

[54] **TIME LOCK BOARD GAME APPARATUS**
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[22] Filed: Sept. 7, 1971
[21] Appl. No.: 178,318
[52] U.S. Cl. 273/134 C, 273/134 E, 273/141 R
[51] Int. Cl. A63f 3/00
[58] Field of Search 273/134, 136

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[57] **ABSTRACT**

A game for being played competitively between several players, and wherein the object of the game is for a player to find a right key and open a lock before a bell goes off on a timer, the first player to reach a finished first being declared a winner, the game including a game board, 12 penalty cards, a plastic lock and 6 keys of which only one will open the lock, a timer, a singular die and four playing pieces each of a different color.

1 Claim, 8 Drawing Figures

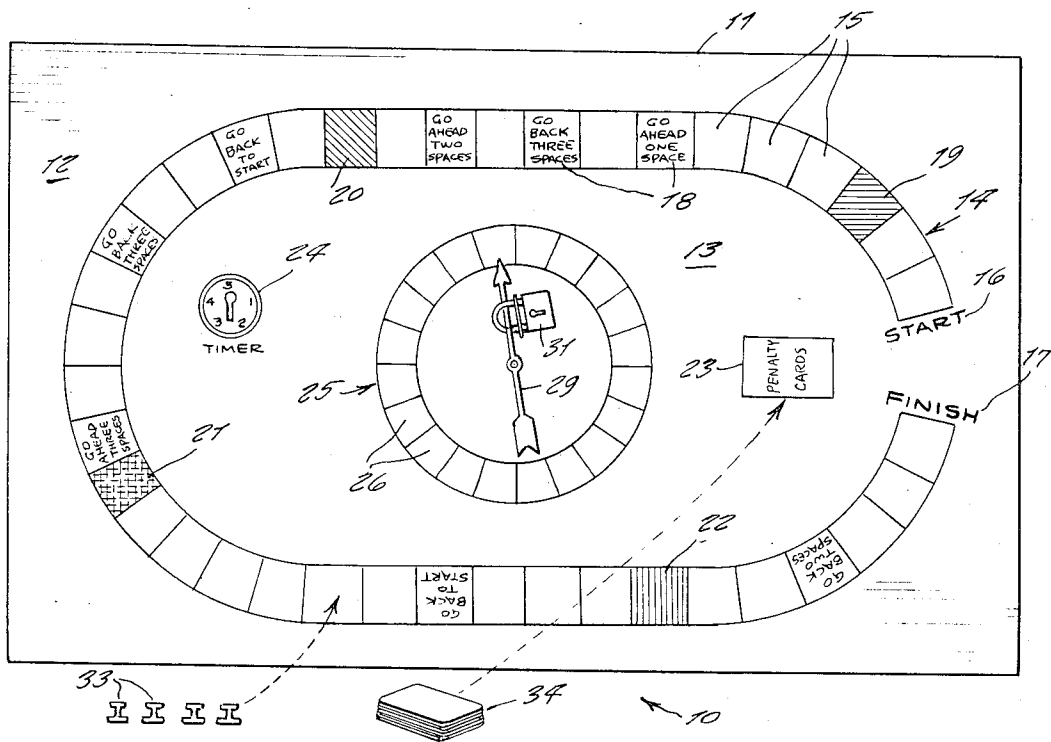
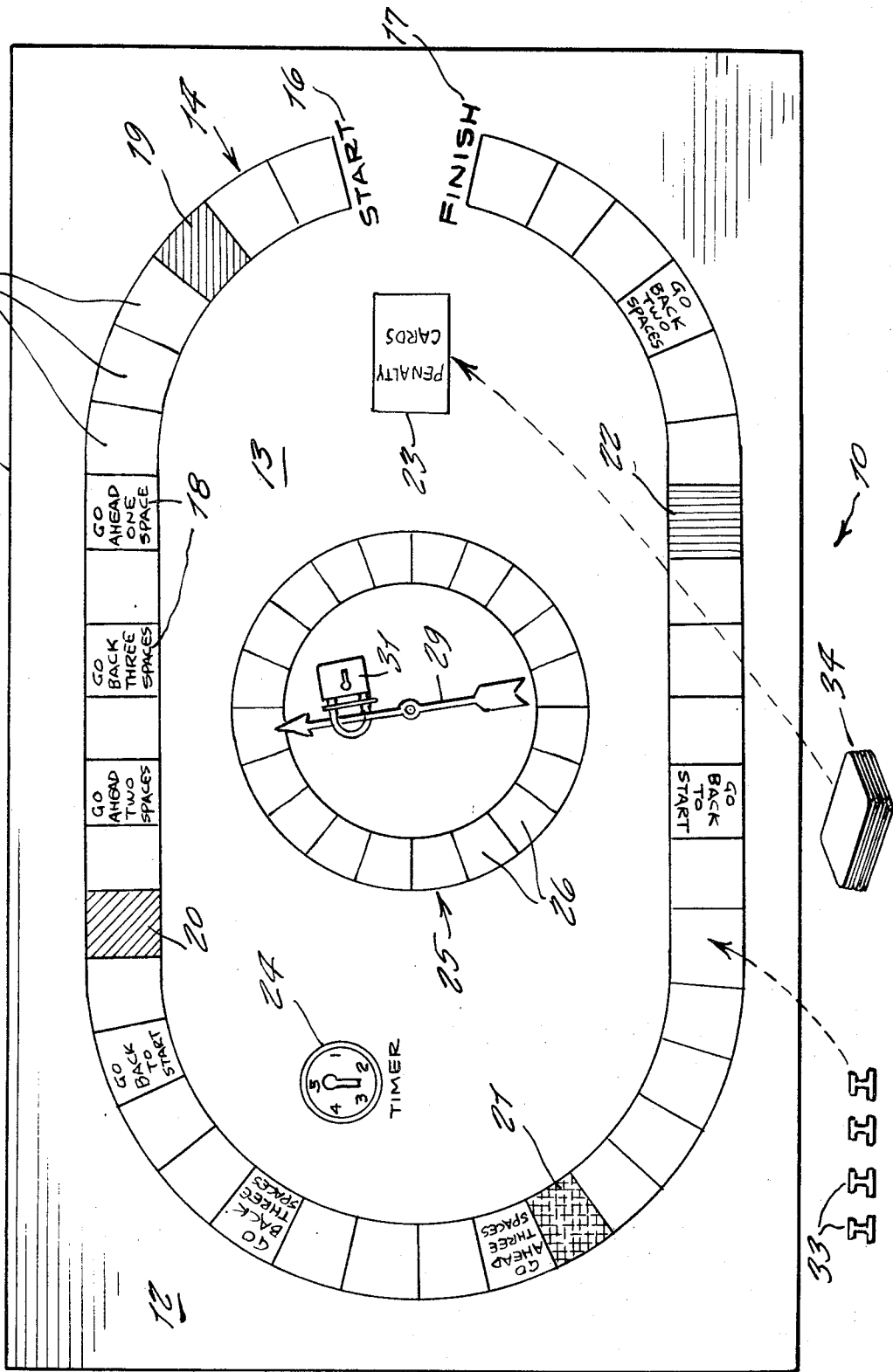
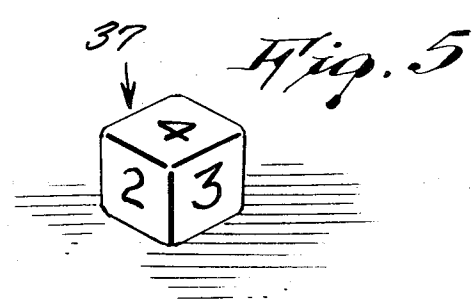
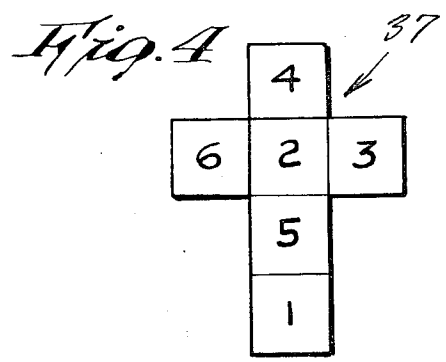
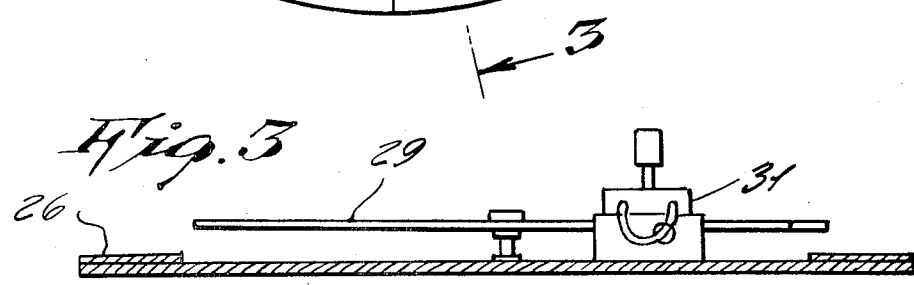
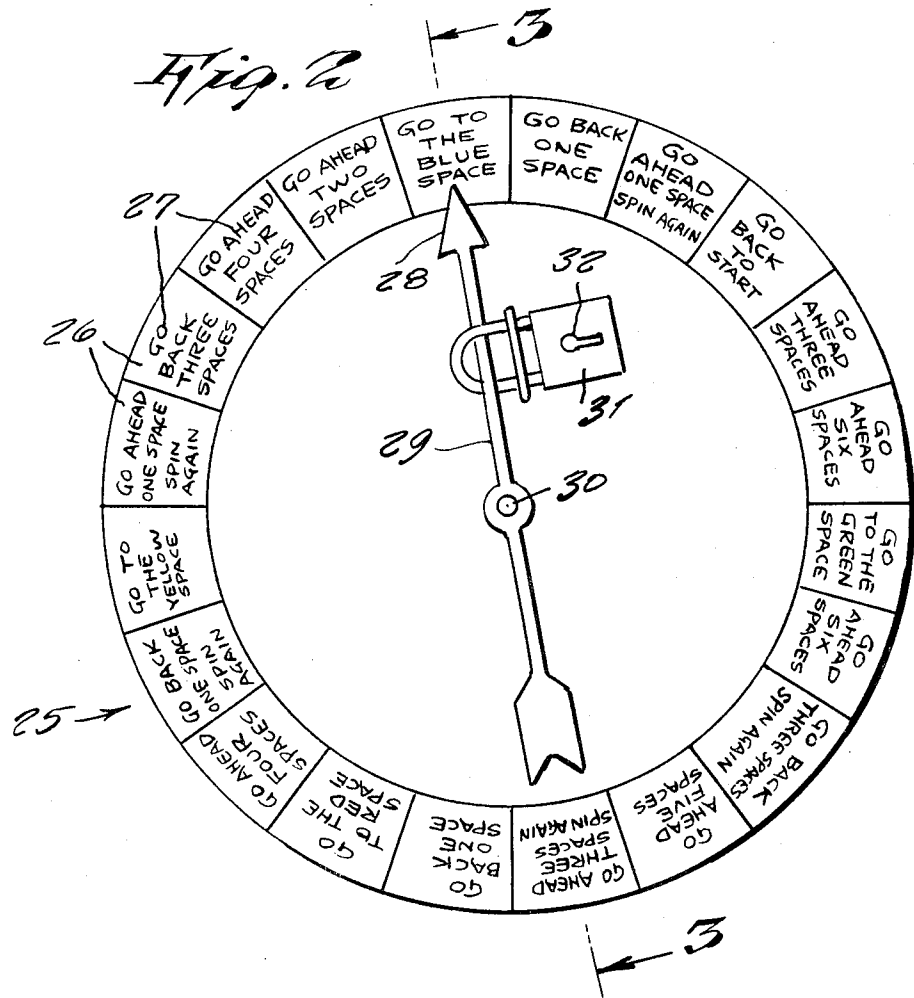


