United States Patent

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[73] Assignee **Marvin Glass & Associates**
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[54] **BOARD GAME APPARATUS**
1 Claim, 11 Drawing Figs.

[52] **U.S. Cl.** ..... **273/134 B,**
273/1 R, 273/95 R, 273/96 R, 273/101, 273/116, 273/138 R, 273/141 R, 273/134 E, 273/134 BD
[51] **Int. Cl.** **A63f 3/02**
[50] **Field of Search** 273/131, 134, 87

[56] **References Cited**

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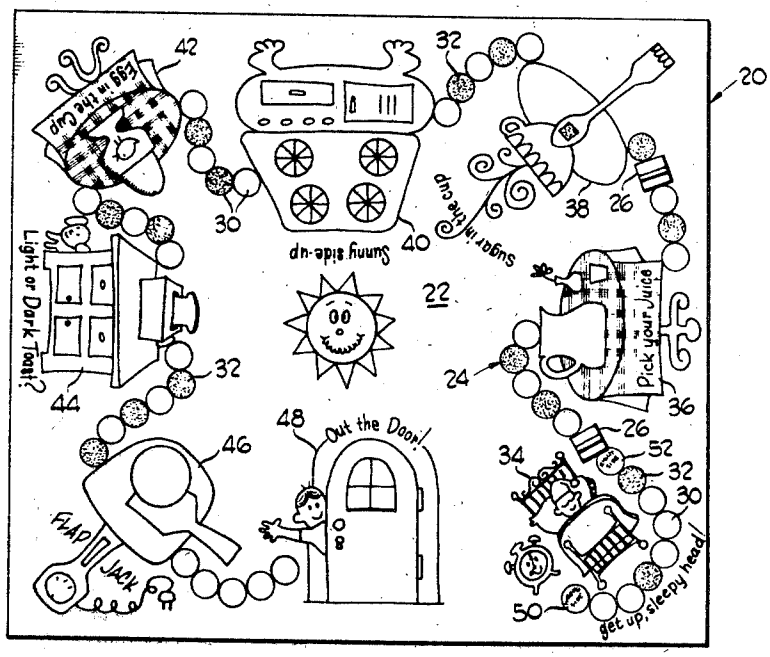
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Primary Examiner—Delbert B. Lowe
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ABSTRACT: Game apparatus including a game board having a plurality of stations forming a path for movement of playing pieces and including a number of stations having three-dimensional devices associated therewith presenting different game tricks performable by the game players. The players are expected to successfully complete each of the game tricks prior to resuming negotiation of the path toward a goal position.

