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Breslow et al.

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[54] **BOARD GAME APPARATUS UTILIZING TWO CHANCE DEVICES**

[75] Inventors: **Jeffrey D. Breslow,** Highland Park; **Bette M. Kaelin,** Chicago, both of Ill.

[73] Assignee: **Marvin Glass & Associates,** Chicago, Ill.

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[21] Appl. No.: **527,631**

Related U.S. Application Data

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[52] **U.S. Cl.**..... **273/134 C;** 273/134 D; 273/134 E

[51] **Int. Cl.**[2]..... **A63F 3/00**

[58] **Field of Search** ..... 273/134 AD, 134 B, 134 C, 273/134 D, 138 R

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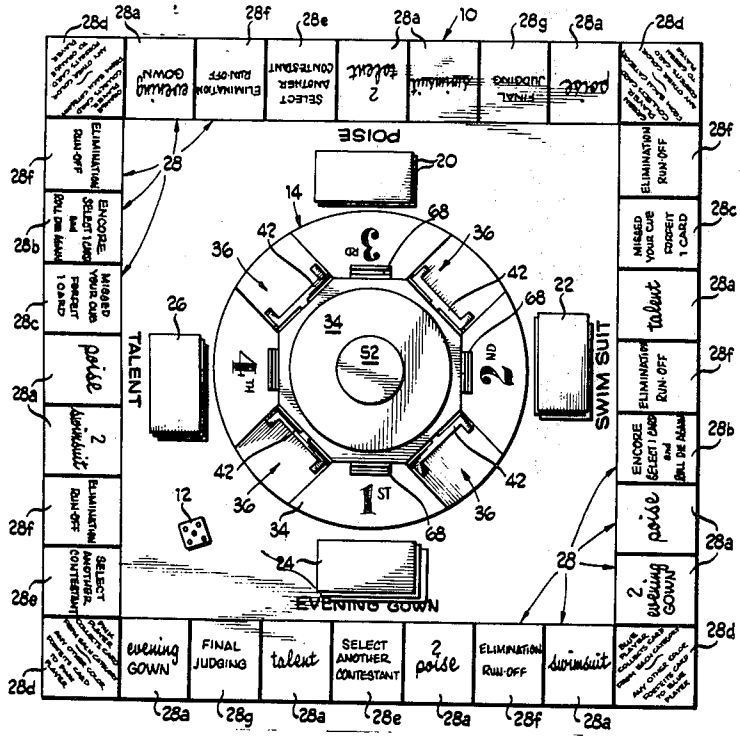
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Primary Examiner—Paul E. Shapiro
Assistant Examiner—Harry G. Strappello
Attorney, Agent, or Firm—Coffee & Sweeney

[57] **ABSTRACT**

A beauty contest theme board game which includes a plurality of playing pieces, a game board having a plurality of stations thereon defining a playing piece path of travel for acquiring point cards relating to various traits of a beauty contestant, and a die for determining the number of playing stations a particular playing piece is to advance on the game board. The board game also includes a spinner having a housing which is adapted to be supported on the game board. The spinner housing has a plurality of chance stations formed on the outside periphery thereof. A plurality of contestant cards, at least one for each player of the game, are provided and are adapted to be positioned on said chance stations. A spinner member mounted on said housing and operably associated with the chance stations is engageable with said contestant cards for randomly and physically changing the disposition of one contestant card at one station for contestant elimination purposes.

