United States Patent [19]

Sells

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[54] **AUTOMOBILE RACING BOARD GAME APPARATUS**

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[52] **U.S. Cl.** ..... **273/134 AD;** 273/134 CA

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

[58] **Field of Search** 273/134

[56] **References Cited**

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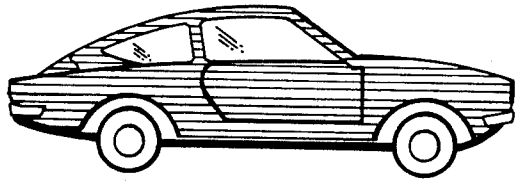
Regal Games Catalog — 1970.

Primary Examiner—Delbert B. Lowe
Attorney, Agent, or Firm—Robert J. Black

[57] **ABSTRACT**

An auto racing game intended for play within a moving vehicle. To facilitate play of the game a metal board with miniature magnetic playing pieces is incorporated. Advance of play is dependent on the observation of body color of oncoming autos viewed by the participants. All but one of the playing pieces are of colors relatively frequently observed, the other piece being of several different colors which are less frequently observed.

4 Claims, 6 Drawing Figures



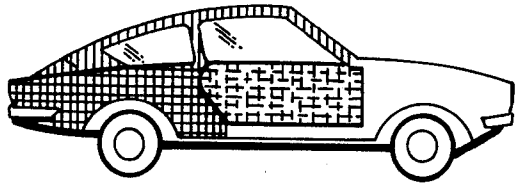
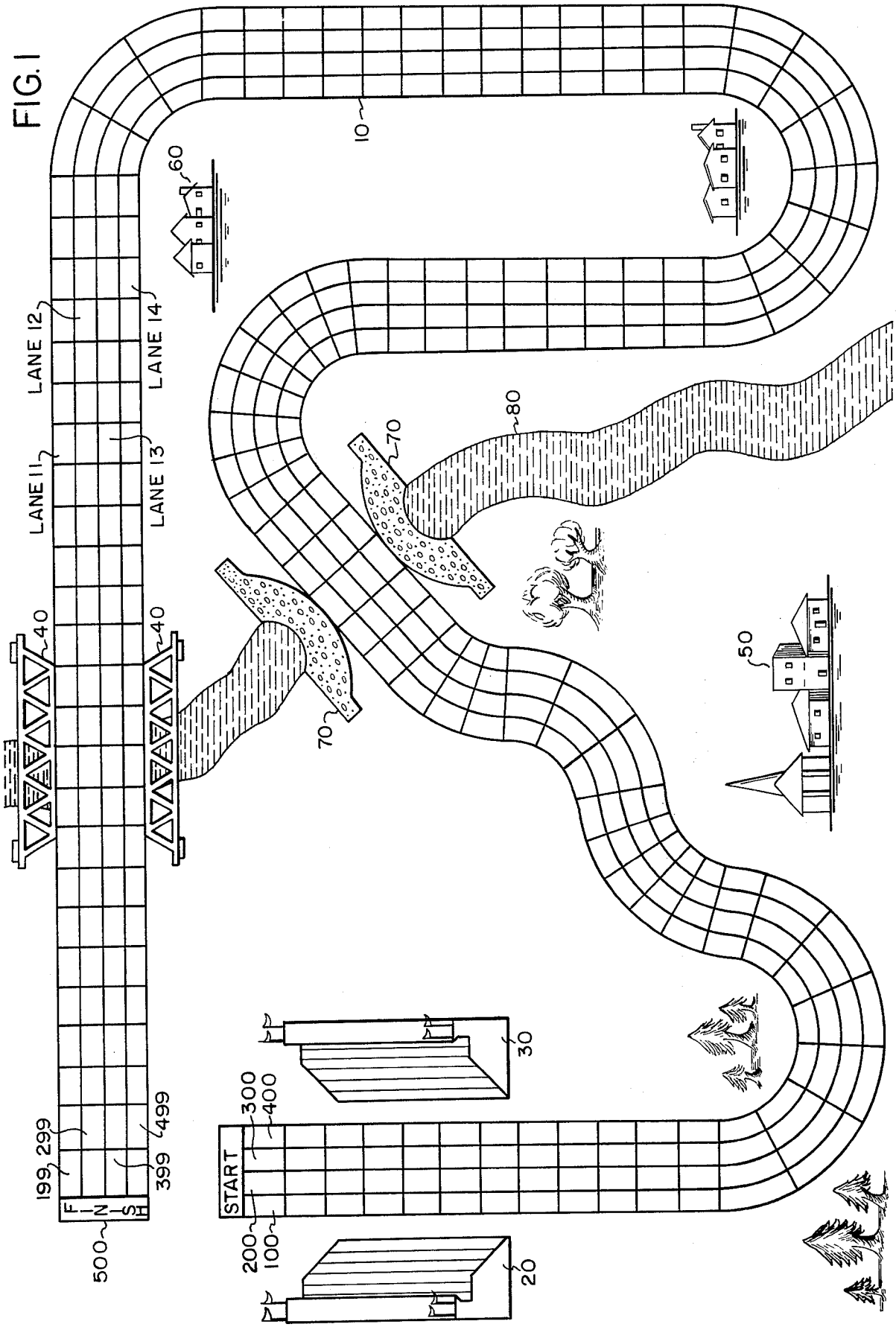


