

March 27, 1951

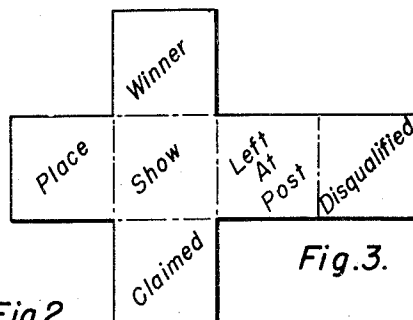
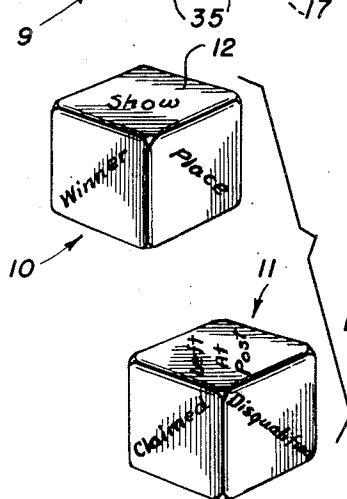
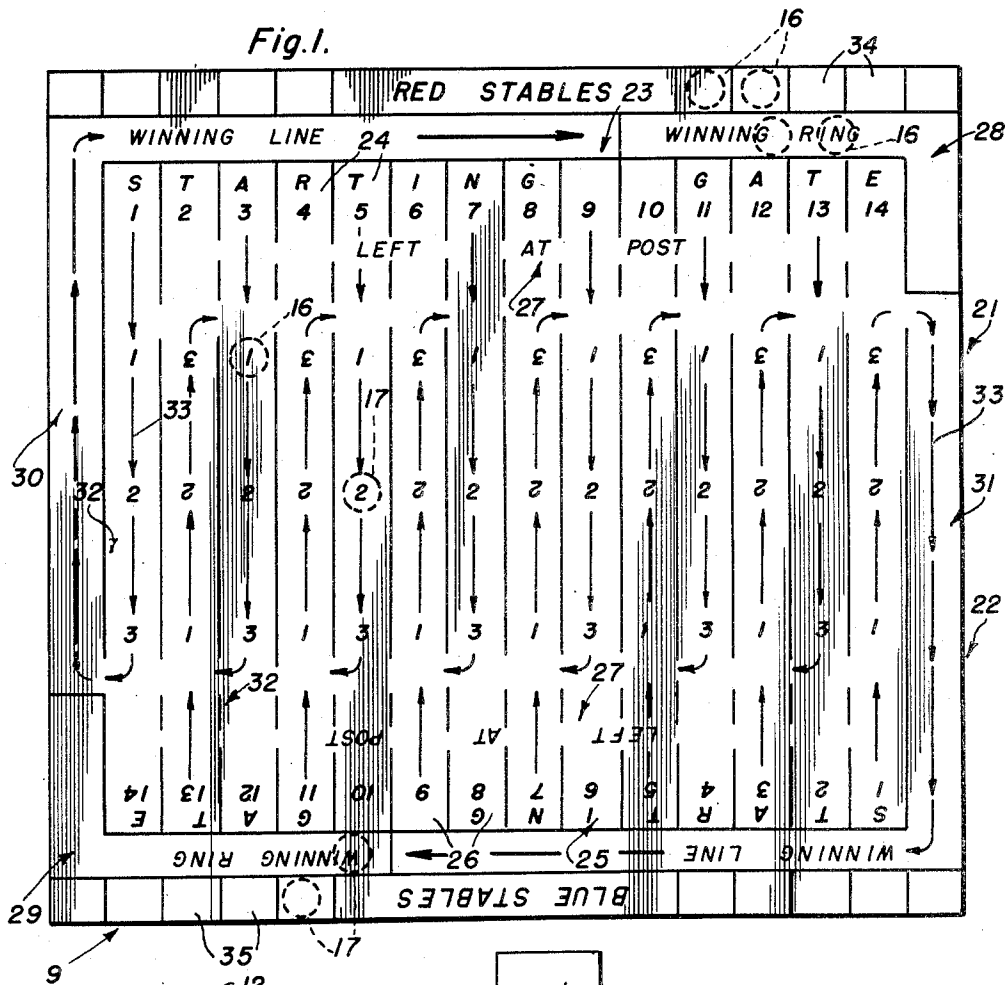
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2,546,347

GAME BOARD FOR SIMULATED RACING

Filed June 6, 1947

2 Sheets-Sheet 1



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2 Sheets-Sheet 2

ODDS BOARD			
Horse No.	Odds	Horse No.	Odds
1	4.00	7	60.00
2	5.00	8	6.00
3	11.00	9	3.00
4	7.00	10	3.00
5	3.00	11	75.00
6	8.00	12	10.00

Fig. 4.

