Nov. 18, 1969 M. I. GLASS ET AL 3,479,035

PLAYER ACTUATED CHANCE GAME DEVICE

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Fig 3

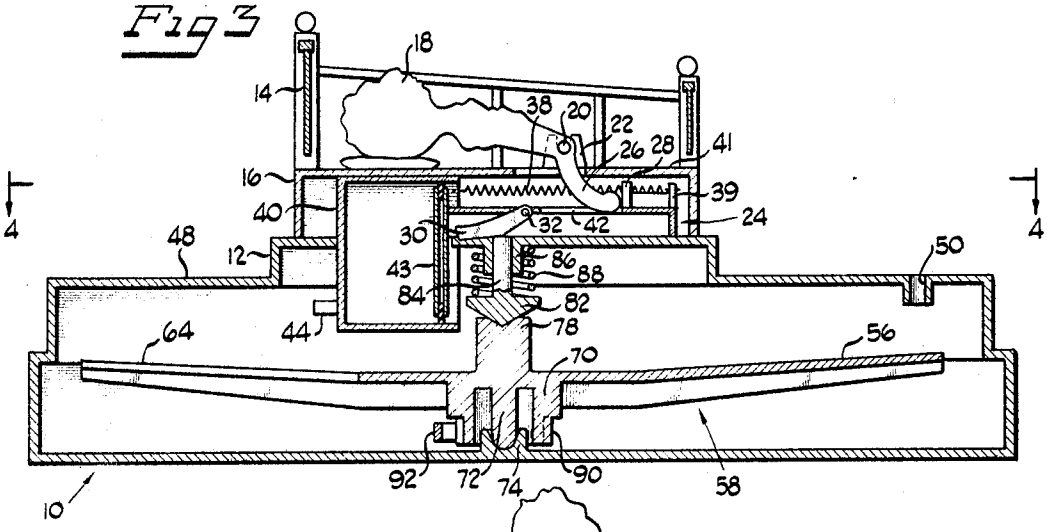



Fig 2

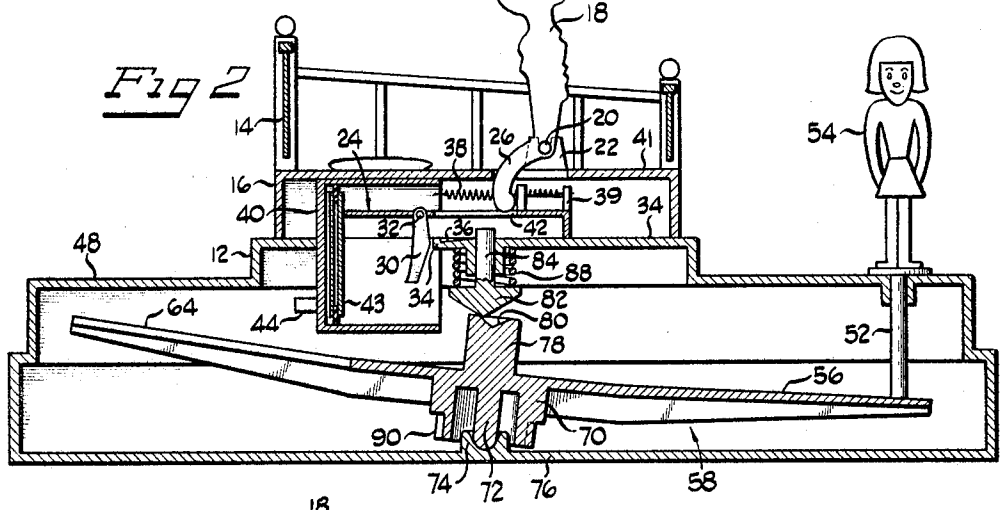
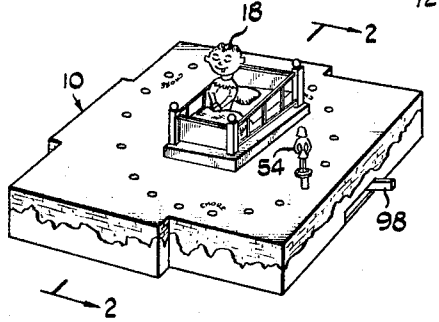