FIG. 1


10
60
LANE 12
LANE 14
LANE 11
LANE 13
40
40
70
70
80
50
30
20
START
300
400
200
100
199, 299
399
499
500
FINISH

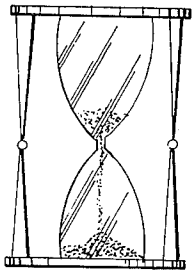


FIG. 3

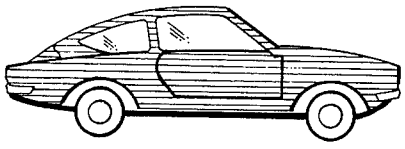


FIG.2A

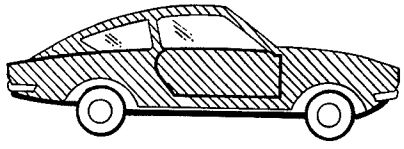


FIG.2B

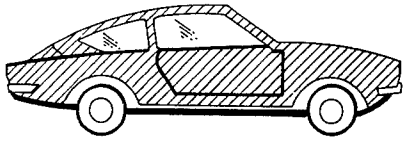


FIG.2C

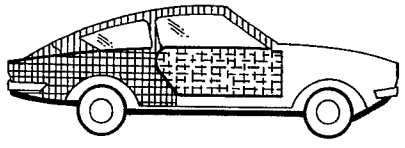


FIG.2D

AUTOMOBILE RACING BOARD GAME APPARATUS

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention is a game incorporating a theme based on Grand Prix Auto Racing. It is particularly drawn to a game that may be played by passengers in a moving auto, to provide entertainment, particularly on long trips.

2. Description of the Prior Art

Passengers riding in automobiles touring over long distances frequently become bored and any form of amusement which may be enjoyed under such circumstances tends to break the monotony of such a journey. Various games have been suggested in the past for the purpose of entertaining the passengers while riding on such journeys. These include the game of U.S. Pat. No. 2,000,369 to C. H. Zeis issued May 7, 1935. Zeis teaches a game played with an individual game board for each player. In the Zeis game players observe both license plates and make of oncoming passenger cars, affixing a miniature license plate corresponding to the state of origin of the auto to the board and writing the make of the auto alongside the license plate. Scores are computed for each observation, based on a combination of values for the make of the car and the observed auto's state of origin. Scores are totaled at the end of the trip or after a predetermined period, the highest total score determining the winner.

It should be obvious that in the Zeis patent the ability to recognize various makes of autos is a requirement, as well as the ability to readily identify the license plates of the oncoming vehicles observed, in order to determine the states of origin of the oncoming vehicles. Based on current day highway speeds easy identification of license plates is not always possible. The identification of the make of oncoming autos is also difficult, particularly for children who may be participating in the game. The Zeis game therefore is not particularly practical at highway speeds today, nor is it readily adaptable to be played by small children.