7 Claims, 8 Drawing Figures



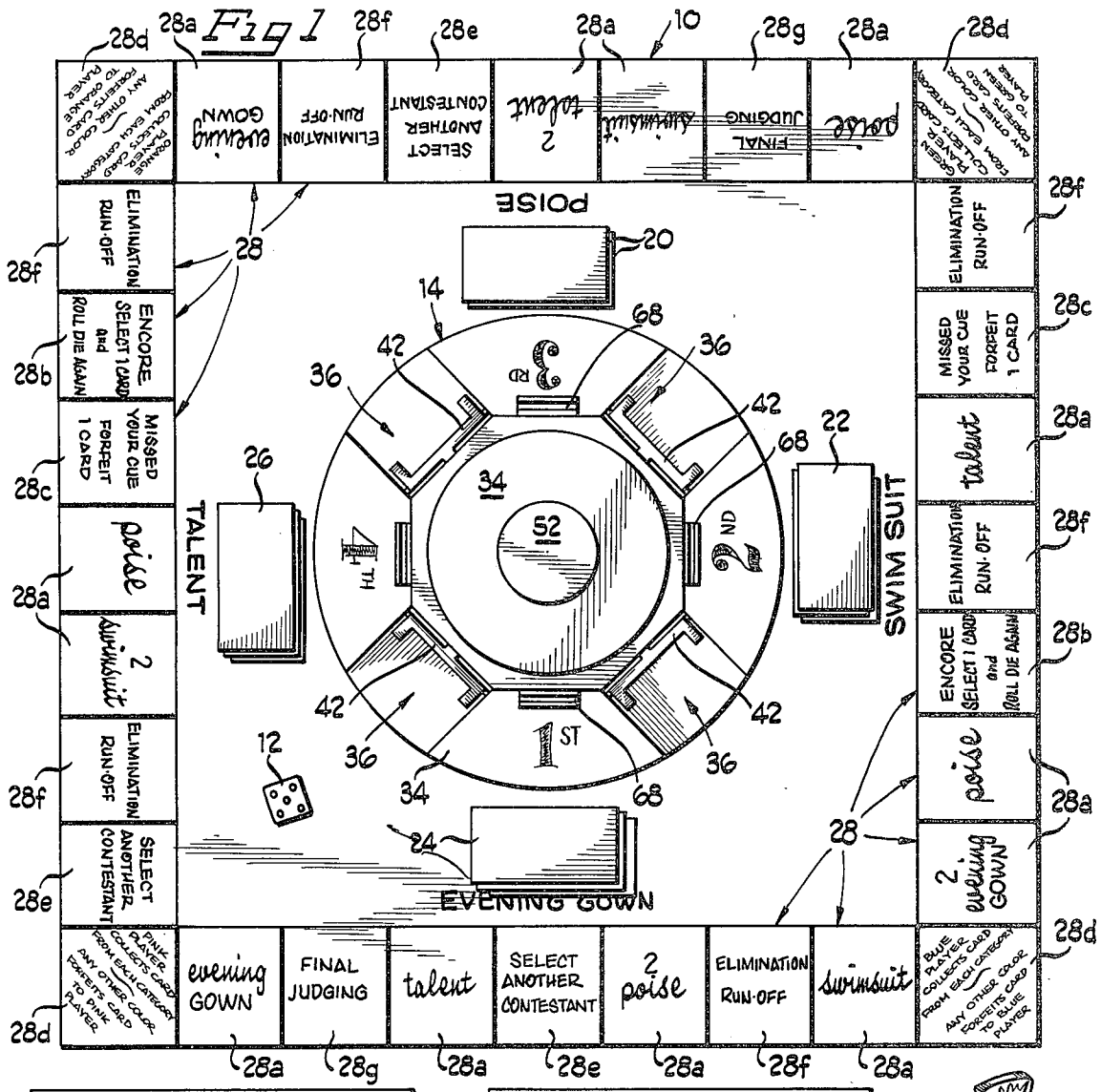

Fig 1
28d
28a
28f
28e
28a
10
28g
28a
28d
evening GOWN
ELIMINATION RUN-OFF
SELECT ANOTHER CONTESTANT
2 talent
2 poise
FINAL JUDGING
swimsuit
POISE
ELIMINATION RUN-OFF
ENCORE SELECT 1 CARD and ROLL DIE AGAIN
MISSED YOUR CUE FORFEIT 1 CARD
poise
2 swimsuit
ELIMINATION RUN-OFF
SELECT ANOTHER CONTESTANT
TALENT
SWIM SUIT
EVENING GOWN
20
14
68
36
42
22
26
34
52
12
24
28
28f
28b
28c
28a
28e
28d
28g
PINK PLAYER COLLECTS CARD FROM EACH CATEGORY ANY OTHER COLOR FORFEITS CARD TO PINK PLAYER