Fig 1




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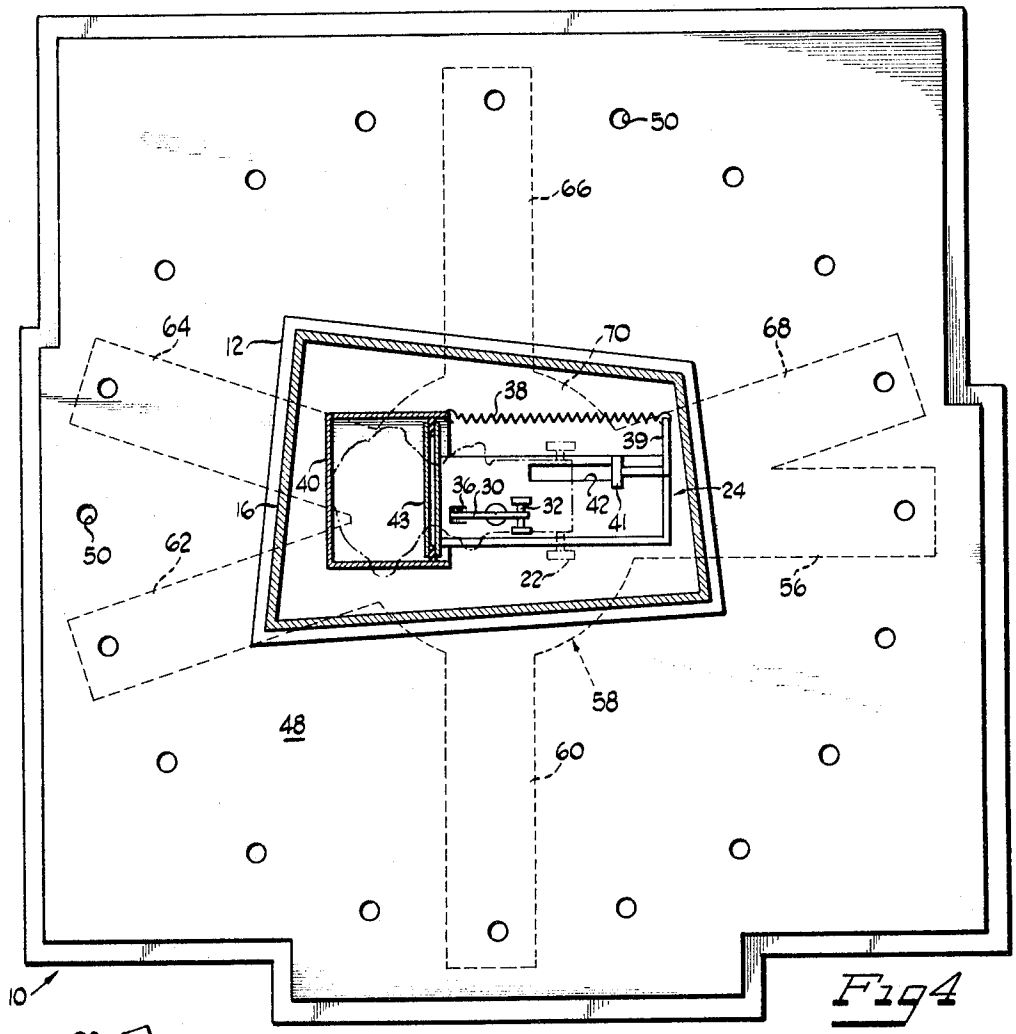