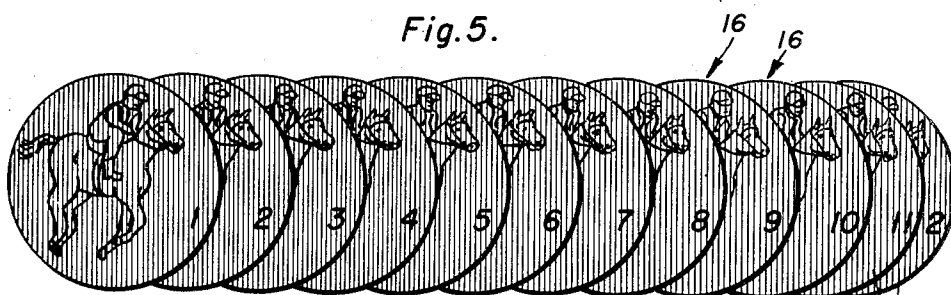


Fig. 5.

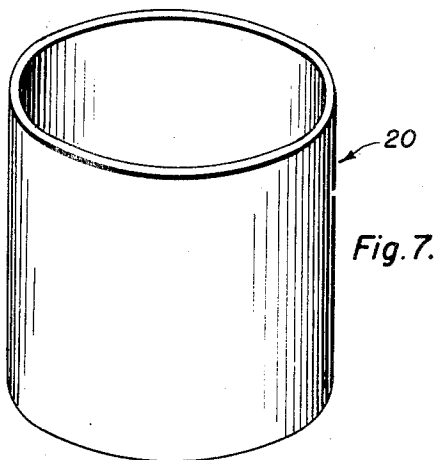


Fig. 7.

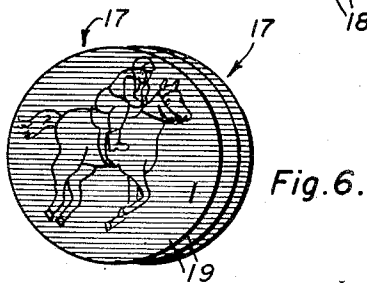


Fig. 6.

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UNITED STATES PATENT OFFICE

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GAME BOARD FOR SIMULATED RACING

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2 Claims. (Cl. 273-134)

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The present invention relates to an improved game which is adapted to be played by two persons and which is expressly, but not necessarily, especially enjoyable by race horse fans and others having some knowledge of race track play.

An object of the invention is to provide a simple and practical game in which the participants occupy the unique classification of owners and in which the playing field is diagrammatically charted to bring into use familiar designations such as stables, starting gates, and the use and association therewith of distinguishable playing pieces representing horses and the movements thereof from the starting gates to the stables.

Another object of the invention is to provide a game construction of the type specified whose paraphernalia embodies a special game board, a pair of dice, a throwing cup for said dice, a plurality of numbered and selectively usable playing pieces, and an "odds board," the use of which constitutes a handy contrivance to assist the participants in selectively choosing and moving predetermined "horses" in a manner to gain relative scoring advantages.

Other objects and advantages will become more readily apparent from the following description and the accompanying illustrative drawings.

In the drawings, wherein like numerals are employed to designate like parts throughout the views:

Figure 1 is a diagrammatic top plan view of the novel playing board;

Figure 2 is a group perspective view of a pair of dice;

Figure 3 is a plan view showing a die in "exploded" form to illustrate the six distinguishable legends provided;

Figure 4 is a top plan view of the odds board;

Figure 5 is a group view showing a complete set of playing pieces for one of the participants, there being twelve such pieces;

Figure 6 is a view similar to Figure 5 showing several differently colored pieces of another set similar to that depicted in Figure 5; and

Figure 7 is a perspective view of the dice throwing cup.

