Jan. 25, 1949. J. M. PRENTICE ET AL 2,460,264

ROTATABLE GAME BOARD AND PIECE THEREFOR

Filed Nov. 29, 1947

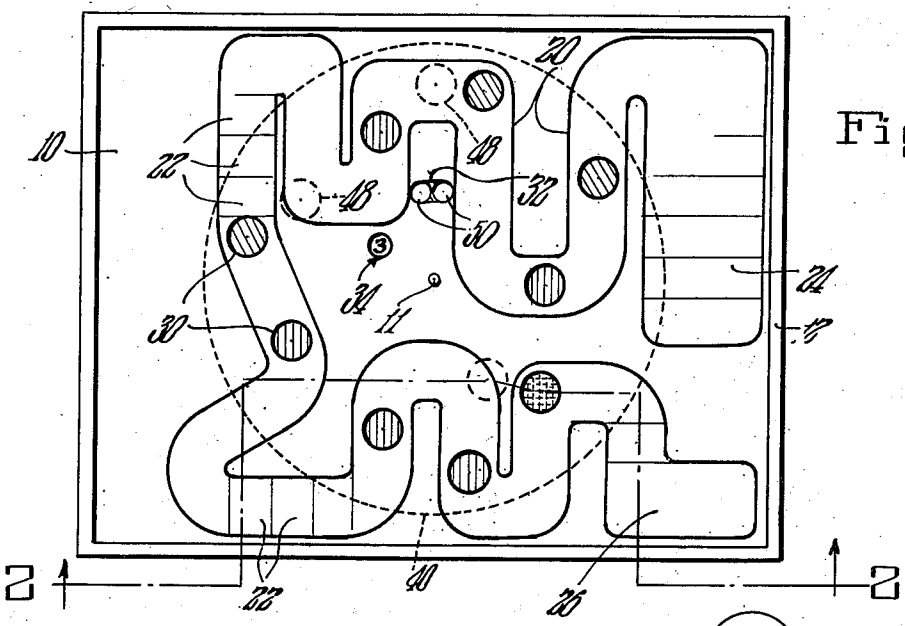


Fig. 1.

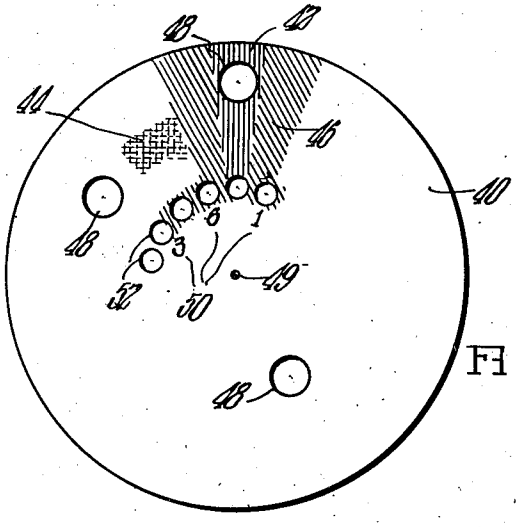


Fig. 3.

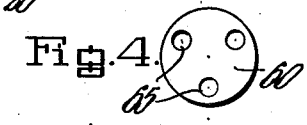


Fig. 4.

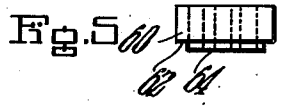
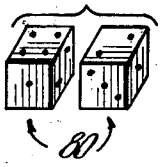


Fig. 5.



Fig. 6.

Fig. 8.



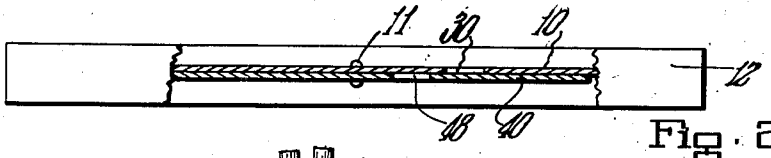


Fig. 2.

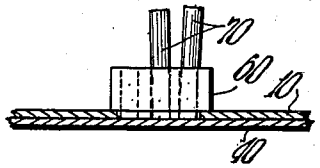


Fig. 7.

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Patented Jan. 25, 1949

2,460,264

UNITED STATES PATENT OFFICE

2,460,264

ROTATABLE GAME BOARD AND PIECE THEREFOR

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Application November 29, 1947, Serial No. 788,940

6 Claims. (Cl. 273—134)

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Our invention relates to improvements in a game apparatus and is directed more particularly to the provision of a novel means wherein a playing board or surface of the conventional type is changed by the provision of spaced apertures therethrough which may be aligned with other spaced apertures in other playing means closely associated therewith whereby when the respective apertures are brought into register with each other, playing pieces of a unique construction cooperate therewith to produce novel results.

