

May 14, 1957

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2,792,227

CHANCE CONTROLLED GAME DEVICE

Filed Sept. 20, 1954

2 Sheets-Sheet 1

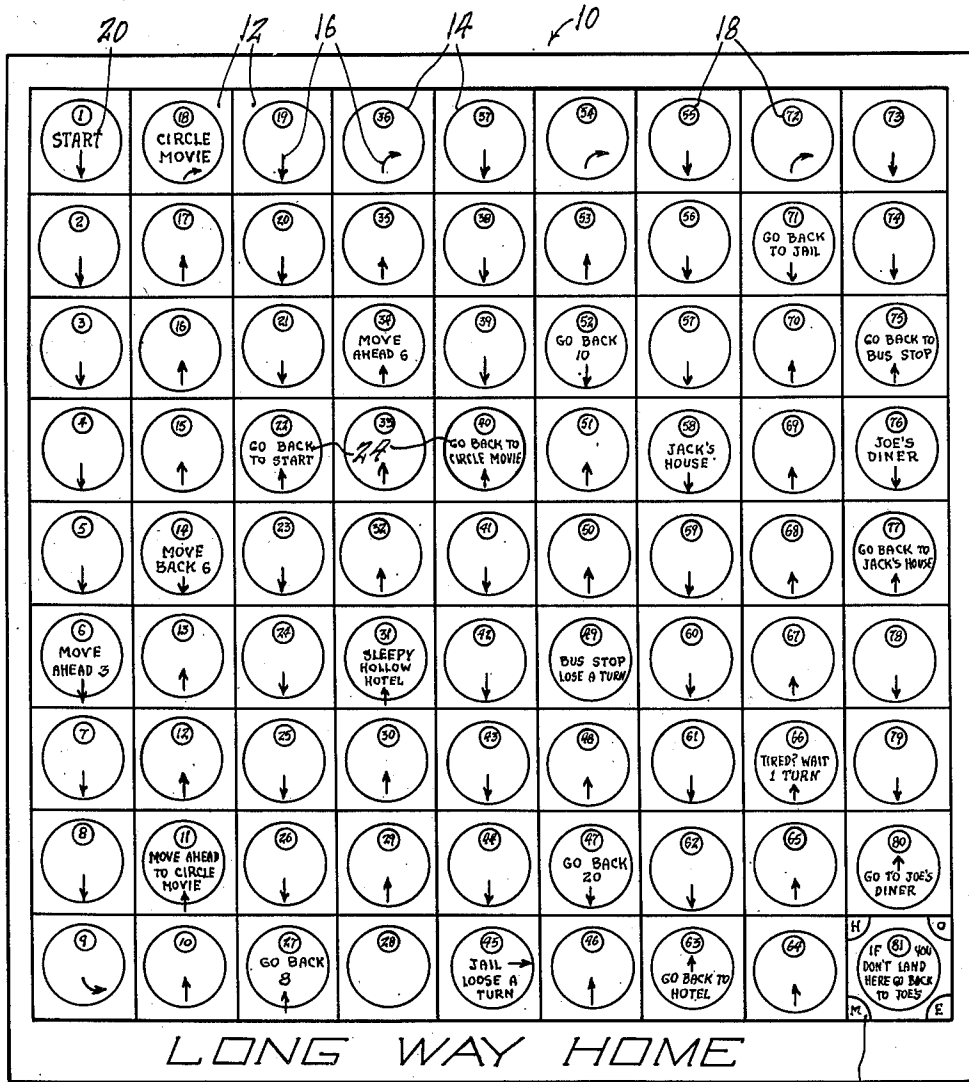


Fig. 1.

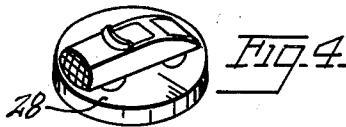
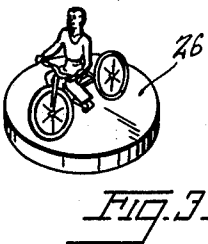
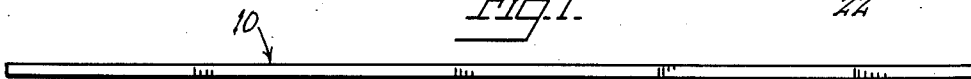


Fig. 2.