BLUE PLAYER COLLECTS CARD FROM EACH CATEGORY ANY OTHER COLOR FORFEITS CARD TO BLUE PLAYER
YOU HAVE SHOWN LOVELY POISE JUDGE AWARDS 50 pts.
YOUR LONG YEARS OF PRACTICE HAVE PROVEN TO BE WORTHWHILE. YOU HAVE BEEN CHOSEN THE HIGHEST AMOUNT OF POINTS IN TALENT CATEGORY. 75 pts.
YOUR WINNING SMILE COMPLIMENTED YOUR BEAUTIFUL EVENING GOWN 25 pts.
THE JUDGES COULD NOT KEEP FROM NOTICING YOUR LOVELY FIGURE DURING SWIMSUIT CATEGORY. THEY WANT YOU TO HAVE 75 pts.

Fig 7

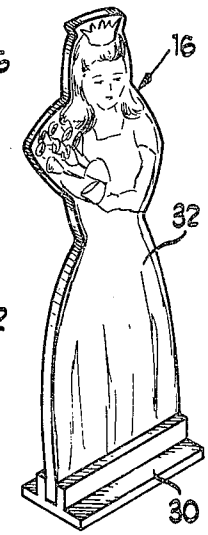
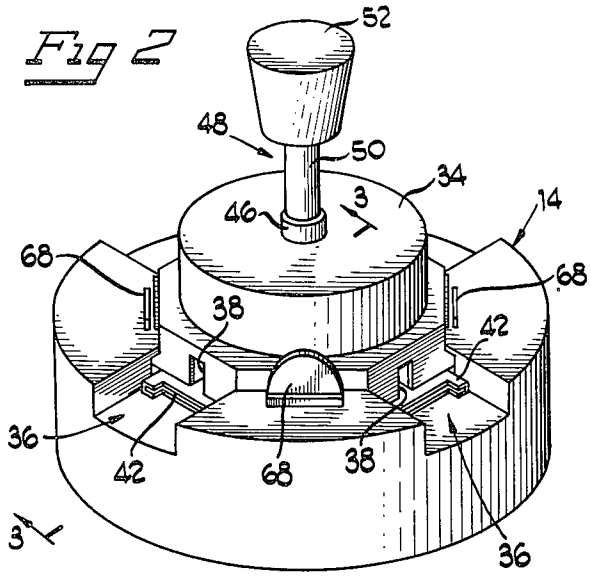