Fig. 1



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Fig. 6

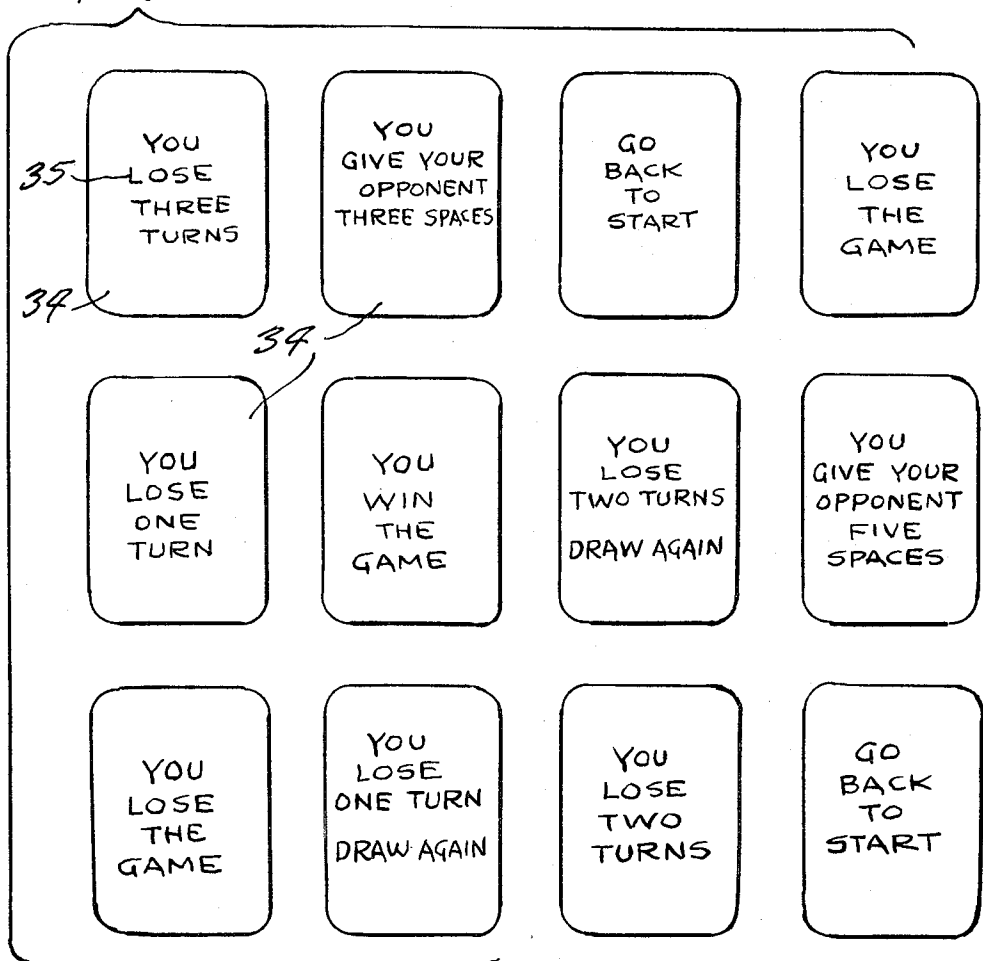


Fig. 7

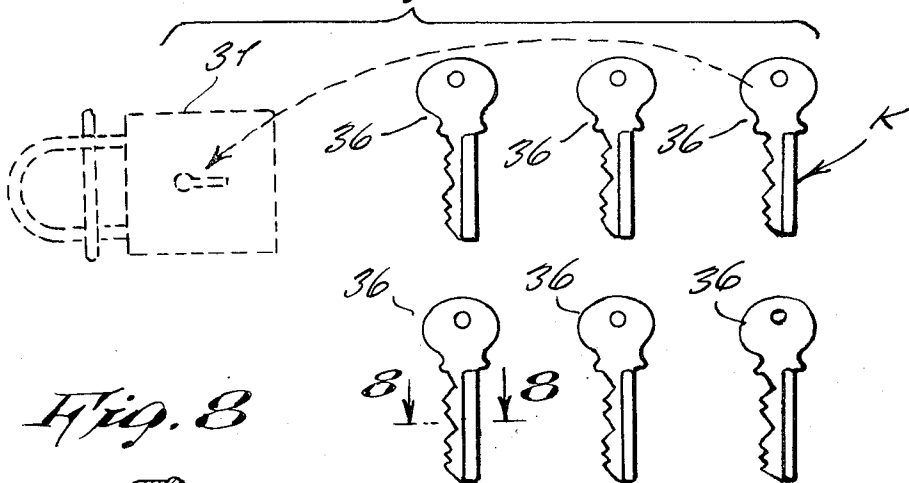


Fig. 8



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TIME LOCK BOARD GAME APPARATUS

This invention relates generally to competitive games.

A principal object of the present invention is to provide a novel game which can be played competitively between several players, and wherein the object of the game is for a player to find a right key for opening up a lock before a bell goes off on a timer, the first player to reach a finished first being declared a winner of the game.

Another object of the present invention is to provide a time lock game that is different from any other game now presently upon the market.

Still another object of the present invention is to provide a time lock game that is exciting to the players and which is enjoyable.

Still another object of the present invention is to provide a time lock game which can be played by both adults as well as children.

Still another purpose of the present invention is to provide a time lock game wherein the players may play either individually or in partnerships, as desired.

Other objects of the present invention are to provide a time lock game which is simple in design, inexpensive to manufacture, rugged in construction, easy to use and efficient in operation.

These and other objects will be readily evident upon a study of the following specification and the accompanying drawing wherein:

FIG. 1 is a plan view of the game board of the present invention and a pack of penalty cards and playing pieces associated therewith.

FIG. 2 is an enlarged detail view of a spinner of the device.

FIG. 3 is a cross-sectional view taken on the line 3—3 of FIG. 2.

FIG. 4 is a layout view of the face of a die that comprises a component of the present invention.