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2 Sheets-Sheet 2

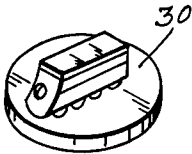


FIG. 5.



FIG. 6.



FIG. 8.

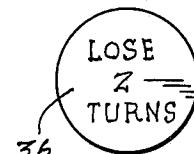


FIG. 9.

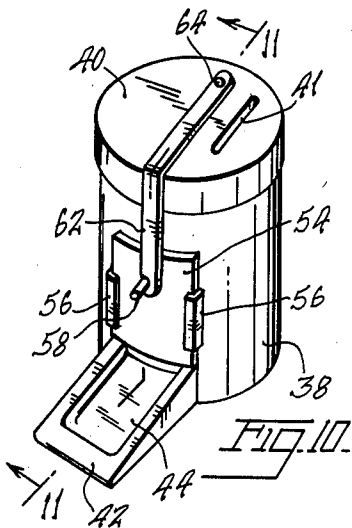


FIG. 10.

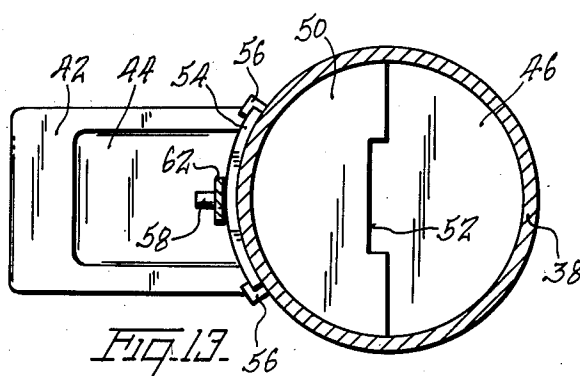


FIG. 13.

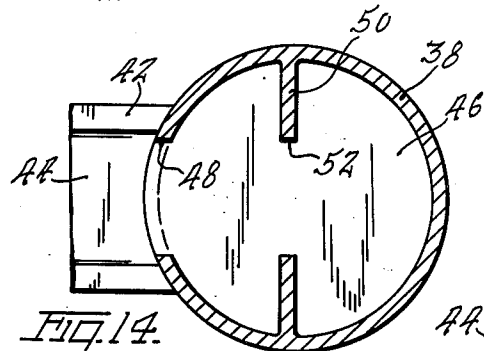


FIG. 14.

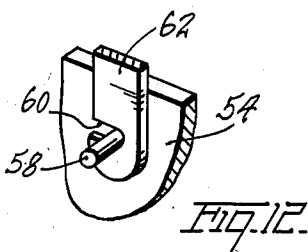


FIG. 12.

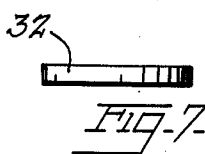


FIG. 7.

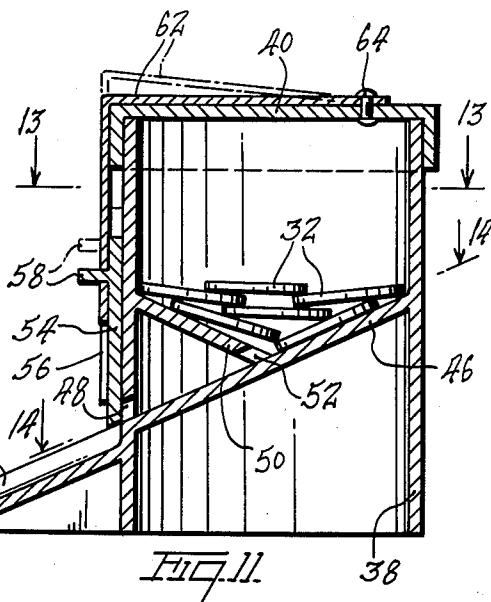


FIG. 11.

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2,792,227

CHANCE CONTROLLED GAME DEVICE

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2 Claims. (Cl. 273—134)

This invention relates to a game board, wherein game pieces are moved by the various players along a tortuous path, until they arrive at a final destination.