16
32
30

Fig 8

Fig 2



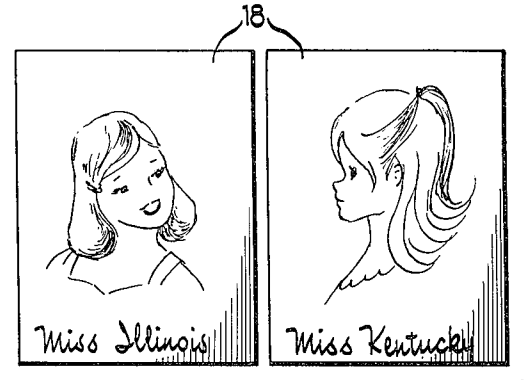


Fig 6

Fig 3

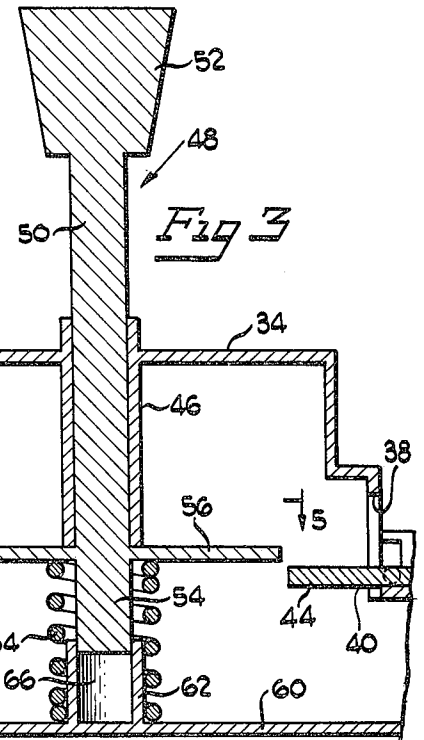


Fig 4

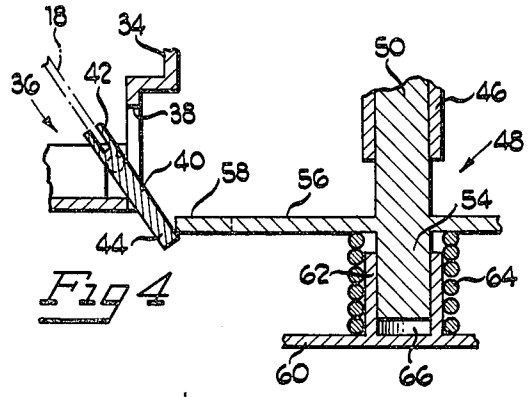
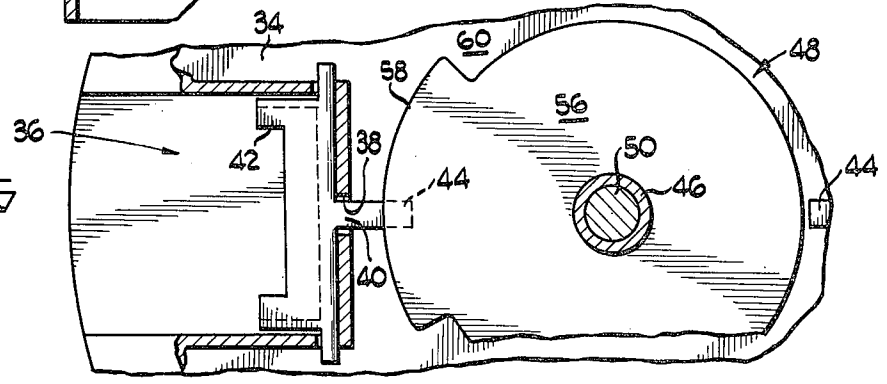


Fig 5



BOARD GAME APPARATUS UTILIZING TWO CHANCE DEVICES

CROSS REFERENCE TO OTHER APPLICATIONS

This is a division of copending application Ser No. 385,397 filed Aug. 3, 1973, now U.S. Pat. No. 3,861,686.

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates generally to board games, along with chance devices which can be used in board games.

2. Brief Description of the Prior Art

Board games are well known in the art and have enjoyed a great deal of popularity. The conventional board game usually includes a plurality of playing pieces, one for each player of the game, a game board having a plurality of playing stations thereon defining a playing piece path of travel, and at least one chance device for determining the advance on the game board. As the playing pieces advance over the playing stations, the players act according to the indicia printed on the playing stations and the rules of the particular game.

SUMMARY OF THE INVENTION

A principal object of the present invention is to provide a new and improved board game based on a beauty contest theme and which employs a new type of chance device.

This and other objects of the invention are accomplished by one embodiment currently contemplated by providing first and second chance devices. The first chance device includes a die or the like and the second chance device includes a housing adapted to be supported on a game board. A plurality of chance stations are formed along the periphery of the housing, at least one chance station for each player of the game.