Fig 4

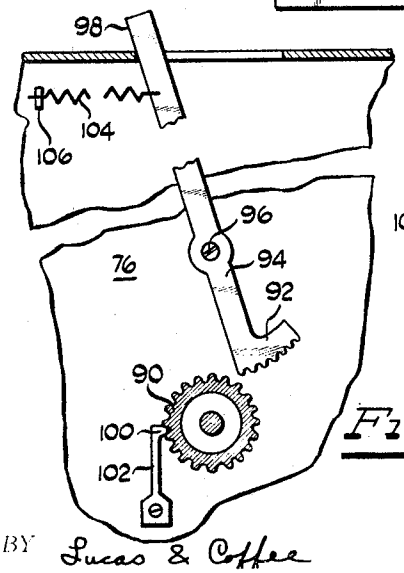



Fig 5

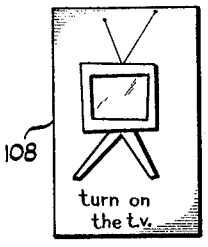



Fig 6

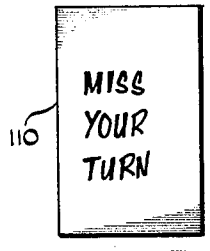



Fig 7

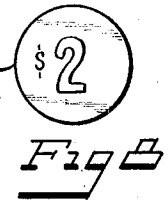



Fig 8

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# PLAYER ACTUATED CHANCE GAME DEVICE

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U.S. Cl. 273—138 1 Claim

## ABSTRACT OF THE DISCLOSURE

Game apparatus comprising a three-dimensional board having an upper playing surface supporting a movably mounted figure which is surrounded by a plurality of openings, playing pieces including portions adapted to be inserted in the openings, and mechanism beneath the playing surface which provides for movement of the figure, by chance, as a playing piece is inserted in the openings. The chance mechanism includes a rotatable member having arms disposed for movement through a path underlying the openings and supported for tilting movement as a playing piece strikes one of the arms. The tilting of the rotatable member trips latch mechanism to operate a sound device and effect movement of said figure on the playing surface.

The present invention relates to games, and is particularly directed to a game comprising a board including a mechanical chance device which is randomly operable as peg-like markers are moved along a path defined by openings in the board, in accordance with the directions of an accompanying deck of cards. The game is illustrated in a form which is especially appropriate to a group of girls, with the mechanical device incorporating a sleeping baby which is to be attended by the players.

The illustrated embodiment is in the form of a game in which the common activity of "baby sitting" is simulated, the object of the game being to perform as many related tasks as possible without waking the baby. The girls receive token money for successfully performing these tasks, and the game continues until the money has all been distributed, whereupon the play ends and the girl having the most money wins the game. The extra tasks are performed on or in cooperation with the chance device and whether the performance of any of the tasks will wake the baby is entirely unpredictable.

It is the primary object of the invention to provide game apparatus wherein an action is produced at random by insertion of a peg in the board. Another object is to provide game apparatus including a positively rotatable element underlying a board having openings therein, which element is cooperable with an action and sound producing mechanism to operate the latter when a peg is inserted in one of said openings and engages said rotatable element.

More particularly, it is an object of the invention to provide a game which includes a simulated sleeping baby, and which also includes a playing board having a plurality of holes identified in various ways as for example "cover baby with blanket," "change baby's diaper," "wash the dishes," "turn on the TV set," etc., and each of the players is provided with a peg which when inserted in a hole may trip the mechanism and cause the baby to sit up and emit a crying sound.

Further objects and advantages will become apparent from the following description of the selected embodiment shown in the accompanying drawings, in which:

FIGURE 1 is a perspective view of the device according to the invention;

FIGURE 2 is an enlarged vertical sectional view of the device taken on the line 2—2 of FIGURE 1;



FIGURE 3 is a view of the device similar to FIGURE 2 with the parts in a different position;

FIGURE 4 is a horizontal sectional view of the device taken on the line 4—4 of FIGURE 3;

FIGURE 5 is a fragmentary, plan view of certain reset mechanism indicated in FIGURES 1 to 3;

FIGURE 6 is an elevation of one of the playing or instruction cards;

FIGURE 7 is a similar view of a different card; and

FIGURE 8 is an elevation of one of the money tokens.

