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GAME BOARD COMPRISING ROTATABLE ANNULAR PATH CHANGING MEMBERS

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Fig. 1

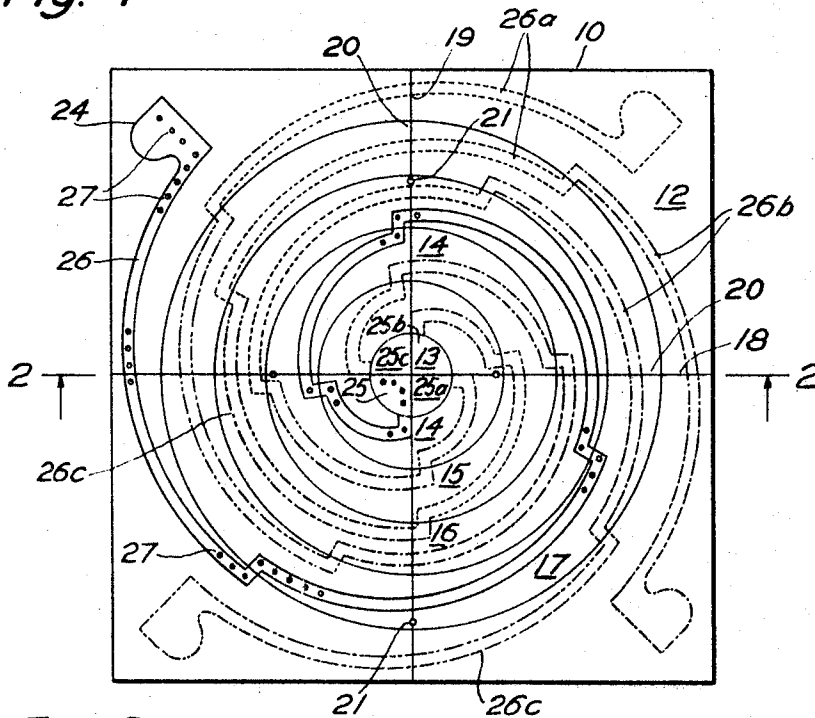


Fig. 4



Fig. 2

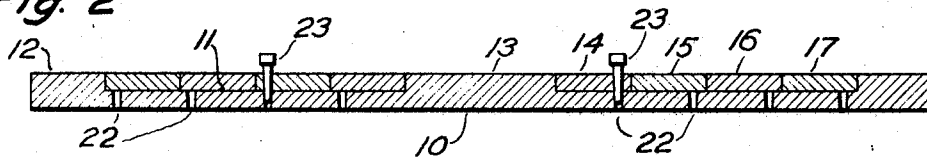


Fig. 3

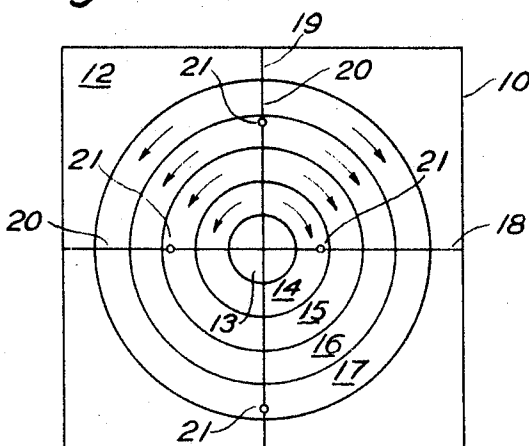
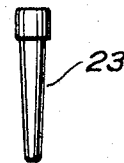


Fig. 5



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1

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GAME BOARD COMPRISING ROTATABLE ANNULAR PATH CHANGING MEMBERS

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2 Claims

ABSTRACT OF THE DISCLOSURE

A game board having four concentric, visually distinguishable, spiral paths along which the playing pieces are moved, each path comprising fixed start and finish portions and four intermediate portions disposed on four concentric, relatively rotatable, annular members, whereby the intermediate portions of each path may be moved into alignment with portions of any of the other paths. The annular members may be locked in any of four angularly spaced positions, in each of which the start, finish and intermediate path portions form a plurality of continuous paths, only one of which is made up of visually matching parts, this one path being a different path in each of said locked positions of said annular members.

This invention, which I have named "Spiral", relates to games, and more particularly to the type of games which features the moving of playing pieces or markers upon a board, the advancing of the individual pieces being determined by the throwing of dice.

There have been many games which fall into the above category. The game of "Spiral," however, features means whereby the continuity of a path or paths, used by competing players, can be interrupted during the course of a game thus adding an element of interest and entertainment lacking in other games of this type.