Each player of the game has at least one chance piece in the form of beauty contestant cards which are adapted to be positioned on the respective player's chance station. Also included is random pointing means mounted on the housing operably associated with said chance stations and engageable with said contestant cards positioned thereat for randomly and physically altering the disposition of one of the contestant cards at one particular station. By so altering the physical disposition of a contestant card the attainment or failure to reach a goal, beauty contest winner, is physically signified.

A pivotally mounted lever is provided at each chance station. The lever has one end outside the housing for mounting a contestant card thereon and another end extending into the housing.

The random pointing means includes a generally vertical shaft rotatably and reciprocably mounted on the housing about its longitudinal, vertical axis. The shaft has a hand manipulatable upper end extending outside of the housing and lower end extending into the housing. The lower end of the shaft has a generally horizontal radially extending alignment means secured thereto for rotation with the shaft. The alignment means passes the chance stations as the shaft rotates and aligns with one of the chance stations after the rotating shaft comes to rest. The pointing means is movable between a normal alignment position wherein the alignment means is spaced from the lever of the aligned station and an engagement position wherein the alignment means is in contact with the inside end of the lever in response to the vertical reciprocal movement of the shaft. When the lever is pivoted pressing down on the shaft, the disposition of the contestant card mounted at the other end of the pivoting lever is physically changed to signify selection or elimination of the beauty contestant represented by that card.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a top plan view of the board game of the present invention;

FIG. **2** is a perspective view of a chance device employed with the game of the present invention;

FIG. **3** is a partial vertical section taken generally along the line **3—3** of FIG. **2**;

FIG. **4** is a fragmentary sectional view of a portion of the chance device as shown in FIG. **3** in a different position;

FIG. **5** is a fragmentary horizontal section taken generally along the line **5—5** of FIG. **3**;

FIG. **6** is a plan view of two contestant chance cards used in the game of the present invention;

FIG. **7** is a plan view of a plurality of point cards used in association with the game of the present invention; and

FIG. **8** is a perspective view of a playing piece used in the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The game of the present invention has a beauty contest theme and is seen to generally include a game board, generally designated **10** (FIG. **1**), a chance device in the form of a die **12** (FIG. **1**), another chance device in the form of a center spinner, generally designated **14** (FIGS. **1** and **2**), a plurality of playing pieces **16** (FIG. **8**), one for each player of the game, a plurality of chance pieces in the form of contestant cards **18** (FIG. **6**), a set of poise point cards **20** (FIGS. **1** and **7**), a set of swimsuit point cards **22** (FIGS. **1** and **7**), a set of evening gown point cards **24** (FIGS. **1** and **7**) and a set of talent point cards **26** (FIGS. **1** and **7**). According to the rules of the game and utilizing the elements above listed, the object of the game is for a player to become the winner of the beauty contest by accumulating the greatest number of points.

The game board **10** has a plurality of playing stations **28** printed thereon defining a playing piece path of travel about the periphery of the game board. The playing pieces **16** travel on the board by advancing the number of playing stations **28** corresponding to the throw of the die **12**. By landing on some of the playing stations **28**, a player is able to accumulate point cards **20, 22, 24** and/or **26** in an effort to win the beauty contest.

Turning now to FIG. **7** in greater detail, point cards **20, 22, 24** and **26** are seen to have indicia printed on one side thereof. The indicia includes a numerical value which inures to the benefit of the player who acquires that particular point card. The point cards shown in FIG. **7** are merely exemplary of the indicia that can be printed on the cards. It can be appreciated that there are a plurality of different point numbers for each set of point cards **20, 22, 24** and **26**.