Generally, the illustrated form of the invention comprises a game for girls which simulates many of the tasks performed by babysitters. The center of the three-dimensional board includes the figure of a sleeping baby and surrounding such figure are a number of stations or paths, defined by openings in the top of the board, which are associated with an appropriately illustrated task such as "change baby's diaper," "wash the dishes" etc. Through means of instruction on a deck of playing cards, each player in turn has the opportunity of performing a task by inserting her playing peg in a particular hole or holes. If the peg strikes an underlying, randomly rotatable element, the baby awakes and emits a cry, and the player forfeits the pay otherwise due her.

More particularly, the cards are made, each with a note of instructions and preferably a picture thereon depicting a typical task which a baby sitter might be asked or might volunteer to perform while "sitting." The game might be played in various ways, but typically, each girl is issued a peg of a distinctive color, the cards are dealt three to a player, the remaining cards being placed face down on the table, and the players take turns baby sitting. During her turn each player tries to perform specific tasks without waking the baby. She draws a card from the deck or supply pile on the table and may choose one of the tasks depicted on the four cards which she now holds, matching the chosen card with one of the holes similarly identified on the playing board. She must then insert her peg in that hole as far as it will go. If the baby does not awaken, or in other words, if the mechanism is not tripped, she may collect a 25 cent token. She may continue and pick a second task if she wishes, and if this does not wake the baby she may collect a 50 cent token. A third task successfully performed will net $1.00 token. Each time a task is performed the corresponding card is placed in a discard pile, and a different card is taken from the supply on the table, so that each player nominally holds four cards at all times when choosing her task. The discard pile may be reshuffled and used if the supply pile runs out. If one of the tasks wakes the baby, that player's turn ends, and she may be required to return any tokens collected during that turn to the bank. The device is then reset, and the turn passes to the next player. As will be apparent, different modes of using the cards and chance device might be devised and used without departing from the invention.

The players will be disposed about the game board, which comprises a base **10** having a raised portion **12** which supports a miniature crib or baby's bed having a frame **14** and a simulated mattress portion **16**. The head and upper part of the torso **18** of a doll representing the baby are supported on a pivot pin **20**, which is in turn supported in a pair of bearing brackets **22** fixed on the upper surface of matress **16**. Pin **20** is located in the lower region of the doll's body and the remainder of the body is uncompleted, since pivot pin **20** and its associated parts will always be hidden by the bed covers. Body **18** may therefore be swung up and down about pin **20** to assume a sitting or a lying position and this action is controlled by a reciprocating element generally designated as **24**.

Assuming the baby is in a sitting position, as seen in FIGURE 2, to set the device, body **18** is forced to a

lying position as seen in FIGURE 3. As this is done a finger **26**, fixed on and extending downwardly and rearwardly from body **18** in the FIGURE 2 position, presses against an abutment or thrust block **28** projecting upwardly from and fixed on reciprocating element **24**. The latter is thereby forced toward the right as seen in FIGURES 2 to 4. A pawl **30** is pivotally supported on a pin **32** carried by element **24**, and upon sufficient movement to the right of element **24** the pawl encounters an upper wall of floor portion **34** of raised portion **12**. Continued movement to the right causes floor portion **34** to swing pawl **30** upwardly about pin **32**, and through gravity it becomes engaged in a notch **36** so as to lock element **24** in position against the pull of an actuating spring **38** positioned in tension between an upwardly directed guide bracket **39** and a portion of a cylinder **40**, fixed in relation to base **10**, so as to continuously urge element **24** toward the left. Spring **38** might equally well be anchored to any other fixed portion of mattress **16** or raised portion **12**, as convenient. As will be apparent, if pawl **30** is released from notch **36**, the action will be reversed. That is to say that element **24** will be shifted toward the left, and finger **26**, in contact with thrust block **28**, will swing body **18** to an upright or sitting position. During this action, element **24** will be guided in its movement by sliding along floor portion **34** and by contact of guide bracket **39** with the upper wall **41** of mattress portion **16**, and also by interaction of finger **26** with a slot **42** in reciprocating element **24**.