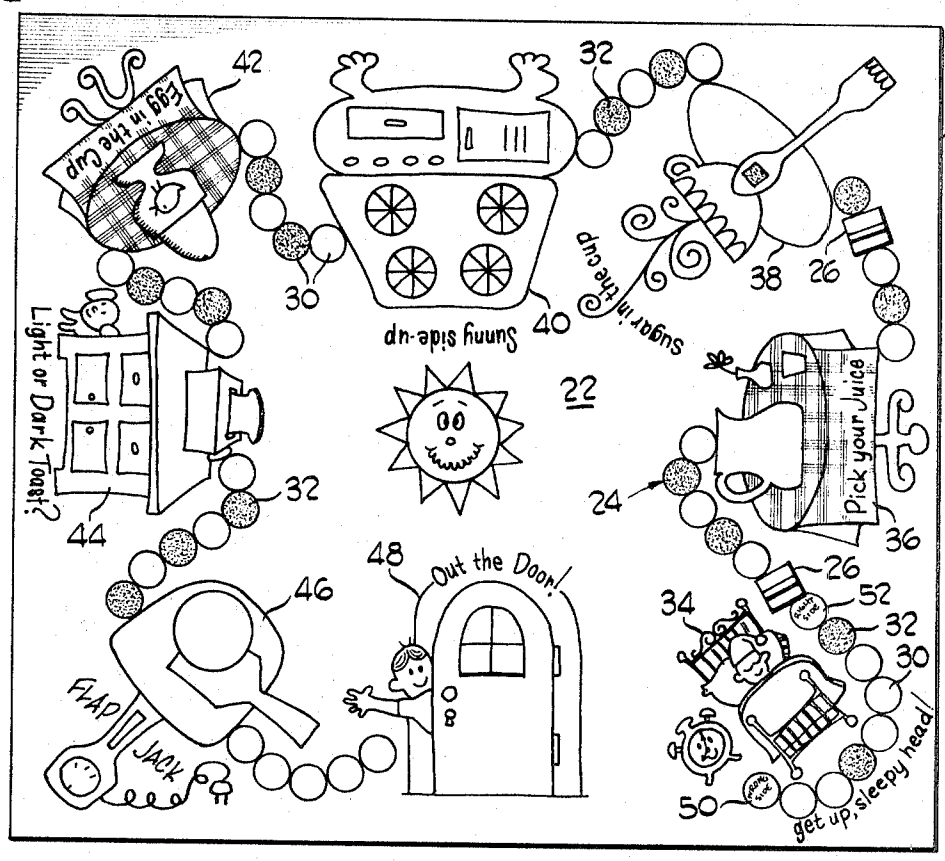


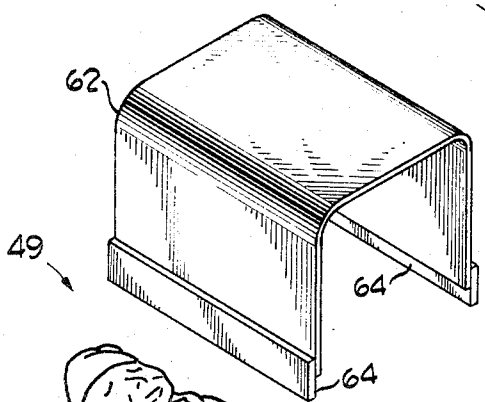
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SHEET 1 OF 2

Fig 1





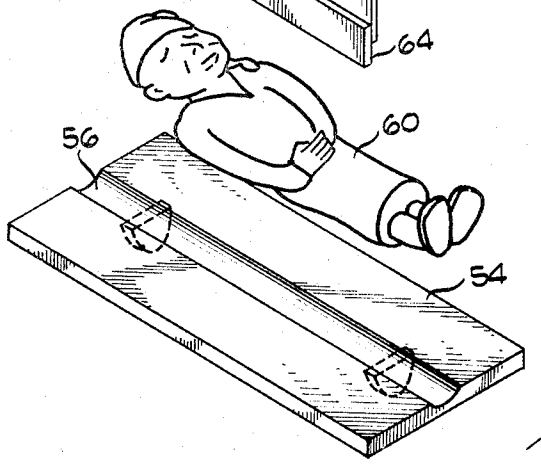


Fig 2

Fig 3

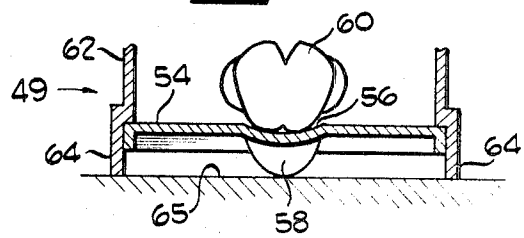
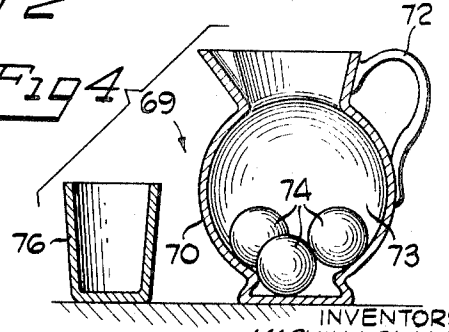