The game board in Figure 1 is denoted, generally as a unit, by the numeral 9 and the dice are denoted by the numerals 10 and 11. Each die is the same in construction and a description of one will suffice for all. To this end it is to be explained that each face 12 of the die carries a distinct printed or otherwise displayed legend. There are six legends altogether, these identified as winner, place, show, claimed, left at the post, and disqualified.

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The odds board is denoted by the numeral 13 and is printed to provide a column 14 displaying the consecutive numbers of the horses in associating columns 15 disclosing odds opposite the horse numbers.

The playing pieces or so-called "horses" are denoted by the numerals 16 and 17. All of these are consecutively numbered as for example 1, 2, 3, etc. on up to 12. There are two groups of "horses" 16 and 17 and twelve in each group. The playing pieces 16 are lined for the color red as at 18, and these belong to the owner of the "red stables." The playing pieces or "horses" denoted by the numeral 17 are also consecutively numbered and are lined, as at 19 for "blue" and these are held by the owner of the so-called "blue stables." The dice cup is denoted by the numeral 20. Incidentally, and while there are two dice, each participant uses but a single die during the course of play. Also, it might be mentioned at this point that each participant or player has three consecutive throws to ascertain and denote, purely by chance, his lucky and unlucky plays.

Referring now to the game board 9, it is perhaps best to visualize this as divided into halves, one half section being denoted by the numeral 21 and usable by the owner of the "red stable" and the other denoted by the numeral 22 and usable by the owner of the "blue stable." Corresponding data are printed in the respective half sections 21 and 22. For example, in area 21, I provide a starting gate 23 which includes some fourteen distinguishable stalls 24 for the horses which are starting. The starting gate in the next field 22 is differentiated by the numeral 25 and here again this includes distinguishable consecutively numbered stalls 26. In each half section, and inwardly of the starting gate, I provide isolated areas denoted at 27 and 28 respectively and each region is further identifiable by the expression "left at post." The numerals 28 and 29 in diagonal corners denote so-called winning rings and leading to each winning ring is an L-shaped course, these being differentiated by the numerals 30 and 31 respectively. A plurality of broken lines are used in the main portion of the field between the two half sections 21 and 22 and these serve to define lanes 32 which register with the stalls in the respective starting gate. These lanes are provided with arrows 33 which assist in directing the movement for the "horses." It will be noted that in the lanes 33 and operating from both sides 21 and 22 are alternating numbers such as 1, 2 and 3, and these indicate win, place and show stations.

Along the borders, the outer marginal edges of the half sections 21 and 22, are the red and blue stables, the stables of the first group being differentiated by the numerals 34 and those of the remaining group by the numerals 35. It is believed that by having suitable printed legends on the board, these in conjunction with the ordinals or numerals will assist one in ascertaining, at a glance, the distinguishable areas and stations which go to make up the total playing field.

As before indicated, the game is played by two persons known as horse owners. Each owner plays with twelve playing pieces, the owner of the red stables using the red horses 16; and the owner of the blue stables using the twelve blue horses 17 (see (Figs. 5 and 6)). In playing a game such as this, the horses are placed in the stall gates in consecutive order and, of course, each race will use twelve horses for each owner, but by agreement, a lesser number may be employed, such as for example, anywhere from five to eight to twelve horses. Manifestly, the moves made by the participants are determined by the throw of the dice. Each player has one die and is given three consecutive throws, the throw cup 20 being used for such purposes.

If, during the course of play, the "red stable's" owner throws a winner, he will choose a single horse from the starting gate and will move said horse down and out the particular lane in alignment with the chosen stall, around through the pathway 30 and will carry him across the line into the winning ring 28. The horse then in the winning ring will stay put until he may be moved, according to play, into one of the stables 34. Assuming then that the player will choose a horse to be moved to this point of vantage, he will most likely choose (see Fig. 4) horse number 11, whose odds are 75 to 1. If he succeeds in getting this particular horse, by consecutive plays, into one of his stables 34, he thus garners 75 points toward the total final score. If the next and second throw, or any other throw, the die turns up to show "claimed," the non-throwing player, the owner of the "blue stable," will there and then claim a horse from the "red stable," and will, in turn, take the horse to his own stables 35. Obviously, the non-throwing player will claim a horse which is nearest to his competitor's stables in order to cut the competitor out of the score.