One of the principal objects of our invention is to provide a game apparatus which includes a game board over which the players move playing pieces.

One serious objection to a majority of board games produced by game manufacturers during recent years has been that they have been simply board games in the strict sense of that term. The combination of playing board, playing pieces and chance means per se is old and exhausted. The majority of such games have been variations of the old and well known basic principle of players moving playing pieces progressively over a circuitous route designated upon the board, the moves being determined by throws of dice or similar means. This sameness among board games has been objectionable from the point of view of the purchasing public, although perhaps unknowingly for them, in that there has been no physical connection between the playing pieces and the playing surface with the result that the various components have been merely aggregative because each performs its own usual function without in any way modifying the use of any of the others. It is an accepted criteria among game manufacturers that to appeal to the purchasing public, games of this type must incorporate features which avoid the admittedly notoriously old combination of non-related parts or functions just referred to.

With the above views in mind, our invention provides a new and structurally different type of playing board wherein the elements of suspense and surprise are effectively introduced so as to result in a fascinating entertainment for the players.

It is another object of our invention to provide a game apparatus that is economical in its manufacture and is simple in its operation so as to make it as attractive as possible to the greatest percentage of the purchasing public.

It is still another object of the invention to provide an arrangement of parts which perform

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new and unusual functions when in association with each other due to their respective structures. Such is designed to lend interest therein and to create an exciting and thrilling game in which the players experience the amusement and excitement of a race with each other toward an objective, complete with unexpected eventualities along the way, all of which affords a wholesome and interesting amusement.

It is a still further object of our invention to provide a construction which exercises the mind in observation and calculation.

Still another object is to produce a game apparatus adapted for any number of people or players more than one whereby a game equally interesting to a small or greater number of players is provided.

It is a further object to produce a game means simulating a race over a route where the important factors of speed, interference and mishaps resulting are imitated through the introduction of the chance controlling elements, the movable members being moved over a playing surface which has certain changeable characteristics all of which enable the players to progress rapidly or slowly as they may elect while at the same time exposing them to the loss of points due to the actual loss of certain playing pieces as a result of the construction of the apparatus itself.

With the foregoing and various other novel features and advantages and other objects of our invention as will become more apparent as the description proceeds, the invention consists in certain novel features of construction and in the combination and arrangement of parts as will be hereinafter more particularly pointed out in the claims hereunto annexed and more fully described and referred to in connection with the accompanying drawings wherein:

Fig. 1 is a plan view of the game board comprising part of the apparatus of our invention;

Fig. 2 is a sectional view of the apparatus of our invention along the line 2—2 of Fig. 1;

Fig. 3 is a plan view of the varying member of our invention;

Fig. 4 is a plan view of one of the principal playing pieces of our invention;

Fig. 5 is a side elevational view of the playing piece shown in Fig. 4;

Fig. 6 is a side elevational view of one of the secondary playing pieces of our invention;

Fig. 7 is a side elevational view of one of the principal playing pieces of our invention shown in operating association with a pair of secondary

playing pieces and the game board and the varying means of our invention which are partially shown in cross section; and

Fig. 8 is a perspective view of a chance means for use in playing the game.

Referring now to the drawings more in detail, the invention will be fully described.

By setting forth the various component pieces of the game first, the game can thereupon be more easily described in detail.

Our improved game apparatus contemplates the employment of a board or playing surface of any suitable material and it comprises a board-like member 10 having a substantially flat upper supporting surface. The board 10 is supported by a frame 12 by any conventional means and which surrounds the edges thereof as shown in Fig. 1. The board is held at a distance from the base or a horizontal support such as a table surface or the like, upon which the frame 12 rests, as shown in Fig. 2, all for purposes presently to be described.

A playing path 20 on the board 10 consists of a plurality of suitably arranged adjacently-disposed outlined and marked-off spaces or areas 22 which, when followed progressively from a starting point 24 continuously through to a finishing point 26, follow a winding circuitous route over the surface of the board substantially as shown in Fig. 1 so that a playing piece is adapted to be moved in accordance with predetermined rules as the game progresses.

At various points along this path 20, spaces 22 are provided with apertures 30 which form sight openings. These openings are centered along predetermined arcs struck from the midpoint of the board.

The apertures are shown as circular in outline but it is to be understood that an aperture of any shape, as for example a square hole, may serve equally as well.

At another distance from the midpoint of the board 10, an opening 32 in the form of a slotted arc is provided through the member 10. The opening is of such width as to be adapted to receive therethrough the tip of the finger of a player and it is of such length as to enable the player to move his finger forwardly and rearwardly therein for a distance, all for purposes shortly to be described.

At still another distance from the midpoint of the board 10, a window 34 is provided which may consist merely of sight opening extending through the member 10 for purposes shortly to be described.