Fig 4



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Fig 5

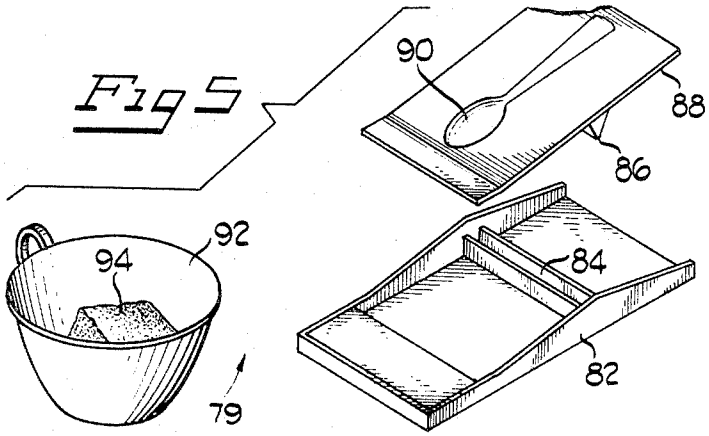


Fig 6

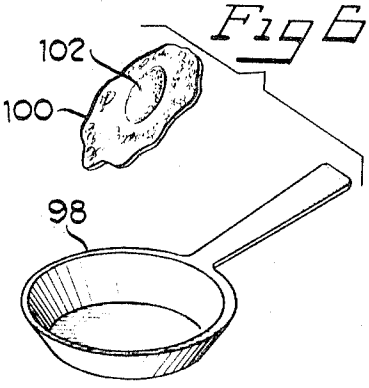


Fig 7

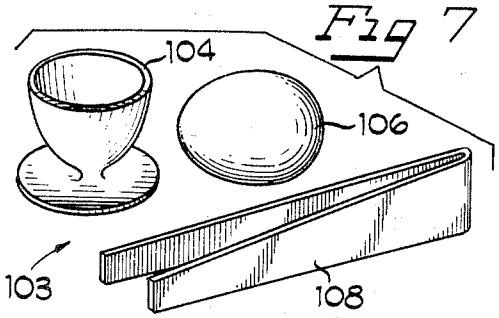
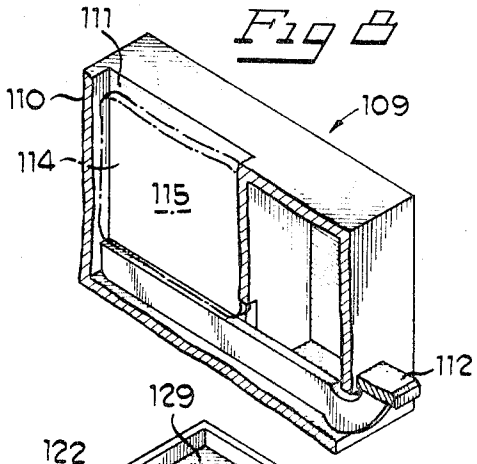