FIG. 5 is a perspective view of the die.

FIG. 6 is a face view of the 12 penalty cards.

FIG. 7 is a layout view of the six keys.

FIG. 8 is a cross sectional view taken on the line 8—8 of FIG. 7.

Referring now to the drawings in detail, the reference numeral 10 represents a time lock game according to the present invention wherein there is a game board 11 of approximately 10 inches wide by 20 inches long and upon an upper side 12 thereof there is imprinted a playing field 13 that consists of a course 14 that is composed of a row of spaces 15 which at one end are adjacent a start 16 and which at the opposite end thereof are adjacent a finish 17. Upon some of the spaces 15 there is imprinted an instruction 18 for informing a player what procedure to follow if his playing piece lands thereupon. One of the spaces is colored blue as shown at 19, another of the spaces is colored green as shown at 20, another of the spaces being colored yellow as shown at 21 and another being colored red as shown at 22.

A space 23 upon the playing field indicates a place for penalty cards.

Also upon the playing field 13 there is placed a timer 24.

A spinner 25 is also placed upon the playing field 13, the spinner including a circular ring of spaces 26 each one of which is indicated with instructions 27 for a player to follow in case the arrow head 28 of the indica-

tor needle 29 lands thereupon. The indicator needle 29 is freely pivotable about a post 30 concentrically located within the ring of spaces.

The indicator needle 29 is normally retained in a locked position by means of a plastic lock 31 positioned upon the spinner, the plastic lock 31 having a key hole 32.

The present game also includes four playing pieces 33 each one of which is of a different color so that a player can readily recognize his own playing piece among the others. The playing pieces 33 are for the purpose of moving along the spaces 15 of the course 14, the playing pieces traveling between the start and finish spaces.

A plurality of 12 playing or penalty cards 34 are included in the game, each one of the penalty cards 34 having an instruction 35 imprinted upon a front side thereof and which a player must follow when he receives a penalty card.

The present game also includes six keys 36 all of which are of a same color but only one of the keys can open the lock 31 because it has the right cut teeth for turning the lock bolt. Thus, as shown in FIG. 7, the key indicated by the alphabetical character K and illustrated at the upper right is the correct key for opening the lock 31 because it is cut differently than all of the other five keys 36.

Additionally the present game includes a singular die 37 which has numerical digits imprinted upon the faces thereof in a manner different than a conventional die wherein the numerals on opposite sides of a die always total to seven; the die in the present invention having numerals which upon opposite sides thereof do not total to seven. However the present game may be played with a conventional die if desired.

In operative use, to start the game, each player chooses a colored playing piece and places it in the space marked adjacent the start. Each player rolls the die and the one with the highest number starts first. The players mix the keys up and place them in a pile and set the mechanically operated timer 24. The player starting first must try to open the lock with the right key before the timer bell rings. If he does open the lock before the bell rings, he then spins the indicator needle and moves his playing piece the number of spaces indicated by the spinner. If he does not open the lock before the bell rings, he must draw one of the penalty cards and do whatever the instructions indicate. After his turn is up, he mixes the keys up again for his opponent and locks the lock 31 around the indicator needle 29. A player must not put the right key to the side or mark it in any way or he loses the game automatically. Partnership game playing may be played. The rules for the game are the same for partnership playing except that partners may not play after each other consecutively but only after an opponent. If a partner lands on a space to go ahead or go back, or if he draws a penalty card, it will only apply to him not to his partner.

Thus there is provided a novel time lock game.

What I now claim is:

1. In a time lock game, the combination of a game board, a plurality of four playing pieces for movement upon said game board, a spinner assembly upon said game board, a timer and a plurality of playing cards together with a die, said spinner assembly comprising a circle of spaces with instructions upon each space, an indicator needle pivotable about a central post, a lock

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placed within a central space of said ring or circle of spaces, said lock normally holding said indicator needle for preventing spinning thereof, said lock having a key-hole for opening said lock, a plurality of six keys of a same color being provided, only one of said keys having a correct tooth contour for opening said lock, said game board having a playing field imprinted upon an upper side thereof, said playing field comprising a course of a row of spaces beginning at a start and ending at a finish, said course having said playing pieces placed thereupon, said die having numerical digits im-

printed in unconventional manner and arrangement, said timer being placed upon said gameboard and including a bell for ringing at an end of a pre-determined period of time after said timer is started to measure said period, said period being raced by a length of time for a player to try said keys successively in said lock for locating said correct toothed key and open said lock, free said needle, and start to spin the same before said bell rings.

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