from each other structurally.

Another object is to provide a novel type of game of chance in which such a counter is moved or a portion is discarded or both according to the indication of a selector device.

A still further object is to provide a game counter comprising at least three separable interfitting parts, at least two of which differ from each other structurally.

Still another object is to provide a space game comprising a selector which when operated gives a positive or negative indication and means for indicating cumulatively the number of either or both of such types of indications which has accrued to each player.

A still further object of the invention is to provide a game piece simulating a multi-stage rocket and having means for indicating in respect to the various stages whether they are used or useable.

Still another object is to provide a combination comprising a game playing piece simulating a vehicle and means for indicating units relating to movement of such vehicle and whether they are used or useable.

Other objects will appear hereinafter.

In order that the invention may be better understood, reference is made to the accompanying drawings which form a part of this specification and in which

FIGURE 1 is a view showing a game board embodying features of the present invention;

FIGURE 2 is a view showing an indicator giving positive and negative indications which may be used with the game board of FIGURE 1;

FIGURE 3 is a view of a fragment of a modification of the game board shown in FIGURE 1;

FIGURE 4 is a view showing a combination of a game playing piece and an indicator showing units of energy available to such piece;

FIGURE 5 shows another selector which is useable with the game board of FIGURE 1 and on which the positive and negative indications are given specific meanings;

FIGURE 6 shows a modification of the invention in which a pair of indicators as shown in FIGURE 4 are combined with a selector of the general type shown in FIGURE 1;

FIGURE 7 shows a modification of the selector shown in FIGURE 5;

FIGURE 8 shows a pair of cubes providing still another form of selector;

FIGURE 9 is a view in perspective of a playing piece useable with the board shown in FIGURE 1;

FIGURE 10 is an exploded view in perspective of a three part game counter useable with the board of FIGURE 1;

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FIGURES 11 and 12 show modified forms of the game counter of FIGURE 10; and

FIGURE 13 shows a five part playing piece also useable with the board of FIGURE 1.

Referring first to FIGURE 1 of the drawings, it will be seen that it shows a game board designated generally 20 having various indicia on the plane face thereof, the back (not shown) being blank. In general, the markings on this board simulate a cross-sectional view of space on a plane passing through the center of the earth.

The bottom of the board 20 as shown in the drawings may carry a representation of the curved surface of the earth as at 22 together with representations of snow covered mountains as at 24. Preferably, overlying these mountains adjacent the bottom of board 20, four spaced apart starting lines or marks 26, 28, 30 and 32 are provided, one for each of four players, although as few as two may play the game. According to the usual practice, each of these starting marks may be colored a different color corresponding to the colors of four sets of playing pieces to be described. Thus, as shown, mark 28 may be silver, mark 30 may be red, mark 32 may be yellow, and mark 34 may be brown.

Approximately the lower half 34 of the board 20 between the earth surface line 22 and the dotted line 36 represents the earth's atmosphere and to that end is preferably shown with a blue background shaded to indicate the gradual thinning of the atmosphere from the earth outwardly toward outer space. In turn, the upper half 38 of board 20 represents outer space extending from the edge of the earth's atmosphere at 36 outwardly into outer space as far as the mind of man can reach, and this portion is preferably provided with a black background to indicate the absence of the light reflecting effects of the earth's atmosphere.

It is a characteristic of the game used as an illustration that the board is divided generally into two parts with a main starting line at the beginning of one part and a secondary starting line at the beginning of the second part but the division of the board need not necessarily be into either equal parts or on a horizontal line. The horizontal division is appropriate to the representation shown but one part of the board could consistently be made much larger than the other and, if desired, the board could well be divided vertically or in any other desired way. It is also pointed out that the division of the board need not be represented as being between the earth's atmosphere and outer space. Any other desired division may be employed as, for example, one portion may be the sun's planetary system and the other portion may represent other planetary systems or the division could be between the galaxy of which the earth is a part and other galaxies.