Fig 8



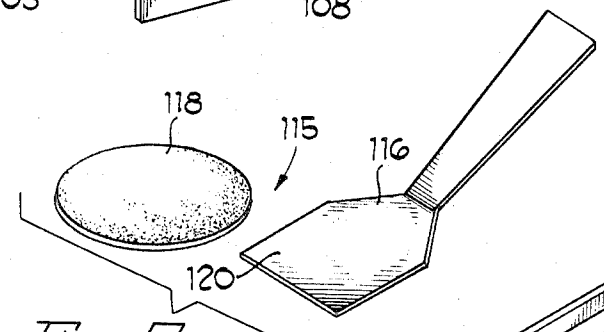


Fig 9

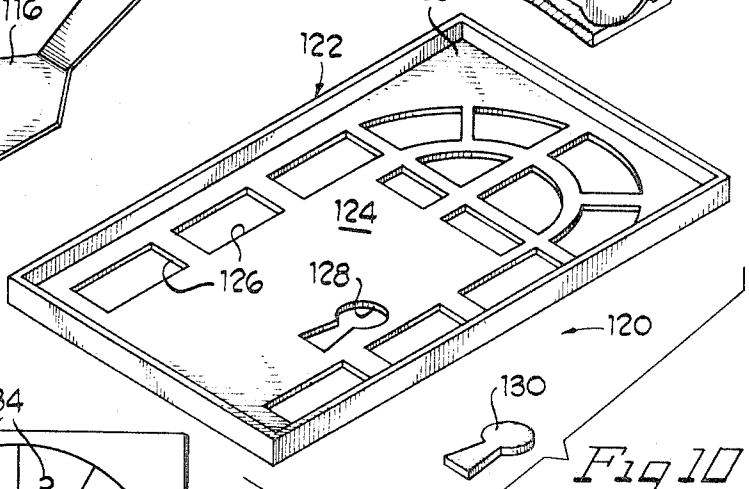
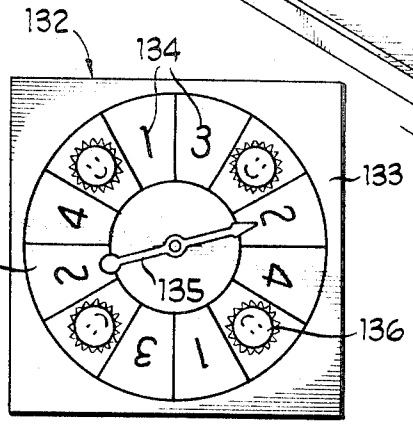


Fig 10

Fig 11



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BOARD GAME APPARATUS

This invention relates in general to games. In particularly, this invention is directed to board games having a game path and a number of stunt devices wherein the players are expected to successfully perform the stunts prior to proceeding along the path toward a goal position.

Typical prior art board games involve chance means which regulate the movement of game pieces along a path. In addition, the game players may be periodically called upon to make certain game play strategy decisions during the course of movement of their game pieces. On the other hand, these prior art board games are typically void of manipulative activities which must be successfully operated by the game players for progressive negotiation of a game path.

This invention obviates the lack of manipulative activities of prior art board games by providing three-dimensional stunt apparatus disposed at stations along the game path which require luck and/or skill in the successful performance thereof. As the game players occupy the particular stations, they are expected to successfully perform the stunts provided prior to proceeding along the path.

Accordingly, the game apparatus of the invention comprises a game board having a path for movement of playing pieces and a number of stations along the path whereat the game players are expected to successfully perform different game stunts. Three-dimensional devices associated with the stations form the stunt apparatus, and the rate of progress of the game players along the path is related to the successful performance of the stunts.

Accordingly, the primary object of this invention is to provide board game apparatus wherein physical activity and manipulative skills are required for successfully attaining a goal position.

Another object of this invention is to provide a board game having three-dimensional objects forming stunts of skill and chance to be performed by the game players during the course of movement along a game path.

An additional object of this invention is to provide board game apparatus including three-dimensional stunt devices disposed along a path, which the players are expected to successfully utilize prior to advancing therealong.

Additional objects of this invention will become apparent to those versed in the game art upon an understanding of the following detailed description of the game apparatus taken in conjunction with the accompanying drawings, in which a preferred embodiment of the apparatus is shown, and wherein:

FIG. 1 is a plan view of the surface of a game board for use with the invention;

FIG. 2 is an exploded perspective view of stunt apparatus comprising one of the chance stunts of the invention;

FIG. 3 is a fragmentary, elevational, cross-sectional view of the apparatus shown in FIG. 2, in its assembled condition;

FIGS. 4 —10 are views of different game apparatus seen in FIG. 1 and providing the feats of chance and skill of the invention;

FIG. 11 is a plan view of a movement indicating spinner for use with the game apparatus of the invention;

Turning now to FIG. 1 of the drawings, the game apparatus of the invention generally comprises a game board 20 having a playing surface 22 bearing a path 24 for movement of a plurality of game markers 26.

Path 24 includes a number of stunt stations 34, 36, 38, 40, 42, 44, 46 and 48 having three-dimensional devices associated therewith forming stunts or tricks requiring chance or skill which the players are expected to successfully perform prior to advancing along the path toward a goal position. Path 24 further includes a plurality of adjacent areas or stations 30 connecting each of the stunt stations 34—48. A number of stations 30 have random indicia 32 for indicating a beneficial movement responsive to failure of a competing player to perform a stunt.