U.S. Pat. No. 3,460,836 to Schwartz describes a game played with an individual game board for each player also. In this game the board has a map of the United States thereon, divided into several regions, each player observing oncoming autos and placing a selfadhering overlay onto the map over the state of origin of the observed auto. The first player to cover all the states in a region is declared the winner.

Some of the same problems present in the game taught by the Zeis patent are also seen here. That is to say that identification of the state of origin of an observed auto is frequently difficult at high speeds. It is also required that the players have at least an elementary understanding of geography so as to properly locate the state of origin on the map board. Obviously, this too creates a problem with younger players, often those who become bored with extensive auto travel.

Accordingly, it is the object of the present invention to provide a game that may be played by players of all ages, and requires only minimum recognition time as a particular facet of a game, while still providing maximum interest for all participants. A further object of the present invention is to provide a game that may be easily played within the confines of a moving vehicle, with play being unaffected by the movement of the vehicle.

SUMMARY OF THE INVENTION

The present game is played upon a common game board for all players with a snake-like track, like that employed in Grand Prix racing, printed or inscribed thereon. The track is divided into four lanes, one lane for each player. The game board itself is of metal, or of other material impregnated with metal particles so that the playing pieces which are miniature autos which include a magnet, readily adhere to the game board. The track pictured on the game board is divided into a number of spaces thru which each playing piece is moved. The playing pieces are different in color, one blue, one green, one brown, and one a combination of red, white, yellow, and black.

Initially each player selects a car and places it in a start position on one of the four lanes of a Grand Prix type of track. For a period of time agreed upon by the players, the first participant may observe oncoming cars for that predetermined period. This period may be observed by someone else counting, using a watch, or by a period of time determined by a small timer included with the game. During this period of time the first player observes oncoming autos. If for example his piece is the blue car, for each observed blue auto he may advance his playing piece one space. At the end of the period, the second player takes his place, observing, for example, green autos, his playing piece being green, etc. The player euipped with the multi-colored vehicle may advance his playing piece one space for any car observed that is red, black, yellow or white. The first car crossing the finish line obviously wins the game.

DESCRIPTION OF THE DRAWING

FIG. **1** of the attached drawing is a representation of the game board utilized in the present invention.

FIGS. **2A**, **2B**, **2C** and **2D** show four playing pieces of the present invention lined for color in accordance with the teachings of the present invention.

FIG. **3** is a drawing of one form of timer that may be utilized in accordance with the teachings of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring to FIG. **1**, the game board of the present invention is shown. The game board itself, in a preferred embodiment, consists of a sheet of metal approximately 18 inches × 24 inches in size. On one surface is shown a snake-like track **10** similar in shape and configuration to the tracks utilized in Grand Prix auto racing. The track itself is divided into four lanes, **11**, **12**, 13 and **14**, as shown. Initially the playing pieces are placed on each lane in the starting spaces numbered **100**, **200**, **300** and **400** respectively. The color of each lane on the track may also correspond to the colors of the playing pieces used on each lane.

It may be noted that each lane of track **10** is divided into a number of spaces. In the present embodiment approximately 100 spaces have been shown, the first being the start space numbered **100**, **200**, **300** and **400**, etc. with the last spaces before the finish line **500** being numbered **199** in lane **1**, **299** in lane **2**, **399** in lane **3**, and **499** in lane **4**.

Shown on the surface of the playing game for decorative purposes only are various topographical elements which include buildings **20, 30, 50** and **60,** bridges **40** and **70** and river **80.** Other similar devices likewise may be inscribed on the playing surface of the present game board of FIG. **1,** without affecting play of the game.

As noted previously, the game board of FIG. **1** is made of metal or other material impregnated with metal particles so that playing pieces **2A, 2B, 2C** and **2D** which will include a magnet will readily adhere to the surface.

The playing pieces each consist of a small replica of an auto race car or similar vehicle made of metal or plastic or any other suitable material, each including located therein or as a portion of the base therefor a magnet. It is noted that the playing piece shown in FIG. **2A** is blue in color and the drawing is lined for the color blue accordingly. The playing piece in FIG. **2B** is green and is lined for such accordingly, while the piece in FIG. **2C** is brown and is lined accordingly. The piece shown in FIG. **2D** is colored a combination of red, white, yellow and black and the drawing shown at **2D** is lined accordingly.