Returning to the description of the board 20 as shown, the background may also include representations of various heavenly bodies, such as the representations of other galaxies as shown at 40 and 42, or of the sun as at 44, or the moon as at 46, and/or various stars and planets as at 48, 50, 52, etc. or even a meteor as at 54. For purposes of play or utility, as distinguished from background, each portion 34 and 38 of the board is provided with means such as lines 56 and 58 indicating a series of steps. The number, spacing and location of the lines 56 and 58 may be varied as desired but, preferably, as shown, they are equally spaced above and below an intermediate line 60 which preferably substantially coincides with the line 36 previously described which serves as a dividing line between two divisions of space. To more realistically suggest the distances involved, the lines 56, 58 and 60 though equally spaced may be labeled with mileages whose logarithms are multiples of the logarithm of the number of miles shown on the first line above the starting line or, instead, the lines 56 and 58 may be spaced from each

other and from line 60 in proportion to the value of the logarithms of mileages shown on each line, the mileages shown on each line being multiples of that shown on the first line above the starting line. In the course of the game the line 60 usually becomes a starting line and it is, therefore, desirable to provide it with lane markers 62, 64, 66 and 68 of any desired size, shape and locations but preferably colored to correspond in order with the colors of the starting marks 26, 28, 30 and 32.

The line 60 in addition to serving as a secondary starting line also provides an initial goal for each player. Players upon achieving this goal, either upon reaching or crossing it as the rules may provide, become entitled to unload or place one section of a space station in orbit or position in space. In the embodiment shown as an illustration, the space stations are divided into five parts and for convenience in assembling the space stations as the parts are earned, indicia in the form of circles, preferably corresponding in size to the space station pieces, are provided for each player as at 70, 72, 74 and 76 and may be colored, respectively, to correspond to the colors of the starting marks 24, 26, etc. These circles 70, 72, etc. may also be provided with five division lines as shown and other indicia corresponding to those on the space station pieces to clearly indicate the intended purpose of these circles. The general configuration of the space stations shown suggests satellites or platforms in orbit about the earth but, alternatively, the space stations could take other forms within the scope of the invention, as for example, they might be shown as being placed on one or more existing heavenly bodies as space bases.

At the top of the board 20 or beyond the last line 58, a line 78 is provided which may have printed under it the words "Outer Universe." To achieve this line or step, either by reaching or crossing it as the rules may provide, is the ultimate goal of the game and, preferably, the line 78 will be positioned, as shown, a distance above the uppermost line 58 which is equal to the distance between adjacent pairs of the lines 58. It will be understood, of course, that other equivalent means may be used in place of the line 78 for indicating the final or ultimate step of the game. It is pointed out above that the game is not limited to a particular number of steps. The number provided, however, should be such as to make the game interesting to the players. Substantial variation in the number of lines is possible within this limitation depending on the number of steps that a player may move at each turn. It has been found by extensive trial that when using a spinner or selector device such as that shown in FIGURE 5 and playing under rules which provide that a player cannot leave the starting line until the spinner on his turn gives a "FIRE new stage" indication and thereafter moves one step at each turn regardless of the spinner indication which is used only to indicate that a new stage of the rocket or playing piece is fired, the game meets the requirement that it shall be interesting when it requires 5 steps, as shown, to reach and cross line 60 and 6 steps, as shown, to cross the line 78, the playing pieces being moved up to the first line 56 on the first move and across it to the second line 56 on the next move and so on.

The playing devices designed for use with the board 20 shown in FIGURE 1 are illustrated in FIGURES 9, 10 and 13. Referring first to FIGURE 10, it is pointed out simulating a 3-stage rocket. Four of these rockets or counter 80 are provided, one for each player, and they are preferably colored differently, i.e., corresponding to the starting marks 26, 28, etc. As will be explained, these are the pieces which each player puts on his starting mark and moves upwardly through the steps indicated by the lines 56, 58, 60 and 78 one at a time. As is readily seen in FIGURE 10, the counter 80 is formed in three parts consisting of a nose cone 82, an intermediate rocket section 84, and first stage rocket 86. It is preferably to provide means for interfitting the three parts of the playing piece 80, and, to this end, the parts 84 and 86 are each provided,

respectively, with pins 88 and 90 which are adapted to be received, respectively, in recesses 92 and 49 formed, respectively, in parts 82 and 84. The fit between the pins 88 and 90 and the respective recesses 92 and 94 may be loose or may be tight enough to require appreciable force to separate the parts as desired. Alternatively, the parts may be nested or telescoped together or held together by magnets, for example. In any event, it is preferable to flatten one side of a round counter or playing piece such as counter 80 or provide some irregularities such as fins to prevent it from rolling. While the counter illustrated simulates a three-stage rocket, it will be understood that it is within the scope of the invention to employ a playing piece simulating two or more stages of a rocket or two or more units of energy or fuel.