The game constituting the invention is so designed that its theme represents a long journey to one's home, during the course of which journey various hazards and diversions are encountered. The path along which the game pieces are moved is divided into a large number of steps or blocks. Arrows therein show the direction in which the game pieces are to be moved, and in some of the blocks legends are imprinted, providing instructions for the players. For example, one such legend, marked "jail," may cause a player to lose a turn. Another may cause a player to move back to the beginning.

An important object of the invention is to provide an improved game board which will be highly attractive to all, both young and old. Another object of importance is to provide a game board which will be so designed, due to the placement of special instructions both on the game board and on selected instruction discs, as to arouse the players' interest to a great extent.

A further object of importance is to incorporate, in the game, a container for the instruction discs, in which said discs may be shaken or otherwise agitated, said container being so designed as to include a chute through which a disc will slide, to drop out of the container through a provided slot.

Another object of importance is to so design the interior of the container as to provide sloping walls which will direct one of the several discs to the chute.

A further object of importance is to provide a removable lid for the container which will facilitate the insertion or removal of the discs, with said lid having a spring thereon that normally urges a slidable gate of the container to an open position. In accordance with the invention, grasping of the container in a normal manner for shaking the same will depress the spring to hold the gate closed, release of the container after the contents have been agitated being effective to release the spring, for deflection of the spring to a gate-opening position.

Still another object is to so design the connection between the spring and gate as to cause the spring to become disengaged from the gate responsive to lateral movement of the spring about a pivotal connection of the spring to the lid.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

Fig. 1 is a top plan view of a game board formed in accordance with the present invention.

Fig. 2 is an edge elevational view.

Figs. 3, 4 and 5 are perspective views of different game pieces which the players may use.

Fig. 6 is a plan view of one of the instruction discs.

Fig. 7 is an edge elevational view of the disc shown in Fig. 6.

Figs. 8 and 9 are plan views of other instruction discs.

Fig. 10 is a perspective view of the instruction disc container.

Fig. 11 is an enlarged longitudinal sectional view through said container substantially on line 11—11 of Fig. 10, the dotted lines showing the spring position when the gate is to be permitted to open.

Fig. 12 is an enlarged, fragmentary perspective view showing the connection of the spring to the gate.

Fig. 13 is a transverse sectional view on line 13—13 of Fig. 11.

Fig. 14 is a transverse sectional view on line 14—14 of Fig. 11.

The game board shown in Fig. 1 has been generally designated 10, and comprises a flat, rectangular piece of heavy cardboard or the like. It will be understood that said piece can be of foldable characteristics, if desired.

In any event, marked upon one surface of the game board is a playing area of rectangular shape, divided into squares, there being nine squares down and nine squares in a horizontal direction, making a total of nine vertical, side-by-side rows of squares with nine squares in each row.

The squares have been designated at 12, and in each square there is marked a circle 14, and an arrow 16. The arrows signify the direction of movement of the game pieces from or through the squares. Thus, it will be noted that the arrows are so arranged that the player moves the game piece downwardly the length of the first row, that is, the row at the left in Fig. 1. Thereafter, at the lower end of the first row, the player reverses his direction and moves the length of the second row from the left in an upward direction. This is carried out through the entire playing area, the final block being the bottom block in the right-hand row. A tortuous path is thus provided, which path must be traversed completely by the player until ultimately, his game piece is moved into the last block, at which time the game is over. The first player to reach the last block wins.

In each circle there is marked a number as at 18, the numbers being in ascending value, from "1" to "81."

The numeral "1" is in the first circle, said first circle being designated at 20. This is the starting block or square of the playing area. From this square, the player moves along the tortuous path previously described, until ultimately he arrives at the final square 22, marked "home." The numeral "81" is in this final square.

In some of the squares, special instructions 24 are marked. For example, square "6" includes an instruction directing the players to move three blocks ahead. In other words, should the player, in his regular turn receive an instruction disc which moves his game piece into square "6," he or she is instructed to move through additional blocks or squares from square "6," into square "9."

Some of the special legends 24 are intended to signify various hazards or diversionary activities. For example, square "18" is marked "Circle Movie." Square "45" is marked "Jail."

In Figs. 3-5 there are shown game pieces 26, 28, 30, respectively, which can be used. These may have figures representing different methods of travel. They could, of course, be formed without said figures. Each player selects a game piece, and moves the game pieces along the tortuous path, according to instructions received by dropping of instruction discs 32, 34, 36, respectively, out of a container 38 in which said instruction discs are agitated.