Each of the playing stations **28** have indicia printed thereon which instructs a player to do a certain act. Category point card stations **28***a* have indicia thereon designating either "poise," "swimsuit," "talent" and "evening gown." Stations **28a** are provided to instruct

a player whose playing piece **16** lands on one of those stations to pick a card from the corresponding set of cards indicated by the station. Thus, if a player's playing piece lands on a swimsuit station, he is entitled to pick a swimsuit point card **22.**

Other playing stations **28** have the word "encore" printed thereon. According to the rules of the game, when a player lands on an encore station **28***b*, he is entitled to draw a point card from any selected one of the four sets of cards **20, 22, 24** or **26** and then roll the die again and move accordingly.

Some stations **28c** have the phrase "missed your cue" printed thereon. When a players's playing piece **16** lands on a missed your cue station **28***c*, that player must return his lowest point card to the bottom of the corresponding set of cards **20, 22, 24** or **26.**

Four corner stations **28***d* are provided at each corner of the game board **10.** Each of the corner stations **28***d* corresponds to one of the players. If a player's playing piece **16** lands on a corner station **28***d* that is not his corner station, he must give up a point card **20, 22, 24** or **26** to the player whose corner station he has landed on. If a player's playing piece **16** has landed on his own corner station **28***d*, that player is entitled to collect one point card **20, 22, 24** and **26** from each category.

The phrase "select another contestant" is printed on stations **28***e*. If a player lands on station **28***e*, he is entitled to select another contestant in the form of a contestant card **18** (FIG. **6**).

Some of the stations **28***f* have the phrase "elimination run-off" printed thereon. If any player's playing piece **16** lands on an elimination run-off station **28***f*, the center spinner **14** is employed to eliminate one of the contestants, in the form of a held contestant card, along with all of the accumulated point cards which that contestant has collected up to that point. The forfeited point cards are then returned to their corresponding sets of cards **20, 22, 24** and/or **26.**

The last kind of station **28** is a final judging station **28***g*. The center spinner **14** is again employed to choose runner's up and the winner of the contest in a manner which will be described in greater detail hereinafter.

Turning to FIG. **8,** the playing piece **16** is shown in greater detail. Each playing piece **16** is seen to include a pedestal **30** having a card-like placard in the shape of a beauty contestant **32** mounted thereon. The playing pieces **16** are distinguishable by color of the pedestal **30.**

Turning now to FIGS. **2, 3, 4** and **5,** the center spinner **14** seems generally to include a housing **34** having a plurality of chance stations, generally designated **36,** formed around the periphery thereof, at least one chance station for each player of the game. Each chance station **36** has an opening **38** therein leading to the interior of the housing **34.**

Associated with each chance station **36** is a lever **40** (FIG. **5**) having an outside slotted, or U-shaped end **42.** The levers protrude through openings **38** to the inside of the housing and have inside ends **44.** The lever **40** is pivotally mounted between ends **42** and **44.** The U-shaped end **42** has lateral grooves **45** formed therein for receiving a contestant card **18** face down as best shown in FIG. **4.**

The housing has an upper, generally vertical open-ended cylindrical sleeve **46** formed through the center of the housing. Sleeve **46** receives random selection or pointing means, generally designated **48,** which is operably associated with the chance stations **36** and engageable with each of the levers **40** individually at their inside ends **44.**

More particularly, the random pointing means **48** is seen to include a generally vertical shaft **50** rotatably and reciprocally mounted in sleeve **46.** The shaft **50** has a hand manipulatable handle-like upper end **52** extending outside of the housing **34** and a lower end **54** extending into the housing. The lower end **54** of shaft **50** has a generally circular disc **56** secured thereto for rotation with the shaft.

Disc **56** has a protruding portion **58** as best seen in FIG. **5** which is capable of overlying any one of the inside ends **44** of any of the levers **40.** Portion **58** is of a sufficient width so that it will overly at least one lever **40** but is narrow enough so that it will not overly more than one lever at one time.