The action is controlled by a piston portion **43** fixed on element **24**, and which is freely slidable in cylinder **40** but substantially fluid-tight therein so that the movement of the piston is prevented by air trapped in the cylinder, except as the air escapes in a controlled manner through a unit **44** which, although not necessarily, preferably is in the form of a noise maker which will simulate the cry of a baby as the air escapes. Thus the body will sit up and cry in a somewhat natural manner when pawl **30** is released. The pawl is released according to the fortunes of the game by a chance mechanism which will now be described.

The upper wall or floor **48** of base **10** provides a series of downwardly open sockets or holes **50** communicating with the interior of base **10**, and into which pegs **52** are insertable. These pegs may be embellished with the figures of small girls **54**, and are preferably of different colors so that they may be identified with the different players. Peg **52** is of a length to contact and depress an arm **56** of a trigger element generally designated as **58**, and which element has a plurality of other arms **60**, **64**, **66** and **68**, all extending substantially radially outwardly from a center or hub portion **70**, as best seen in FIGURE 4. Arms **56** and **60** to **68** inclusive, are irregularly spaced about hub **70** but preferably are so located that, when one arm is placed squarely beneath one of the holes **50**, the remaining arms will each be squarely beneath one of the other holes. Trigger element **58** is mounted to tilt in all directions, and for this purpose is supported on a pivot pin **72** fixed to hub portion **70** and rockably seated in a socket **74** fixed on the floor or lower wall **76** of base **10** within the path outlined by the holes **50**.

As best seen in FIGURES 2 and 3, hub portion **70** has an upward extension **78** including an upwardly directed depression or seat **80**, in which is seated a complimentary head portion **86** fixed on raised portion **12** beneath pawl **30** when the latter is latched in the position shown in FIGURE 3. A spring **88** normally urges head **82** into seat **80** and thereby yieldably maintains trigger element **58** in a generally horizontal position. However, when one of the arms, as **56** in FIGURE 2, is depressed by peg **52**, head **82** is raised by the caming action of the resulting sideward movement of socket **80**, compressing spring **88**. This movement also raises trip pin **84** and dislodges pawl **30** from socket **36** whereupon reciprocating element **24** shifts to the left and raises body **18**, as hereinbefore described. Thus the baby has been awakened by the insertion of peg **52**, or in the terms of the game, by the performance of the task assigned to the particular hole **50** in which peg **52** is inserted.

Since there are many more holes **50** than there are arms on trigger unit **58**, the chances are greatest that there will be no arm beneath any selected hole in which peg **52** is inserted, and owing to the irregular distribution of the arms it is hardly possible to figure out which holes are free by observing anything which may have happened previously. Furthermore, the location of the arms beneath the holes may be changed at will, and this would be done preferably as often as once for each player's turn.

For this purpose hub portion **70** is provided with gear teeth to form the lower portion of it into gear wheel **90** (FIGURE 5). A gear segment **92** is fixed on a lever arm **94**, the latter being pivoted on a fulcrum **96** fixed on floor portion **76** so as to be swingable by means of a projecting handle portion **98**, so that manipulation of handle **98** will swing segment **92** into engagement with gear wheel **90** and cause rotation of the latter. Such rotation moves trigger element **58** to change the location of the several arms **56**, **68** etc. A detent head **100** is supported on a resilient shank portion **102** fixed on floor portion **76**, so as to press against gear wheel **90** and penetrate slightly between the teeth thereof to effect an accompanying sound and also slow and stop the rotation in a reasonably short time. Preferably, the number of teeth on gear **90** corresponds with the number of holes **50**, and the engagement of head **100** in the spaces between the teeth will insure that trigger element **58** will stop rotating with the arms **56**, **64** etc. disposed beneath certain holes **50** virtually at all times, and not with the arms beneath imperforate portions of floor **48** between the holes.