A varying member 40 is provided which consists of a circular rotatable disc of any suitable material although cardboard is preferable. This disc is adapted to be turned or spun periodically at predetermined intervals throughout the game.

The member 40 is provided on one surface with a plurality of distinctively colored areas designated by 42, 44 and 46 which show the colors red, yellow and green respectively. These areas are colored differently for purposes as will presently be seen.

The member 40 is adapted to underlie the member 10 and the same are secured in pivotal relation to each other by means of a rivet 11 or similar device which secures the member 10 at its midpoint to the member 40 at its central point 49. If desired, the member 40 may be mounted on a shaft extending vertically through the center of the game board where a spinning knob at the upper end thereof may be employed by the players to thereby impart a turning movement to the member 40. When the members 10 and 40 are thus engaged, as is shown in Fig. 2, member 40 may be manually rotated relative to the member 10 by inserting the finger through the opening 32 in the member 10 and through one of the openings 52 in the member 40 directly therebelow. The finger is allowed to traverse the length of the arc in either direction.

Also dispersed over the surface of the member 40 are a plurality of apertures 48 which are of the same dimension as the apertures 30 in the member 10. Similarly, these openings are centered along predetermined arcs struck from the midpoint of the member 10, said arcs corresponding to the arcs in the member 10 so that openings 48 may be brought into alignment with openings 30 the same being located equal distances from the respective midpoints of the members 40 and 10, as the member 40 is rotated relative to the member 10.

Around a central point 49 of the member 40 and along a certain circle struck therefrom are provided a plurality of spots 50 which are numbered in a haphazard manner from 1 to 6 substantially as shown. The circle along which the spots 50 are disposed underlies the window 34 of member 10 so that the different spots 50 may be viewed through the window 34 as the member 40 is rotated relative to the member 10. Along another circle around the central point 49, a series of evenly spaced finger engaging apertures 52 are provided in member 40 for purposes hereinafter to be described. The circle along which the apertures 52 are disposed underlies the opening 32 of member 10 so that different apertures may be manually engaged through the opening 32 whereby the member 40 is rotated relative to the member 10.

Various areas of the member 40 have different designating colors as shown. These colors are visible through the apertures and same are determined by the position in which the rotatable member 40 comes to a stop. By staggering the colored areas, it will be noted that upon each movement of the member 40, the combinations of the colored areas showing through the apertures are varied. Therefore, since the position in which the member 40 will come to a stop is uncertain during actual play, there is introduced into the game an element of chance that will determine the degree of success which the players may or may not enjoy.

A plurality of principal playing pieces 60 such as is shown in Fig. 4 are provided. When the game is played there is one for each player and each one is of a different color so as to make it easily identifiable.

The principal playing piece 60 consists of a circular member having an inset portion around its lower periphery so as to form a shoulder 62 and a neck portion 64. The neck portion 64 is of such dimension as to be snugly receivable in the aperture 30 of the member 10.

Extending longitudinally through each member 60 are a plurality of openings 65.

The openings 65 are arranged so that when the member 60 is disposed in an aperture 30 of the member 10 and when an opening 48 in the member 40 is so rotated that the openings are in alignment or register, entrance may be made from the uppermost portion of the member 60 through the openings 65 and through the apertures 30 and 48 in the members 10 and 40 respectively. As will

be presently seen, it is possible to reach the underside of the game board from the topside by means of the aforesaid arrangement and as will be appreciated it is possible to make objects disappear by "falling through" as a result of the operation of this feature of our invention.

A plurality of secondary playing pieces 70 such as is shown in Fig. 6 are provided. When the game is played, various quantities thereof may be called into use and there is an equal number of red, yellow and green ones provided.

Preferably there are as many principal playing pieces as there are players and each player in the game uses one such playing piece. Preferably there are more secondary playing pieces as there are principal playing pieces as more of the latter may conceivably be associated with the former during the course of the game.

While various means may be employed to determine the degree of movement, chance means, such as dice 80, may be used to determine the extent of movement of the playing pieces 60 over the board 10. That is to say, the players in turn throw the dice 80 and may move their respective members 60 over the spaces 22 accordingly.

The method of playing the game may now be explained as by such explanation the various functions of the several components thereof will be more clearly understood.

The principal playing pieces are distributed among the players, each player using a differently colored piece. Any number of people more than one can play the game.

The players move one at a time in succession and continue thusly until the game is completed.

Each player then determines, as by the chance means, the extent of his movement of his playing piece over the surface of the board each time it is his turn to move. A player in time may land on one of the spaces containing an opening 30 whereupon the neck of the playing piece 60 is inserted snugly into the aperture.