The principal object of the invention is to provide a type of game which, while affording a means of recreation, will also create an additional interest by the introduction of an element of strategy in the manipulation of sections of the playing surface of the board.

A further object of the invention is the provision of an indoor game which can be enjoyed by a number of persons without disturbance to non-participants who may be present during the course of a game or games.

A still further object of the invention is to provide a game apparatus which is simple in construction, compact in form, and can be stored with little effort in a minimum of space.

These and other objects of the invention will become apparent during the course of the following description and appended claims, taken in connection with the accompanying drawing forming a part hereof, and in which:

FIGURE 1 is a plan view of the playing board illustrating the individual paths of the playing pieces or markers.

FIGURE 2 is an enlarged transverse section taken on line 2—2 of FIG. 1.

FIGURE 3 is a diagram showing how interruption of the continuity of, or changing the alignment of, the marker paths is effected.

FIGURE 4 is a typical elevation of one of the playing pieces shown approximately full size.

FIGURE 5 is an elevation of a preferred design of ring-locking pin, also shown approximately full size.

Referring to the drawing in detail, a playing board 10 has, formed in the upper or playing surface thereof, a relatively wide but shallow, concentric recess 11. This recess divides the board into an outer marginal area 12, said recessed area, and a central hub or boss area 13.

2

Rotatably mounted within the recess 11 is a plurality of annular members or rings of progressively increasing diameters, comprising a smallest ring 14 adapted to rotate around the raised boss portion 13 of the board 10 without any undue looseness. A second ring 15 fits around the smallest ring 14 in like manner, and in the present disclosed embodiment, a third ring 16 and a fourth outer or largest ring 17 are provided and mounted in the same way. With the rings lying in place in the recess 11, the board presents a perfectly flat and unbroken playing surface, the outer marginal area 12 and the central boss area 13 being intended to remain in a fixed position, while the rings or annular members of the assembly can be rotated as will be further described herein.

While I have disclosed a game board utilizing four rings, it will of course be understood that no limitation is imposed thereby, as the same principle can be adapted to boards having a greater or lesser number of rotatable elements.

It will be noted that the playing surfaces of the board marginal area 12 and the central boss area 13 have, marked thereon, horizontal and vertical median lines 18 and 19, respectively. The annular members 14, 15, 16 and 17 are also provided with radial lines 20 which are so spaced as to match the lines 18 and 19. This enables individual alignment of each of the rings relative to the fixed board, in any one of four preselected positions. Each of the rings has been provided with an aperture 21, preferably located adjacent the outer edge thereof and being centered on one of the radial lines 20. The board 10, in the recessed area 11, is provided with apertures 22, which are so spaced as to provide a means for locking each of the individual rings in any one of its four positions, positive locking of the rings being assured by the insertion of a ring-locking pin 23 into the aligned apertures 21 and 22.

Again it should be understood, that while I have disclosed a board, the elements of which have been divided into four sectors, I do not wish to be restricted thereto, as other divisions can just as readily be arranged. A board having a circular outline and being divided into a much larger number of sectors, will of course, fall within the scope of the appended claims.

With particular reference to FIG. 1, it will be seen that the illustrated embodiment of the game board has four similar paths of equally spaced orientation which originate with a starting area 24, located adjacent a corner of the board, and are terminated at the sectors or home positions 25 as formed by the intersecting lines 18 and 19 crossing the boss area 13. Each starting area 24 and home position 25 are connected by a typical path 26, the word "typical" having reference only to the direction of the path and the number and spacing of the playing positions, as the individual paths have or can be provided with other distinguishing features. From the start position the path 26 follows an arcuate course for approximately ninety degrees and then, being offset abruptly, crosses in an inwardly and substantially radial direction from the outer marginal area 12 to the adjacent ring 17. It then continues in the same general direction in a similar curved path for approximately ninety degrees and crosses into the next adjacent inner ring in like manner. This pattern is followed from ring to ring as illustrated, providing a continuous path from each of the starting positions 24 to a home position 25.

The curved portions of the paths 26 may be either concentric with the boss 13 or of progressively decreasing diameter to simulate a spiral, as illustrated. While the location of the starting area 24 relative to the first offset portion of the path 26 is not critical, the offset portions crossing from element to element must be equally spaced to ensure alignment of all path sections at any of the

different positions of ring selection. As indicated on FIG. 3, the rings may be rotated in either direction and then locked in position as shown.