The playing piece 96 shown in FIGURE 9 is used to indicate the process of each player as will be explained, and according to the principles of the game represents a satellite placed in orbit about the earth or other heavenly bodies. It obviously may have any desired shape, a convenient shape being that of a rectangular block as shown. One of these playing pieces or satellites 96 is provided for each player. Like the other playing pieces, they are colored to correspond, respectively, to the colors of the starting marks 26, 28, etc., and may be otherwise decorated as desired.

It has been mentioned above that one part of the game involves the assembly of a spaced station. The pieces forming one such space station 98 are shown in assembled relation in FIGURE 13 and also on circle 76 in FIGURE 1. It has been found that on the basis of providing an interesting game, the space station 98 may be made up of five parts, as shown, which are preferably identical in size, shape and marking, the division between the parts being indicated by the double lines 100. One complete set of five space station parts is provided for each player and like the other similar playing pieces, the parts of the various space stations are colored, respectively, to correspond to the colors of the starting marks 26, 28, etc.

It has also been indicated previously that the game is played with a spinner or selector device. Two such selector devices 102 and 104 which operate on the same principle are shown, respectively, in FIGURES 2 and 5, and equivalent results are obtained by the use of the cube 106 shown in FIGURE 8. The operating portions of the selectors 102 and 104 are identical. Selector 102 comprises a base 108 which may take the form of a thin plane surfaced board. Various indicia may be placed on this board so that, for example, it simulates an instrument panel as shown. Centrally of the board, however, an indicator arm 110 with a pointed end is mounted to spin on a headed pin 112 secured to the base 108. A pair of washers, such as the washer 114, are provided above and below the arm 110 to retain it on the pin and to space it from the surface of the base 108 so that it will spin freely. On the pin as a center, a circle is provided on the base 108 and this circle is divided by the diameter 118 in two parts which are marked, respectively, "on" and "off."

The selector 104, which is a simplified form, is provided with a circular plane surfaced base 120, in the center of which a headed pin 122, similar to the pin 112, is mounted. Pivotaly supported on the pin 122 between a pair of washers 124 is a spinner or indicator arm 126 which also has a pointed end. The base 120 is also divided along a diameter by the line 128, the upper half being marked "rocket fuel OK" and the lower half being marked "FIRE new stage."

The third selector device 106 shown in FIGURE 8 is in the form of a cube. It may be formed of any desired material such as wood, plastic, or the like. Three of the six sides of the cube are marked with the word "on" and the other three sides with the word "off." It will be readily apparent that when the arms 110 or 126 are caused to spin, there is an equal chance that their respective pointed ends will stop over either half of the circles in which they

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are mounted. In like manner, when the cube 106 is thrown in the same manner as dice are thrown, according to the laws of chance there is an equal chance on each throw that the word "on" or "off" will appear uppermost when the cube comes to rest. Although the selector devices shown and described provide equal chances that the words "on" and "off" on their equivalents will be indicated at each turn, it is within the scope of the invention to employ selector devices providing any other desired ratio of chance between the positive and negative indications.

According to the preferred set of rules, the game starts with 2 to 4 players, each placing his counter 80 on the starting mark 26, 28, etc. of a corresponding color. The players then, in turn, operate the selector device 104. As indicated previously, the selector device 104 is operated by spinning the arm 126. If the pointed end stops in the section marked "FIRE new stage" as shown in FIGURE 5, the player may move his counter up to the first one of the lines 56. On the other hand, if the pointed end of the arm 126 stops on the portion of the circle marked "rocket fuel OK," the player must leave his counter at the starting mark and continue to do so on succeeding turns until he obtains the indication "FIRE new stage." The next player then operates the selector 104, each player being entitled to only one spin or indication of the selector at each turn. The players then continue in this manner. As soon as a player has become entitled to move his counter away from the starting mark, then on each succeeding turn he advances his counter one step or line without regard to the indication he obtains on the selector device 104. For such player the indication on the selector device thereafter serves only to determine whether he is required to discard a portion of his counter. The indication "FIRE new stage" means that a stage of his rocket counter has burned out and must be discarded as the new stage is fired. The indication "rocket fuel OK" means that the stage in use continues to operate so that on such move no part of the rocket need be discarded.