Formed on a bottom floor **60** of the housing is a lower, vertical, interior cylindrical sleeve **62** having an open top to receive at least a portion of the lower end **54** of shaft **50.** A coil spring **64** is mounted around the bottom of sleeve **62** within the housing **34.** The spring **64** acts to keep or maintain the protruding portion **58** of disc **56** normally above any of the levers **40** as shown in FIG. **3.** It is to be noted, looking at FIG. **3,** that there is a space **66** below the lower end of the shaft **54** within the cylindrical sleeve. Shaft **50** can be pushed down to fill up space **66.** Spring **64** normally maintains space **66** as is shown in FIG. **3** and returns the pointing means from the position shown in FIG. **4** back to the position shown in FIG. **3.**

In use, four contestant cards **18** are mounted in the outside ends **42** of the levers **40** at each chance station **36.** The random pointing means **48** is then spun by grasping the upper end **52** of shaft **50** and twisting. After spinning and coming to rest, the random pointing means **48** is in an alignment position wherein protruding portion **58** is not in contact with but overlies one of the levers **40** as best shown in FIGS. **3** and **5.** Shaft **50** then is pressed downwardly to compress spring **64.** This places the random pointing means **48** in an engagement position as best shown in FIG. **4** wherein the protruding portion **58** contacts the top of the inside lever end **44** causing lever **40** to pivot as shown. When lever **40** is in the position shown in FIG. **4,** the contestant card **18** will be lifted up so that its identification can be made. In this manner, a contestant is either eliminated or given a certain status according to the rules of the game, which will be discussed in greater detail hereinafter.

In order to begin the game, as best shown in FIG. **1,** spinner **14** is placed in the center of game board **10,** the point cards **20, 22, 24** and **26** are placed on the game board **10** face down as shown in FIG. **1,** and each playing piece **16** is placed at its corresponding corner station **28d.**

The game as will be described hereinafter is for four players. However, it can be appreciated that, with some modifications, more or less players can play the game.

After the game pieces **16** have been positioned as described above, each player is dealt ten contestant cards **18.** The ten remaining or extra contestant cards are for future use during the game, specifically, when a playing piece lands on an extra contestant station **28***d*. The die is then rolled by a player who moves his corresponding playing piece **16** over the stations **28.** The four players take alternate turns at rolling the die and moving his playing piece. The points which are accumulated by a particular player in the form of playing

cards **20, 22, 24** and **26** can only go to one of the contestants he holds as represented by contestant cards **18** which the player has received. The remainder of a particular player's contestants (cards) are temporarily out of the game.

If a playing piece **16** should land on an elimination play-off station **28*f***, the four contestants which are then in the contest are placed in their respective chance stations **36** in the center spinner **14.** Whichever card **18** is chosen by operating the spinner **14,** that player must give up the card and he loses all of his point cards which then must be returned to their respective card piles. After elimination run-off, the players whose contestants have survived the run-off of the spinner may choose to put in another contestant so that the accumulated points of his previously used contestant will not be subject to elimination run-off. In the alternative, the player may keep the same contestant card in the contest in order to accumulate more points for that representative contestant. However, in any case, no contestant should be changed except immediately after an elimination run-off.

The point cards which are collected by each of the players are placed face down so that the other players will not be able to tell how many points have been accumulated. This is important because the amount of points one player thinks another player has in the way of point cards may dictate whether or not he will replace a contestant after an elimination run-off.

In order to "qualify" to win the beauty contest, a player must have at least one card from each of the sets of cards **20, 22, 24** and **26.** Unless a contestant is qualified that player cannot win the contest.

If a player's playing piece **16** falls on a final judging station **28*g***, the four contestants which are then in the game are placed in their respective chance stations **36** in the center spinner **14** as already described. The contestant who is chosen after actuation of the spinner **14** is then placed in one of four card holders **68** mounted on the outside of the housing **34** one between each successive chance stations **36.** The contestant chosen after the first final judging is placed in the fourth runner-up position. The contestant chosen after the second final judging is placed in the third runner-up position. The contestant chosen after the third final judging is placed in the second runner-up position. The contestant who is chosen in the fourth final judging is placed in the first runner-up position.