Referring also to FIGS. 2 through 10, the stunt devices of the game apparatus of the invention for performing the tricks or stunts will be described in detail and also related to each of the stunt stations 34—48. In the illustrated embodiment, the sequence of stunts is based upon the typical activities of a person from the time he gets out of bed in the morning until he leaves the house by exiting through the front door. Although illustrated and described with respect to a particular activity sequence and particular stunt devices, it should be noted that the invention is not intended to be limited to the particular embodiment described.

A stunt device 49 simulating a bed and containing a figure is shown in FIGS. 2 and 3 and is associated with station 34 comprising the starting end of path 24. Stunt device 49, as well as other stunt devices to be described, may be placed and manipulated on the board surface or may be removed from the board surface and manipulated as required at the player's seat position. Stunt device 49 is dependent upon chance and determines whether the player enters the path at an end station 50, or a station 52 which is advanced seven spaces from the end. Stations 50 and 52 simulate getting out of bed on the wrong side or the right side, respectively.

Stunt device 49 comprises a generally flat, rectangularly shaped platform 54 having a central longitudinal groove 56 on its upper surface. The platform is rockably supported on a pair of underlying, spaced-apart arcuately shaped legs 58 which are directly beneath groove 56. A game member 60, comprising a sleeping figure, is positioned in a reclining attitude in groove 56 and a U-shaped cover 62 having depending stabilizing sides 64 is placed over the platform so that the lower edges of sides 64 cooperate with a supporting surface such as a table 65, and so that the side interior edges cooperate with the platform for maintaining it in a level, stable position. With the apparatus positioned as shown in FIG. 3, cover 62 may be lifted straight up by the game player whereupon the platform will tilt, by chance, to the left or to the right causing game member 60 to fall therefrom in a corresponding direction. By aligning the platform with stunt station 34, the direction in which the game member falls may be correlated with getting out of bed on the wrong or the right side for indicating whether a player enters the path at station 50 or 52, respectively.

A stunt device 69 shown in FIG. 4 is associated with stunt station 36 and tests the player's manipulating skills. The device comprises a simulated pitcher 70 having a handle 72 and a cavity 73 containing a number of balls 74 which may be individually colored red, orange and white to represent tomato juice, orange juice and milk, respectively. A simulated drinking glass 76 forms a target member for the balls. In performing the stunt, the game player announces what color ball he intends to pour into the glass and he must pour only that color ball without tipping over the glass.

Upon advancing to station 38, the game players manipulate a stunt device 79 shown in FIG. 5. Stunt device 79 comprises a catapult having a rectangular base 82 forming a channel 84 for receiving a tapered fulcrum 86 of a lever 88. The lever has a depression 90 at one end simulating the bowl of a spoon. A target member in the form of a simulated coffee cup 92, and a projectile 94 simulating a cube of sugar 94 are also provided. Operationally, the lever is pivotally carried on the base and the players are expected to flip the sugar cube from the depression 90 into the cup by quickly striking the opposite end of lever 88.

The stunt device associated with station 40 includes, as shown in FIG. 6, a simulated frying pan 98 and a simulated fried egg 100 having an egg yolk 102 displayed on one surface. The fried egg is placed in the frying pan with its yolk facing a given direction and the player is required to flip the egg over so that the yolk faces in the opposite direction.

Upon occupying station 42, the players manipulate a stunt device 103, shown in FIG. 7, which comprises an egg cup 104, a simulated hard boiled egg 106, and flat tongs 108 for picking up the egg and placing it in the cup. The flat configuration of the tongs is intended to cause the players substantial difficulty in picking up the oval shaped egg 106 and placing it in the cup.

At station **44**, a chance stunt device **109**, shown in FIG. **8**, is operated by the game players. Stunt device **109** comprises a simulated toaster **110** having an opening **111** through its top wall and including a spring biased lever **112** underlying a simulated piece of toast **114** having a lightly toasted side **115** and a dark toasted side, not shown. In using this stunt device, the player announces beforehand whether he prefers light toast or dark toast and then snaps lever **112** which causes the toast **114** to be propelled out of toaster **110** through opening **111**, and land on the table with either the light side or dark side facing upwardly. To successfully complete the stunt, the player must correctly call his preference.