Thus, instruction disc 32 is marked simply with the numeral "3." This signifies that the game piece of the particular player receiving this disc 32 is to move ahead

three squares on the playing area. Should the game piece arrive at a square in which additional instructions are provided by a legend 24, these instructions must be followed immediately. Ultimately, the player will arrive in the "Home" square 22. However, if the player does not obtain an instruction disc which will cause his game piece to move into the final square 22 and no further, he must follow the instructions in said final square, and must return a substantial number of squares to the locations specified in the final square.

While only three of the instruction discs are shown, it will be understood that said discs would be marked with a large number of different numerals. Further, some of the instruction discs as shown in Figs. 8 and 9, would have special instructions.

Referring now to Figs. 10-14, the container 38 is of cylindrical formation, and is provided with a removable, dependently flanged lid 40. A slot 41 in the lid permits the player to return to the container interior the last instruction or move indicating disc dropping out of the container. The lid, however, is removable so as to facilitate insertion or removal of the entire quantity of instruction discs. Quite possibly, different sets of instruction discs can be provided with the game, some of the sets making it more difficult to reach the final square 22 through the playing area, and some making it easier. The removal of the lid facilitates the changing of one set for another.

In any event, at that end of the container remote from the lid 40, there is provided an integral, laterally projected instruction disc receiver 42 of inclined formation, the underside of which may be hollowed out to save material. In the inclined upper surface of the receiver 42 a shallow recess 44 is formed, into which recess will drop one of the instruction discs, in a manner to be presently made apparent.

Integrally formed in the container, intermediate the opposite ends thereof, is a bottom wall 46, said wall being disposed in a plane oblique to the longitudinal center line or axis of the container. The bottom wall may be inclined, as shown, at an angle of approximately 30°, to provide a slideway or chute for the instruction discs. At the lower end of the chute, that is, at that point on the periphery of the bottom wall 46 which is at the lowest elevation, there is formed in the side wall of the container a horizontal slot 48. Slot 48 is disposed immediately above the recess 44, so that an instruction disc passing through the slot will drop into the recess, where it can be picked up by the player and read.

A baffle 50 is also formed integrally with the side wall of the container, and overlies half the circumference of the bottom wall 46. The lower half of the circumference of the bottom wall 46 is covered over by the baffle 50, the baffle being of semicircular formation as best shown in Fig. 13. Baffle 50 is also disposed in a plane oblique to the axis of the container 38, but the plane of the baffle is pitched oppositely to that of the bottom wall 46, though also at an angle of approximately 30°.

In the straight, diametrically extending lower edge of the baffle 50 there is formed an indentation which defines a slot 52 within the interior of the container. Slot 52 can be termed an inlet slot and slot 48 can be termed an outlet slot, the slots being disposed at opposite ends of the inclined chute defined by the lower half of the bottom wall 46.

During the playing of the game, the player would grasp the container in one or both hands, and would invert the same, after which the container would be vigorously shaken to agitate the instruction discs. Then, the container is positioned upon the table or other surface right side up, and that instruction disc which is disposed in face-to-face contact with the upper half of the bottom wall 46 will be positioned to slide through the slot 52 and down the chute, to pass out of the outlet slot 48 into the recess 44. The slot 52 is so proportioned as not to permit more

than one instruction disc to pass therethrough at one time.

The outlet slot 48 is closed by a gate 54, the opposite side edges of which are loosely and slidably engaged in confronting guides 56 of L-shaped cross section. Guides 56 are integrally or otherwise rigidly connected to the outer surface of the side wall of the container 38, and are disposed longitudinally of the container. Thus, the gate 54 is slidably mounted upon the exterior of the container for movement in a direction lengthwise of the container.