A system of values is agreed upon where by virtue of the color in the member 40 showing through the opening 30 which the player "lands on," the color or value of the secondary playing piece which he may insert into one of the openings of the principal playing piece is determined. For example, by "landing on" an aperture having the color red showing therethrough, the player is entitled to insert a red secondary playing piece through an opening 64 of his member 60.

By another system agreed upon, the member 40 may be rotated relative to the member 10 whereby the colors through the various apertures are changed so as to lend variety to the game. One system for determining when and the extent to which the member 40 may be rotated is to rule that the member will be rotated only upon the throw of doubles with the dice. When double sixes are thrown, for example, the member 40 is rotated until the number 6 appears through the opening 34 in the member 10.

In the process of rotating the member 40, apertures 48 may be brought into alignment with apertures 30. If such be the case and if there are secondary playing pieces fitted within the primary playing pieces which are located over openings 30, the secondary playing pieces automatically fall downwardly through the openings 48 and are lost for the duration of the game.

The object of the game is to tour the circuitous path with the principal playing piece and to acquire as many secondary playing pieces therealong as possible. The one arriving at the finishing point with the greatest number of valued playing pieces wins the game.

Obviously the game is designed to employ the element of chance. A player must be induced to assume a risk in order to acquire the coveted secondary playing pieces. That risk is jeopardized by the threat that in that process, he may lose the same as a result of the rotation of the varying means 40.

The invention may be embodied in other specific forms without departing from the essential characteristics thereof. Hence, the present embodiments are therefore to be considered in all respects merely as being illustrative and not as being restrictive, the scope of the invention being indicated by the appended claims rather than by the foregoing description, and all modifications and variations as fall within the meaning and purview and range of equivalency of the appended claims are therefore intended to be embraced therein.

What it is desired to claim and secure by Letters Patent of the United States is:

1. A game apparatus comprising, a horizontal game board having a playing path delineated thereon and having apertures therethrough, a plurality of principal playing pieces for movement around the path of said game board having neck portions adapted for seating in the apertures in said game board and having openings extending longitudinally therethrough, a plurality of secondary playing pieces receivable in the openings in said principal playing pieces and movable downwardly therethrough.

2. A game apparatus comprising, a horizontal game board having a playing path delineated thereon and having apertures therethrough, a principal playing piece for movement around the path of said game board having a neck portion adapted for seating in the apertures in said game board and having an opening extending therethrough and a secondary playing piece receivable in the opening in said principal playing piece and movable downwardly therethrough.

3. A game apparatus comprising, a horizontal game board having a playing path delineated thereon and having apertures therethrough, a principal playing piece for movement around the path of said game board having a neck portion adapted for seating in the apertures in said game board and having an opening extending therethrough, a secondary playing piece receivable in the opening in said principal playing piece and movable downwardly therethrough and a movably mounted member beneath said game board having apertures therethrough with certain of the apertures being registrable with certain of the apertures of said game board as said movably mounted member is moved relative to said game board.

4. A game apparatus comprising, a horizontal game board having a playing path delineated thereon and having apertures therethrough, a principal playing piece for movement around the path of said game board having a neck portion adapted for seating in the apertures in said game board and having an opening extending therethrough, a secondary playing piece receivable in the opening in said principal playing piece and movable downwardly therethrough, and a movably mounted member beneath said game board having apertures therethrough with certain of the apertures being registrable with certain of the apertures of said game board as said movably mounted member is moved relative to said game

board, all adapted and arranged whereby said secondary playing piece disposed in said principal playing piece may be permitted to pass downwardly therethrough and through the registered apertures of said game board and said movably mounted member.

5. A game apparatus comprising, a horizontal game board having a playing path delineated thereon and having apertures therethrough, a plurality of principal playing pieces for movement around the path of said game board having openings extending longitudinally therethrough and adapted to overlie the apertures in said game board, a plurality of secondary playing pieces receivable in the openings in said principal playing pieces and movable downwardly therethrough and through the apertures in said game board when said principal playing pieces overlie the apertures in said game board, a rotatably mounted member beneath said game board having apertures therethrough with certain of the apertures being registrable with certain of the apertures of said game board as said member is rotated relative to said game board.

6. A game apparatus comprising, a horizontal game board having a playing path delineated thereon and having apertures therethrough, a plurality of principal playing pieces for movement around the path of said game board having openings extending longitudinally therethrough, a plurality of secondary playing pieces receivable in the openings in said principal playing pieces and movable downwardly therethrough, a rotatably mounted member beneath said game board having apertures therethrough with certain of the apertures being registrable with certain of the apertures of said game board as said member is rotated relative to said game board, all adapted and arranged whereby said principal playing pieces may overlie the apertures in said game board and said secondary playing pieces disposed in said principal playing pieces may be permitted to pass downwardly therethrough and through the registered apertures of said game board and said member.

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