Spaced apertures or peg holes 27 are provided in the paths 26, the number and spacing of said holes being a matter of choice. However, each of the complete paths should be identical with regard to this feature. Playing pins, pegs or markers 28 are provided for insertion into the apertures 27, and are adapted to be moved from one position to another as the game progresses.

As will be noted on FIG. 1, the individual arcuate portions of the paths 26 are visually distinguishable from each other on each of the separate elements of the board. The distinguishing feature, which can be provided by color, symbol, width or border marking, or other desired means, is so arranged that continuity of paths by matching said feature from one element to another can only be accomplished for one path at a time, as matching alignment at one point of intersection causes changes in the alignment pattern of the others.

In the illustration of FIG. 1, the distinguishing feature has been indicated by different path edge lines. The preferred method will of course be by means of different colors, and the playing pegs or pins 28 will be colored to correspond. Path 26 has been shown as being continuous from the starting area 24 to the home position 25. The other paths, which have been designated 26a, 26b and 26c with corresponding home positions 25a, 25b and 25c are not continuous, as indicated. Obviously, any change from the arrangement of the rings as illustrated will break the continuity of the path 26. By this arrangement, an element of strategy is introduced whereby one player can effect a realignment of elements which will enhance his chance of winning, while at the same time creating a situation which may be adverse to the chances of the competing players.

A complete game set comprises a playing board and four rotatable rings; twelve playing pins, in sets of three, each set being of a different color; a pair of dice and a shaker; and four ring-locking pins.

The object of the game is for each player to attempt to get all three of his playing pins into the home position ahead of the others.

Rules of the game.

- (1) Spiral may be played by 2, 3 or 4 players.
- (2) The player throwing the highest dice total starts the game.
- (3) A "double," such as a pair of 3's, must be thrown to start a pin. In starting pins, the total of both dice must be moved by the same pin. For example, if the first pin is started with two 3's, move six spaces. If two 5's result from the next throw, it is not possible to move the second pin ten spaces because the first pin blocks the move. Therefore, the second pin may not be started. All doubles, however, entitle a player to an additional throw.
- (4) After the initial move of each pin from the starting position, any dice total may be divided between two pins, provided it is divided according to the numbers on the individual dice die. For example, a 5 and a 3 may be used as a total of eight moves for one pin, or five moves for one pin and three moves for another.
- (5) Pins may move only on their designated paths.
- (6) A 7 entitles a player to rotate any ring one-quarter turn in either direction. The ring must be turned before moving the seven spaces.
- (7) In moving pins into home position, the exact

total needed must be thrown. This may be the total of both dice or one die, provided that, in the latter case, another pin may be moved to equal the total thrown.

(8) A stalemate results if a player has all of his pieces but one in home position and the remaining pin ends up one space short of home, as a dice total of two is the smallest that can be thrown. A stalemated player is eliminated from the game.

From the foregoing it will be apparent that I have provided a game which, while affording a means of recreation, will further stimulate interest by the introduction of an element of strategy, and while I have illustrated and described a preferred embodiment of my game board and appurtenances, it should be understood that further modifications may be made within the scope of the appended claims.

I claim:

1. A game board having a relatively wide annular recess in the playing surface thereof, said recess dividing the surface into an outer marginal area, an inner recessed area and a central boss area; a plurality of annular members of progressively decreasing diameter rotatably contained within the recess of said board, the upper surfaces of said annular members being in coplanar relationship with said marginal area and in said central boss area whereby an unbroken playing surface is provided; locking means for positioning said annular members in a selected one of individually predetermined angular relationships relative to said board; said boss area being marked to divide it into a number of sectors; each of said annular members being marked with a like number of arcuate paths, said paths being offset outwardly at one end thereof, and being offset inwardly at the other end thereof, a like number of starting areas spaced around the marginal area of said board and each having a path extending along said marginal area and terminating in an inwardly extending offset end portion, gradually the offset end portions of said paths on said marginal area and said annular members being so arranged as to be in alignment with oppositely extending offset end portions of adjacent path portions in any of the said predetermined angular relationships, and the inner annular member having its inwardly offset portions in communication with the sectors of said boss area in each of said relationships whereby a plurality of continuous paths is provided, beginning at the starting areas of said marginal area and terminating at the sectors of said central boss area, in any of the said predetermined angular relationships of said annular members, each of said paths being visually distinguishable the segments of the paths on said annular members being so arranged relative to the arrangement of the starting areas as to permit continuous visually matching alignment of only one of said paths between said starting areas and said boss sectors in any of the said predetermined angular relationships.

2. A game board as in claim 1 wherein said distinguishable path feature is provided by a system of matching edge markings.

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DELBERT B. LOWE, Primary Examiner

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