Referring specifically to the first player, it may be assumed that his initial spin resulted in a "rocket fuel OK" indication, meaning that he could not move his counter. It may be further assumed that on his next spin the pointer stops in the area marked "FIRE new stage." This player then moves his rocket counter 80 bodily up to the lowermost line 56. Assuming further that on his next spin the pointer stops in the "FIRE new stage" area, he will, nevertheless, move his counter forward one more step or line, but at the same time he will discard the first stage 86 of his counter since it has burned out. Thereafter, he will continue at each turn to move his counter 80 forward one step or line and to discard another portion of the rocket counter 80 each time he receives an indication of "FIRE new stage." When all three portions of a player's counter 80 have been discarded in this manner without its having crossed the goal line 78, the rocket counter is then reassembled and placed again on the appropriate starting mark 26, 28, etc. A player whose counter 80 has been so reassembled on his starting mark then loses his turn until the counters of all the other players have similarly been reassembled on their starting marks. Play then resumes as at the start of the game.

This procedure is repeated throughout the game until at least one player succeeds in getting at least one stage of his rocket counter 80 over the goal line 78 into the "OUTER UNIVERSE" on the board shown. The indication obtained on the selector 104 at each turn shows the state of the player's counter 80 at the beginning of that turn, i.e., before he has moved ahead the one step he may be entitled to move on that turn. Consequently, when a player who retains only the third stage 82 of his counter receives a "FIRE new stage" indication he is not entitled to move the remaining part of his counter 80 forward on that turn but, instead, immediately reassembles his counter on the starting mark as described above. If the discarding of the third section or stage 82 of

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the player's rocket counter 80 occurs before the counter has crossed the line 60, the player has made no effective progress and is left in the same position as if he were just starting in the game. On the other hand, whenever any portion of a rocket counter 80 crosses the line 60, that player becomes entitled to unload one section of a space platform or base which he indicates by placing a section of the space platform or base playing piece 98 of the same color as his rocket counter 80 on the appropriate one of the circles 70, 72, etc. If the burning-out or discarding of the third stage 82 of the rocket counter 80 occurs above the line 60 which may be called the space line, the third stage or nose cone 82 goes into orbit, and this is indicated by placing the player's satellite marker 96 on the one of the lines 58, on which the nose cone 82 was located at the time it was burned out or received a "FIRE new stage" indication. The player then reassembles all three of the sections of his rocket counter 80 on the appropriate starting mark 26, 28, etc. in preparation for a continuation of play as previously described. It will be noted that the lines dividing the two halves of the circles on selectors or spinners 102 and 104 and also on selectors or spinners 144 and 160 (hereinafter described) are shown as having substantial width so that the spinner arm or pointer on these selectors may come to rest over this dividing line. It may, optionally, be provided that in such event the rocket counter or other vehicle counter has exploded and the player must return immediately to the start no matter how many stages or units he had left before such turn. Still another alternative is to permit a player to play two or more counters at a time applying each indication of the selector to whichever of his counters he may choose.