A stunt device **115** shown in FIG. **9** is utilized upon a player occupying station **46**. This stunt device comprises a spatula **116** having a blunt edge **120**, and a simulated pancake **118**. The game players are expected to pick up the pancake by means of the spatula.

Finally, upon reaching the station **48**, which comprises the goal, the game players manipulate a stunt device **120**, shown in FIG. **10**, which comprises a simulated door frame **122** having a flat playing surface **124** forming a number of detrimental openings **126**, and a key-shaped target opening **128**. A movable game member **130** having a shape complementary to the key shape of opening **128** and suitably sized to pass therethrough, is initially placed in a remote corner **129** of the doorframe. The game players are expected to manipulate the frame member by tilting it in a manner to cause game member **130** to slide over surface **124** and drop through target opening **128**, without falling through any of the openings **126**.

Referring now to FIG. **11**, the game apparatus of the invention finally includes a spinner-type chance device **132** for indicating movement of the game markers **26** along the path stations. Spinner **132** comprises a base **133** having a freely rotatable pointer **135** and segment areas **137** bearing numerical indicia **134** for indicating the number of path stations **30** the players are allowed to advance. Spinner **132** also includes a number of sunburst indicia **136** which, under certain conditions, allow the game players to advance any selected number of stations, one through four.

Turning now to the rules of play, each of the players initially position their markers **26** at the first stunt station **34** and proceed, in turn, to manipulate stunt device **49** for determining whether each player enters path **24** at the end path station **50** or at the advanced path station **52**. Subsequently, each of the players operates spinner **132** for determining the number of stations **30** he is permitted to move along the path, as indicated by the indicia **134** and **136**. If the spinner indicates a sunburst indicia **136**, the player is permitted to selectively advance any number of stations, one through four, except if that player is leading the others along the path, in which case he may only advance one station.

In order to enter a stunt station, a player must operate the spinner once during each game turn until the exact number required to move his marker into the stunt station is indicated. For example, if a player's marker is one station removed from the stunt station, he must spin the indicia 1 during his game turn. Any player, except the player who is leading along the path may, if he is within the range of four stations or less, enter the next stunt station upon spinning a sunburst indicia **136**. The leading player may only enter the stunt station on a sunburst indicia when he is within one station of it.

Upon landing on a stunt station, the player must immediately perform the stunt associated therewith. Failure to successfully perform the stunt allows the remaining players to advance to the nearest station bearing indicia **32**. However, a player must not advance to a station **32** if, in doing so, he would bypass a stunt station. A player who fails to successfully perform a stunt must remain at the stunt station and attempt to perform the trick each time his turn comes up, until he is successful. Alternatively, a rule limiting a player to three or four attempts may be imposed, before the player is allowed to continue along the path.

The first game player to negotiate the path and complete the stunt associated with the goal stunt station **48**, is deemed the winner.

While the instant game apparatus has been described with respect to a sequence of activities and stunt devices denoting the possible activities of an individual from the time he gets out of bed in the morning until the time he leaves the house by going out the door, the motif and the stunt devices may take other forms such as a carnival wherein each of the stunt stations and devices may simulate various carnival activities.

What has been described in a board game having a number of three-dimensional player manipulatable stunt devices presenting a number of stunts which the players are required to successfully perform, one at a time, prior to movement along a path toward a goal.

It is obvious that upon study by those skilled in the game art, the disclosed invention may be altered or modified in other manners without departing from its inventive concept. We claim:

1. Game apparatus comprising a game board having a plurality of stations defining a path of movement for playing pieces, a plurality of playing pieces, a plurality of three-dimensional devices associated with certain stations on the board and comprising means for determining the progress of the playing pieces along said path, said devices including a first chance means comprising a pair of containers and a plurality of different color balls, said balls being placed in one of the containers and the progress of a playing piece at the associated station being determined by the player's ability or failure to pour a particular colored ball into the other container, and a second chance means comprising a simulated frying pan and a simulated egg placed in the frying pan, with the progress of a playing piece at the associated station being determined by the player's ability or failure to flip the egg over and catch it in the frying pan.