Manifestly, when a horse is claimed, the opponent will not count the score of that particular horse for himself but will keep the horse in his stable; and when the following game is started the owner that loses the horse will start the game without that particular horse, or horses, until the number of games required to reach the 200 points are finished.

If, instead of throwing "claimed," the second throw happens to turn up as another "winner," another horse will be moved into the winning ring, and the first winner, already lodged in said ring, will be moved into a stable 34 and counted. If, in making the third throw, the participant shows "disqualified," the competitor takes one of the thrower's horses and will move it into one of his stables on the other side, that is, one of the stables 35. If a throw of the dice shows "left at the post," any one of the horses will be moved from the starting gate stall to the space marked "left at the post" and the horse will remain out of competition until the game is finished. If the die is thrown to show "place" or

"show," the horse is moved from the starting gate to one of the "place" or "show" positions in the correct lane.

The number of points will be considered at the end of the game according to the number of winners in each stable and according to the "odds board." The winner will be the player who reaches the required two hundred points first, in one game. If neither of the players reaches the necessary two hundred points, another game, or the necessary number of games will have to be played. A game will be considered finished as soon as either one of the owners remains without horses in his starting gate, in his winning ring, or in "place" or "show" positions.

As is evident, I have not attempted to cover each and every possible play in the general statement of use of the game. Actually, the finished game will be accompanied by explicit rules for play with suitable variations and suggestions as to how to make the best plays, etc. In the present disclosure, I have covered all of the elements constituting the principal paraphernalia for playing, these being the essential parts covered in the accompanying claims.

A careful consideration of the foregoing description in conjunction with the invention as illustrated in the drawings will enable the reader to obtain a clear understanding and impression of the alleged features of merit and novelty sufficient to clarify the construction of the invention as hereinafter claimed.

Minor changes in shape, size, materials and rearrangement of parts may be resorted to in actual practice so long as no departure is made from the invention as claimed.

I claim:

1. As a new article of manufacture, a game board for playing a race horse game of the nature shown and described comprising a substantially rectangular board line marked along opposite longitudinal marginal edges to provide a plurality of spaces defining individual stables for reception of playing pieces representing movable "horses," a main playing field, between the respective rows of stables, embodying a plurality of lanes usable from one side of the board by one participant and usable from the opposite side of the board by the other participant, the outer opposite ends of the respective lanes being consecutively numbered from left to right on the one hand and from right to left on the other hand and defining "starting gate stalls," prescribed areas of the respective lanes inwardly of said starting gates being blank, thus isolated and providing "left at the post" positions, said lanes being further distinguished by individual but complementary "win," "place" and "show" stations, diagonally opposite blank areas marginally situated between the starting gates and respective rows of stables identifying individual "winning rings" for the participants, and said board being further particularized by diagonally opposite paths intervening between said lanes and "winning rings" to communicatively join the former with the latter.

2. In a board-type race horse game which utilizes a pair of especially faced dice, two sets of playing pieces representing race horses, and an odds board; a flat surfaced rectangular game board lined with block-like spaces along one longitudinal edge to define a row of "Red" stables for use by one participant and lined along an opposite longitudinal edge with corresponding block-like spaces to define and provide "Blue"

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stables for use by the other participants, said board being further lined to provide an L-shaped "Winning Ring" zone in one corner for use by one participant, lined to provide a corresponding L-shaped "Winning Ring" zone and a diametrically opposite corner for use by the other participant, said zones being in communicative relation with adjacent complemental stables, the principal central area of said board being squared inwardly of the rows of stables and said "Winning Ring" zones and markedly laid off by way of longitudinally spaced parallel lines, said lines defining lanes usable from one side of the board by one participant and usable from the opposite side of the board by the other participant, the outer opposite ends of the respective lanes being consecutively numbered from left to right on the one hand and from right to left on the other hand and defining "starting gate stalls," predetermined areas of the respective lanes, inwardly of said starting gates, being blank, thus isolated and providing "left at the post" positions, each of said lanes having spaced ordinals in numerical order providing "win," "place" and "show" stations for said playing pieces, and marginal transverse end portions of said board being further marked off to provide individually usable out-

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lying paths affording ways of communication between the stated lanes and the aforementioned "Winning Rings."

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