A spring is connected to handle portion **98** and anchored to a bracket **106** fixed on floor **76**, and acts to return lever arm **94** to its starting position after each use. Such motion will cause reverse rotation of trigger element **58**, which will still further confuse any attempt to estimate the position of the arms.

As seen in FIGURE 6, the cards **108** may have pictures suggesting the tasks which they represent, as well as legends directing the operations in words. Some of the cards, as **110**, may have legends requiring a variation in procedure to make the game more complicated, and therefore more interesting. A token **112** representing $2.00 is shown in FIGURE 8, and it is to be understood that a substantial number of such tokens of various values would be part of the outfit.

In summary, the operation of the invention includes putting the baby to bed by pressing body **18** to a lying position, which shifts reciprocable element **24** toward the right, where it becomes latched by engagement of pawl **30** with notch **36**. Handle **98** is then actuated to spin trigger element **58**, and instruction cards **108** are dealt to the various players. The first player then draws a card from the supply pile on the table, chooses a task from the instruction cards which she holds, matches it with one of the holes **50**, and places her peg in that hole. If arms **56** etc. are so placed that none of them is contacted by the player's peg, she collects a 25 cent fee for completing that task, and then she may choose another task or stand on her good fortune and pass to the next player. If one of the arms as **56** is contacted, trigger element **58** is tilted, head **82** and pin **84** are raised, disengaging pawl **30** and allowing spring **38** to shift reciprocable element **24** to the left. This movement expels air through noise maker **44**, producing a crying sound, and at the same time actuates finger **26** to swing body **18** into an upright or sitting position. The baby is awakened, and the player must sacrifice any money she has won during that particular turn. The resistance of the air trapped in cylinder **40** to movement of position **43** slows the movement of element **24** so that the action of the baby in sitting up is natural, and not too abrupt.

Handle **98** may be actuated after each turn, or after each task, and the particular rules in use may specify, and certain cards, if drawn, may invoke special penalties, as card **110** for example, which requires the player to miss her turn.

Although the invention has been described in connection with a specific device, modifications may occur to those skilled in the art, and which could be made in the game or the apparatus without departing from the principles thereof. Further, it should be understood that the described manner of playing the game with the illustrated apparatus is simply by way of example, and that other forms of play might be devised.

What is claimed is:

**1.** Game apparatus comprising a three-dimensional playing board including a lower supporting wall surface and an upper playing surface with openings therein, a figure pivotally mounted on said playing surface for vertical swinging movement, a plurality of markers adapted to be inserted in and project through said openings, and mechanically operable means underlying said playing surface and providing a chance device for effecting movement of said figure from a reclining position to an upright position upon insertion of a marker in one of said openings, said chance device means comprising a member mounted on said lower wall for rotation about a generally vertical axis and for tilting movement relative to said vertical axis, said member including a hub portion and a plurality of radially extending arms disposed for movement through a path underlying the openings in said playing surface, a sound making device between said playing surface and lower wall and including a movable part, spring-biased latch mechanism interconnecting said pivotally mounted figure, said rotatable chance device member and said movable sound-making part so as to normally hold said figure in its reclining position, maintain said rotatable member in position on its vertical axis and to position said sound making part in readiness for operation to produce a sound, said latch mechanism, figure, and rotatable member being thereby disposed so that insertion of one of said markers through an opening overlying one of said arms and into engagement with the latter causes tilting of said rotatable member and release of said latch mechanism, to thereby cause said figure to rise from said playing surface to the accompaniment of a sound produced by said sound making device, said hub portion of said rotatable member including a toothed peripheral portion, and a lever pivotally mounted on said lower supporting wall with one end portion projecting outwardly of the playing board and the other end provided with an arcuately toothed portion in position for engagement with said toothed portion of the hub to effect rotation of said member.




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