The ultimate goal of the game is to advance at least one section of a rocket counter 80 over the line 78 marked "Outer Universe." When one is successful in advancing his counter over the line 78, play does not necessarily stop, however. Play continues after one player crosses line 78 if necessary until all players have had the same number of turns since the last time they reassembled their counters at the starting marks. Thus, if the first player to move his counter over the line 78 is the player who had the first turn after the counters were last reassembled on the starting marks, then all other players will be entitled to one more turn before the game ends. Conversely, if the player who first moves his counter over the line 78 had the last turn after the counters were last reassembled at the starting marks, then the game is over as soon as he crosses the line 78. If only one player has succeeded in moving his counter over the line 78 before the game ends, he is the winner. It will be apparent, however, that under such rules two or more persons may succeed in moving their counters over the line 78 in the same game and in such event the winner is determined as hereinafter described. It will be apparent also that since all players must have had an equal number of turns before the game can end the order in which they take their turns can have no effect on the outcome of the game. This order may be determined as the players elect and may or may not remain the same throughout the entire game according to the choice or preference of the players. It is possible with the board 20 shown in FIGURE 1 and playing according to the above rules for a player to move at least part of his counter 80 over the line 78 without ever discarding all three sections of the counter. Generally, however, a player will have to return to the start a number of times before he will succeed in crossing the line 78. As the play continues in the manner previously described, players will succeed in unloading additional sections of their space stations 98 until finally at least one player succeeds in unloading his fifth space station section, completing his space station. Thereafter, such player, when the third stage 82 of his rocket counter 80 burns out so that it has to be discarded, will start his rocket counter

80 from his completed space station 98 by reassembling it on the line 60 as a starting line over the appropriate marker 62, 64, etc. He then resumes play from this line when all other players have reassembled their counters on line 60 or at the original starting marks if they have not become entitled to start from line 60. Obviously, when a player starts from line 60 his chances of crossing the line 78 are greatly improved.

It has been pointed out that if the third stage 82 of the player's rocket counter 80 burns out or goes off while it is on one of the lines 58, the player's satellite marker 96 is then placed on that line. If on succeeding play, that player's third stage 82 burns out or goes off on a higher one of the lines 58 the player's satellite marker 96 is then advanced to that line so that this marker is always on the highest one of the lines 58 that a particular player has reached.

When one player crosses the line 78, the other players may continue, if necessary, until all have had the same number of turns with the selector device 104 as described above and if no other player crosses the line 78, the one crossing it first is the winner. However, one or more other players may succeed thereafter in crossing this line on their last turn. In such event the one of these players crossing line 78 whose satellite marker 96 is highest is the winner and the other players crossing the line 78 are placed according to the locations of their satellite markers. Similarly, following the players who have reached the line 78 the players who have not crossed this line place in the game according to the positions of their satellite markers 96. Obviously, of course, there may be ties which may be played off in any desired manner or allowed to stand as the players choose. All satellites 96 and all sections of the space stations 98 are then removed from the board for the start of the new game.

According to another set of rules, which may be used, if desired, the play is similar to the play in accordance with the preferred set of rules described above. It differs chiefly in that a player does not necessarily advance his counter one step or line on each turn. Any of the selector devices 102, 104 or 106 may be used under these alternative rules. Further description will be limited to the device 102, it being obvious how the other two may be substituted therefor.

Play begins in the same way as under the preferred rules with each player's counter 80 on his starting mark 26, 28, etc. The players then in turn operate the selector 102 by spinning the arm 110. If the pointed end stops in the section marked "off" as shown in FIGURE 2, it means that the first stage 86 of that player's counter rocket is "off" or "burned out" and must be discarded and the player does not move his counter. On the other hand, if the pointed end of the arm 110 stops on the "on" portion of the circle, the player moves his entire rocket counter 80 up to the lowermost of the lines 56. Play continues as under the preferred rules except that each player at his turn either moves his counter or discards a part, but not both, according to the indication he obtains on the selector. When playing according to these rules the game is more interesting if the number of steps from the start to the line 60 and also from that line to the line 78 is substantially decreased, so that preferably only one of the lines 56 is provided and only three of the lines 58 are used.

It will be noted that under these alternative rules the counters have the starting mark on the same positive or "on" indication of the selector which indicates further moves whereas under the preferred rules the counters leave the starting mark on a negative or "FIRE new stage" indication which thereafter does not indicate moves. Play according to the principles of either set of rules is not materially varied by varying the rule for starting movement of the counters and such variations are within the scope of the invention.