The winner of the beauty contest is chosen on the fifth final judging. When this occurs, the contestant who has accumulated the greatest amount of points and is qualified as defined above, is the winner of the beauty contest.

The foregoing detailed description has been given for clearness of understanding only and no unnecessary limitations should be understood therefrom as some modifications will be obvious to those skilled in the art.

We claim:

1. In a board game including a plurality of playing pieces, one for each player of the game, a game board having a plurality of playing stations thereon defining a playing piece path of travel, each playing station having indicia thereon, and a first chance device for determining the number of playing stations a particular playing piece is to advance on the game board, whereon the improvement is a second chance device comprising:

a housing adapted to be supported on said game board;

means defining a plurality of chance stations formed on the outside of said housing, at least one chance station for each player of the game;

a plurality of chance pieces, at least one for each player of the game, adapted to be positioned at said chance stations; and

random selection means mounted on said housing operably associated with said chance stations and engageable with said chance pieces when positioned at chance stations for randomly and physically altering the disposition of one chance piece at one station thereby signifying the attainment or failure to reach a predetermined goal.

2. The board game of claim **1** wherein said random selection means includes

a generally vertical shaft rotatably and reciprocally mounted on said housing about its longitudinal axis, said shaft having a hand manipulatable upper end extending outside of said housing and a lower end extending into said housing, said lower end having generally horizontal alignment means secured thereto for rotation with said shaft, said alignment means passing said chance stations as said shaft rotates and aligning with one of said chance stations after said rotating shaft comes to rest, said random selection means being selectively movable between a normal alignment position wherein said alignment means is spaced from said aligned chance station and an engagement position wherein said alignment means is operably connected to a chance piece positioned at said aligned chance station in response to reciprocal movement of said shaft, whereby said chance piece's position is physically changed.

3. The board game of claim **2** wherein each chance station includes a pivotally mounted lever having one end outside the housing in contact with a chance piece and another end extending into the housing adapted for engagement with said alignment means when said alignment means moves from its alignment position to its engagement position, whereby pivotal movement of said lever physically changes the position of said chance piece.

4. The board game of claim **3** wherein said alignment means includes a generally circular disc member secured to said shaft for rotation therewith within the housing, said disc member having a protrusion formed along the periphery thereof for contacting one of said levers.

5. The board game of claim **3** wherein said random selection means includes spring biased return means mounted within the housing and associated with said shaft for returning said alignment means from said engagement position back to said normal alignment position.

6. The board game of claim **3** wherein said chance piece is a card which is adapted to be supported in a face down position at said chance stations, said lever having means to raise said card in response to the pivoting of the lever at that particular chance station to expose the face of the card.

7. A beauty contest board game comprising:

a plurality of playing pieces, one for each player of the game;

a plurality of category point cards having indicia thereon representative of judge's points which a player accumulates in an effort to win the beauty contest;

a game board having a plurality of playing stations thereon defining a playing piece path of travel, some of said stations having indicia thereon instructing a player whose playing piece lands thereon to acquire a point card, and some other of said stations having indicia thereon representative of an elimination run-off contest wherein one of said contestants is eliminated from competition;

a first chance device for determining the number of playing stations a particular playing piece is to be advanced on the game board;

a second chance device for determining which contestant is to be eliminated in an elimination run-off contest;

a plurality of contestant cards at least one for each player of the game, having indicia thereon representative of a beauty contestant; and

wherein said second chance device includes a housing adapted to be supported on said game board, means defining a plurality of chance stations formed on the outside of said housing for receiving a contestant card thereat, at least one chance station for each player of the game, and random selection means mounted on said housing operably associated with said chance stations and engageable with said contestant cards when positioned at said chance stations for randomly and physically altering the disposition of one contestant card at one station thereby signifying the elimination of that contestant from the contest.

* * * * *