At its upper end, the gate 54 is formed with an outwardly projecting lug 58, removably engageable in a laterally extending slot 60 formed in the lower end of a leaf spring 62 of inverted L-shape. The spring 62, due to the mentioned shape thereof, has a depending leg extending along the side of the container, said leg being connected to the gate. The other leg overlies the lid 40, and is pivotally connected as at 64 to the lid. The pivotal connection permits the spring 62 to be shifted laterally in either direction from the position thereof shown in Fig. 10. Thus, if it is desired to remove the lid for insertion or removal of instruction discs, the spring 62 would be shifted laterally to the right in Fig. 10, so as to become disengaged from the lug 58. The lid may now be removed. After the lid is returned to its position on the container, the spring is swung in a reverse direction about the pivotal connection 64, to become connected once again to the gate.

Spring 62 is tensioned to normally deflect to the dotted line position shown in Fig. 11. In this position, the spring lifts the gate to an extent sufficient to uncover the outlet slot 48. However, when the container is inverted and is being shaken, grasping of the container at its ends between the thumb and fingers of the player's hand, in a natural manner, will cause the thumb or fingers to press downwardly upon the top leg of the spring, so as to force the spring to the full line position shown in Fig. 11.

When the container has been shaken to the desired extent, and is placed back in its right-side-up position, the release of the container by the player's hand will cause the spring to be freed. The spring will accordingly flex to its dotted line position. The slot 48 will thus be opened, and the instruction disc that has been positioned for movement through the chute will drop out of the slot 48 into the recess 44.

While I have illustrated and described the preferred embodiment of my invention, it is to be understood that I do not limit myself to the precise construction herein disclosed and the right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claims.

Having thus described my invention, what I claim as new, and desire to secure by United States Letters Patent is:

1. A game apparatus comprising, in combination: a game board adapted to support a plurality of game pieces and marked off into a sequence of playing squares arranged in a tortuous path, game pieces movable over said squares, said squares being marked to designate the direction of movement of game pieces therethrough, some of said squares bearing special instructions for the movement of the game pieces, and a selector for determining movement of the game pieces comprising a container having a hollow body, a plurality of move indicating discs being disposed in said body, a removable lid for the body, a bottom wall cooperating with the lid to close the body at locations spaced longitudinally thereof, said bottom wall being disposed in a plane inclined relative to the axis of the body to define an outlet chute for the move indicating discs, a baffle in the space between the bottom wall and lid, said baffle being disposed in a plane oblique to the axis of the body and being inclined oppositely to that of the bottom wall, a gate slidable on the outer surface of the body, said body having an outlet

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slot at the discharge end of the chute, said gate being slidable over the outlet slot to close the same, and an elongated spring anchored at one end to said lid, the other end of the spring being connected to the gate, said spring being tensioned to normally deflect to a position in which the gate shifts to a slot-uncovering position, the spring extending diametrically across the lid so as to be normally held against deflection to said latter position by a hand grasping the body and lid during agitation of the move indicating discs in the body, the connection of said spring means to the gate comprising a hook formation on the spring means, whereby to permit the spring means to be disconnected from the gate.

2. A game apparatus comprising, in combination: a game board adapted to support a plurality of game pieces and marked off into a sequence of playing squares arranged in a tortuous path, game pieces movable over said squares, said squares being marked to designate the direction of movement of game pieces therethrough, some of said squares bearing special instructions for the movement of the game pieces, and a selector for determining movement of the game pieces comprising a container having a hollow body, a plurality of move indicating discs being disposed in said body, a removable lid for the body, a bottom wall cooperating with the lid to close the body at locations spaced longitudinally thereof, said bottom wall being disposed in a plane inclined relative to the axis of the body to define an outlet chute for the move indicating discs, a baffle in the space between the bottom wall and lid, said baffle being dis-

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posed in a plane oblique to the axis of the body and being inclined oppositely to that of the bottom wall, a gate slidable on the outer surface of the body, said body having an outlet slot at the discharge end of the chute, said gate being slidable over the outlet slot to close the same, and an elongated spring anchored at one end to said lid, the other end of the spring being connected to the gate, said spring being tensioned to normally deflect to a position in which the gate shifts to a slot-uncovering position, the spring extending diametrically across the lid so as to be normally held against deflection to said latter position by a hand grasping the body and lid during agitation of the move indicating discs in the body, the connection of said spring means to the gate comprising a hook formation on the spring means, whereby to permit the spring means to be disconnected from the gate, said spring means being pivotally connected, at that end thereof remote from the gate, to the container lid, for swinging movement laterally of the gate for disconnecting the spring means from the gate.

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