The manner in which the game is played will be described as follows: Officially each player places his playing piece on one of the lanes of the track **10,** placing it in the starting position **100, 200, 300,** or **400.** If the lanes of the Grand Prix track are colored in colors corresponding to the playing pieces, the player will place his piece on the starting space of that line that is colored the same as his playing piece.

Initially players determine who will play first, second, etc. A small timer like that shown in FIG. **3,** or of any other convenient form operable for periods of **5** seconds, **10** seconds, etc. may be incorporated in the present game. Alternately, a selected player may keep time by means of a wrist watch or by counting out loud to a predetermined number. Neither the type of timer nor the timing technique employed forms a portion of the present invention.

Players may take turns being timekeeper, or a new timekeeper can be chosen at the start of each new race.

Assume now that a 5 second time has been selected, the timer will be started, the time keeper will start the game by saying "go," after which the first player observes automobiles thru the window of the vehicle in which he is riding, advancing his playing piece one space for each vehicle observed of the same or similar color as his playing piece. For example, the first player to play is playing with the blue playing piece as shown in FIG. **2A.** When a single blue auto is observed during the initial time period (5 seconds or other time period as predetermined), the player with the blue vehicle will move his vehicle one space. If two blue vehicles are observed during this same period his playing piece may be moved two spaces etc.

At the conclusion of the timing period, the second player commences play and timing is again begun. It should be noted that the timekeeper will again start the play by saying "go." The player's playing period does not start when a group of cars come into sight, but at the time determined by the timekeeper. If this player is the player having the green playing piece, he will then look for green autos, moving his playing piece one space for each green auto observed during the timing period.

The play will continue in this manner until the players equipped with the brown playing piece and then the multi-colored piece have played. That player having the multi-colored playing piece moves his auto for any auto that is red, white, black or yellow. Players continue alternating turns for predetermined time periods, advancing their playing pieces one space for each observed vehicle. The first player to have his playing piece reach the finish line is declared the winner.

Five or 10 second playing periods are most satisfactory for well traveled four lane highways, and on this basis only oncoming cars are counted. If traffic is slower, the time period may be extended to 15 or 20 seconds. On secondary roads the time period can be extended even further, and cars parked anywhere in view may be counted in addition to oncoming vehicles. If no cars are observed during a player's time period, he loses his turn.

In the case of observation of station wagons or two tone autos, the body color of the car is determined as the principle color for use in the progress of the game. The timekeeper chosen settles all color arguments. His decision is final. Because you need only to identify the color of the oncoming vehicle, small children may enjoy playing the game of the present invention. Likewise the inclusion of the magnetic playing pieces in combination with the steel game board of the present invention makes the game quite playable in a moving vehicle.

While but a single embodiment of the present invention has been shown, it will be obvious to those skilled in the art that numerous modifications of the present invention may be made without departing from the spirit of the present invention, which shall be limited only by the scope of the claims appended hereto.

I claim:

1. Automobile racing game apparatus comprised of a game board having thereon a pictorial representation of an automobile racing track, said track including a starting line, and a finish line, and being divided into a quantity of spaces; a plurality of playing pieces, each assignable to a different player, and each of said playing pieces being of a single different color each different color representing a body color of frequently observed vehicles; each of said playing pieces manually advanced from said starting line to said finish line, said advance being one space for each vehicle observed of the same color as the playing piece by a single player during a predetermined time period; and an additional playing piece of a plurality of colors all different than those of said plurality of playing pieces, each of the colors of said additional playing piece representing a vehicle body color observed substantially less frequently than the vehicle body colors represented by the colors of said plurality of playing pieces, said additional playing piece manually advanced from starting line to finish line one space for each vehicle observed of any of the colors included in said playing piece by a single player during a predetermined time period.

2. Automobile racing game apparatus as claimed in claim **1,** wherein: there is further included timing means operable to identify the termination of said predetermined time period.

3. Automobile racing game apparatus as claimed in claim **1,** wherein: said playing pieces each include means for temporarily affixing said playing pieces to said game board.

4. Automobile racing game apparatus as claimed in claim **3,** wherein: said affixing means includes a magnet in each of said playing pieces and ferrous material in said board.

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