Various modifications of the game are also illustrated

in the drawings. FIGURE 3, for example, shows a modification in which a sliding indicator is used to show the number of space station sections a player has succeeded in unloading. In accordance with this modification of the game, a recess 130 of generally rectangular cross-section is formed in the board 20 with an open end at one edge of the board. Mounted to slide in and out of the recess is a sliding indicator 132. A window 134 in the top surface of board 20 communicating with the recess 130 serves to make the slider 132 visible. The exposed surface of the slide member 132 is provided with lines subdividing it into a plurality of sections lengthwise, each of which is substantially equal to one-fifth of the length of window 134. The five sections of the slider 132 which are visible through the window 134 when the slider 132 is in its innermost position are all blank. Succeeding sections are numbered in order as indicated in FIGURE 3 with numbers 1 through 5, or alternatively, are colored or otherwise marked to indicate that they represent space stations sections. In this way, as a player becomes entitled to unload a space station section he moves his indicator slider 132 outwardly to expose the number of sections thereon corresponding to the number of sections he has become entitled to unload. It will, of course, be apparent that in this modification four of the sliders 132 sliding in four different recesses 130 in the board 20 will be provided so that there will be one for each player. As with other playing parts, these may be colored differently for each player. It is also within the scope of the invention to employ space stations, platforms or bases which are divided into either more or less than the five parts disclosed above and to use any desired means to indicate the progressive assembly of any of the stations, platforms or bases, including indicators, such as indicator 140 (hereinafter described) or to provide a base with holes into which pegs such as pegs 156 (to be described) may be inserted.

A number of modifications of the game counter 80 are illustrated in FIGURES 4, 6, 11 and 12 which also illustrate an alternative concept of the operation of the game in which instead of the burning out or progress of the various rocket stages, the use or consumption of units of energy or fuel determines the progress of the player. A positive indication on the selector means that the units of energy or fuel previously remaining are still intact and a negative indication means that one unit of energy or fuel has been used up.

Referring first to FIGURE 4, in accordance with this modification, in place of the three-section counter 80, a one-piece counter 136 is employed, which also may be shaped to simulate a rocket, and in combination therewith, an indicator 138 is used. This indicator 138 may take the form of a base of cardboard 140 with indicia thereon, such as the words "Units of Energy" shown and with the numbers 1, 2 and 3 printed thereon at spaced positions on a circular path. Pivotaly mounted at the center of this circular path is an indicator arm 142 which may be moved to indicate either the number of units or energy used or the number unused as desired. It will be apparent that the indicator 138 could be employed to indicate rocket stages remaining or burned out as desired, and, in any event, the play proceeds in the same way with the combination of counter 136 and indicator 138. The counter 136 is moved either on positive indications of the selector device or on both positive and negative indications thereof as desired and consumption of energy or burning out of rocket stages is indicated by moving the recorder 138 when negative indications are obtained on the selector.

It is, of course, necessary to provide a counter 136 and an indicator 138 for each player. FIGURE 6 illustrates a modification in which indicators similar to indicator 138 are combined with a selector device to provide a combination selector-indicator 144. The selector-indicator 144 may also be formed with a cardboard base 146. Two sets of the numerals 1, 2 and 3 spaced apart on circular paths are printed on the base 146, and central-

ly therebetween a circle divided in half similarly to the circle 116 is printed, "on" being shown on one half of the circle and "off" on the other. A spinning arm 148 with a pointed end is pivotally mounted in the center of the circle in the same way as the arm 110. Likewise, movable pointers 150 and 152 are mounted like the pointer 142 so that they may be moved to indicate one of the three numbers in each one of the sets of three numbers previously described. It will be apparent that a combination indicator-selector such as that shown in FIGURE 6 may include four indicators instead of two, providing one for each player, or, alternatively, that separate indicating means may be provided.

Still other modifications of the game counter 80 are shown in FIGURES 11 and 12. The counter 154 shown in FIGURE 11, which like the others is shaped to simulate a rocket, comprises means in the form of pegs 156 for indicating the rocket stages or energy or fuel units, used or unused. At least two of the pegs 156 are received in openings 158 formed in the body of the counter 154 so that they are removable, and, preferably, all three pegs are removable. The counter 160 as shown in FIGURE 12 is very similar in construction to the counter 154 except that the pegs 156 are mounted in the lower end to simulate a plurality of rocket motors. The counter 160 is otherwise used as the counter 154.

FIGURES 7 and 8 illustrate selector devices which provide for movements of the counter in one or a plurality of steps at a given turn and also for a plurality of negative indications which may be employed in different ways. Referring first to FIGURE 7, the selector there shown and identified by reference numeral 160 is identical in construction with the selector 104, but the printed indicia in addition to showing an "on" semi-circle and an "off" semi-circle have each of these divided into three sections on which are printed, respectively, the numbers 1, 2 and 3. It is obvious that when the arm 162 of the selector 160 is caused to spin, it may indicate either 1, 2 or 3 in the "on" area or 1, 2 or 3 in the "off" area. Using this indicator 160, the player is accorded an opportunity to move 1, 2 or 3 steps at each turn either for each "on" indication or for both the "on" and "off" indications as desired. In addition to using them to indicate steps to be moved, the "off" indications may be employed to indicate loss or consumption of 1, 2 or 3 rocket sections, units of energy or fuel, or may be ignored unless the number indicated in the "off" section corresponds with the number of rocket sections or units of energy or fuel remaining, in which case the indication would be taken to mean the burning out of that rocket section or the use of one unit of energy or fuel.

The combination of cubes shown in FIGURE 8 will give the same kind of indications as the selector 160. The cube 106 has already been described. The other cube 164 is similar to the cube 106 but has the numbers 1, 2 and 3 each printed on two of the six sides. Obviously, when the cubes 106 and 164 are thrown like dice, one will indicate "off" or "on" and the other will show the units 1, 2 or 3. By way of a further modification, the cube 106 instead of bearing the words "off" or "on" may be provided with three sides of one color and three of another to obtain similar selections.

The above described game pieces and board may be employed in many different ways to provide a number of different games, all of which are interesting and enjoyable. In addition to the uses described above, it is pointed out that many others are readily conceivable. Thus, it may be provided that a counter upon reaching either a natural or manmade celestial body with or without previously establishing a base thereon and/or transporting thereto sources of energy for propulsion may obtain from such body an additional supply of fuel or other source of power or energy to enable it to travel further out into space and have a better chance of reaching the goal of

the game. Alternatively, instead of or in addition to obtaining an additional supply of power when a player's counter reaches a celestial body which the player during the course of the game has previously constructed or on which he has previously established a base, it may be provided that the player can construct thereon a new type of space vehicle differing from that employed to establish the base or station which may be used in further moves to aid him in reaching the goal. Particularly when playing under rules providing for a comparatively large number of parts or pieces to be transported to form or be placed upon a celestial body, it may be provided that a player may unload as many of such pieces as there are sections remaining in his rocket counter when it crosses the line 60 or its equivalent instead of only one as provided above.

In accordance with still another variation the rules may provide in a game involving the picking up of additional energy or fuel units on established space bases that the space vehicle coasts ahead one move or line each turn when the vehicle is in outer space, i.e., above the space line or intermediate goal 60 or its equivalent and that in such outer space energy or fuel units may be used only for braking to a stop or for blasting off or starting again from the space base. By employing a selector, such as selector 160, provision may also be made that during any one move in space, as desired, the energy or fuel units may again be used in order to accelerate or blast ahead more than one line or step at a time, as indicated for that turn by the selector.

A number of variations in the structure of the novel game counter forming a part of this invention have been disclosed and in like manner, variations in the principles and play of the game forming the subject of the invention have been described and illustrated. Many other variations in both the counter and the game, however, will be readily apparent to those skilled in the art.

The advantages of the invention are obvious from the foregoing description. The multipart game counter provided permits of the use of new and varied principles of play and the formulation of a game based on new concepts such as space travel, which are of great current interest.

It is apparent that many widely different embodiments of this invention may be made without departing from the spirit and scope thereof and, therefore, this invention is not intended to be limited except as indicated in the appended claims.

I claim:

1. A game comprising a game board having indicia thereon simulating a cross section of space extending out from the earth, indicating a starting place for each player on the surface of the earth and indicating a division between two parts of space, one adjacent to the earth and the other remote, said board also having thereon a series of spaced apart lines substantially parallel to the said surface of the earth for indicating steps of movement, one being located substantially at said division and others being located on opposite sides of said division, the one most remote from the starting place being the winning line, a selector device operable in turn by each player to give positive and negative indications according to chance, and a set of playing pieces for each player including a multipart counter movable on said board from one of said starting places to said winning line and providing means for indicating cumulatively the number of negative limitations accruing to each player up to a predetermined maximum, one part of the said counter being separated from the remainder for each such negative indication, and means comprising multipart playing pieces for indicating the number of times each player's counter has achieved the said line located substantially at the division, one part of said last named playing piece being placed on the board each time said last named line is achieved.

2. A game as described in claim 1 in which there are

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three of said lines between the starting places and the line at the division and five of said lines between the last named line and said winning line, in which the selector device is such that there is an equal chance that it will give a single positive or a single negative indication each time it is operated, in which each player's counter comprises three separable parts simulating a three-stage rocket, in which a player at each turn after his counter has been moved away from the starting place moves his counter forward one step of movement, and in which the multipart playing piece for indicating the number of times a player's counter has reached said line at the division is a piece simulating a space station.

3. A game as described in claim 2 which includes pieces for indicating the extent to which each player's counter has advanced beyond said line located substantially at the division.

4. A game comprising a game board having indicia thereon indicating a place for each player to start, indicia thereon indicating a plurality of steps leading away from said starting place and terminating in a final or winning step and indicia on one other of said steps intermediate said starting and winning steps indicating an intermediate goal, said intermediate step being separated both from the starting step and from the winning step by at least one other step, a counter for each player movable on said board from said starting place through said steps to said final step, a selector device operable in turn by each player to give positive and negative indications according to chance, means for indicating cumulatively the number of at least one of such types of indications accruing to each player up to a predetermined maximum, the counter of the player who operated the selector being moved through at least one of said steps away from the starting place for a positive indication by said selector, and means comprising a multipart playing piece for each player for indicating cumulatively the number of times each player's counter has achieved said intermediate step up to a predetermined

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maximum, one part of said multipart playing piece being placed on the board by a player each time the player's counter achieves said intermediate step.

5. A game comprising a game board having indicia thereon indicating a place for each player to start, indicia thereon indicating a plurality of steps leading away from said starting place and terminating in a final or winning step and indicia on one other of said steps intermediate said starting and winning steps indicating an intermediate goal, said intermediate step being separated both from the starting step and from the winning step by at least one other step, a selector device operable in turn by each player to give positive and negative indications according to chance, a multipart counter for each player movable on said board from said starting place through said steps to said final step and providing means for indicating cumulatively the number of at least one of such types of indications accruing to each player up to a predetermined maximum, the counter of the player who operated the selector being moved through at least one of said steps away from the starting place for a positive indication by said selector, and means comprising a multipart playing piece for each player for indicating cumulatively the number of times each player's counter has achieved said intermediate step up to a predetermined maximum by moving into a predetermined position on said playing board a part of said multipart piece each time the player's counter achieves said intermediate step.

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F. BARRY SHAY, *Primary Examiner.*

UNITED STATES PATENT OFFICE
CERTIFICATE OF CORRECTION

Patent No. 3,373,995

March 19, 1968

James A. Fors

It is certified that error appears in the above identified patent and that said Letters Patent are hereby corrected as shown below:

Column 3, line 28, for "staions" read -- stations --;
line 30, for "a" read -- as --; line 63, after "out" insert --
that this figure shows a playing piece or counter 80 --; line
65, for "counter" read -- counters --; column 4, line 2, for
"49" read -- 94 --; line 17, for "process" read -- progress
--; line 28, for "spaced" read -- space --; column 5, line
46, for "jointer" read -- pointer --; column 6, line 40, for
"truns" read -- turns --; column 9, line 74, for "enregy"
read -- energy --; column 10, line 25, for "slector" read
-- selector --.

(SEAL) Signed and sealed this 22nd day of July 1969.

Attest:

Edward M. Fletcher, Jr.

Attesting Officer

WILLIAM E. SCHUYLER, JR.

Commissioner of Patents