United States Patent [19]

Meyer

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[45] **Sept. 30, 1975**

[54] **SKILL TYPE GAME UTILIZING TRACKS AND VEHICLES**

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[73] Assignee: **Marvin Glass & Associates,** Chicago, Ill.

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[21] Appl. No.: **503,136**

[52] **U.S. Cl.** ..... **273/1 R;** 46/204; 46/206

[51] **Int. Cl.²** **A63F 9/00;** A63H 17/00; A63H 18/08; A63H 18/16

[58] **Field of Search** ..... 273/1 R, 1 E, 1 M, 86 R, 273/86 B, 86 C, 108; 46/202, 204, 216, 217, 43

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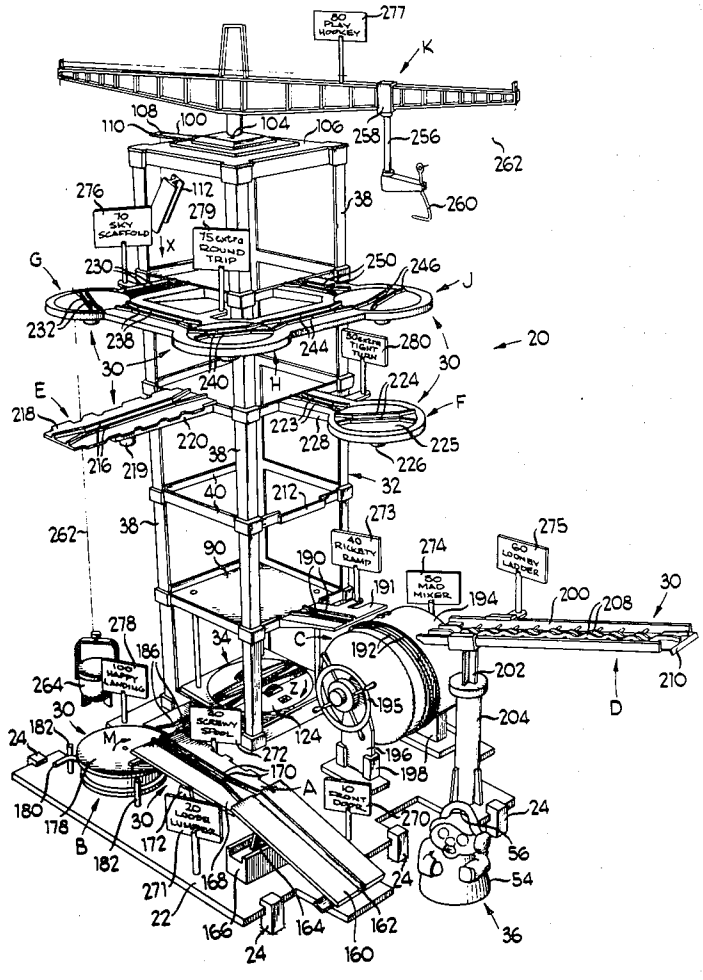
Primary Examiner—Paul E. Shapiro
Attorney, Agent, or Firm—Coffee and Sweeney

[57] **ABSTRACT**

A skill-type game which includes a continuously operating self-propelled playing piece and a three-dimensional obstacle course having simulated hazards thereon defining a playing piece path of travel which must be successfully traversed or completed by the playing piece from a starting point to a completion point. The obstacle course or path of travel is defined by track sections movable in various orientations, including angular, and with some of the track sections selectively movable in an elevator type fashion to meet other multi-level track sections. Some of the hazards are selectively hand manipulatable and have grooves forming tracks to assist the playing piece in traversing the obstacle course. Some of the hazards are optional and may be skipped by a particular player during his attempt to complete the course. In this manner, the track sections must be moved by a player in proper sequences so as to avoid interrupting the continuous movement of the playing piece.

14 Claims, 12 Drawing Figures



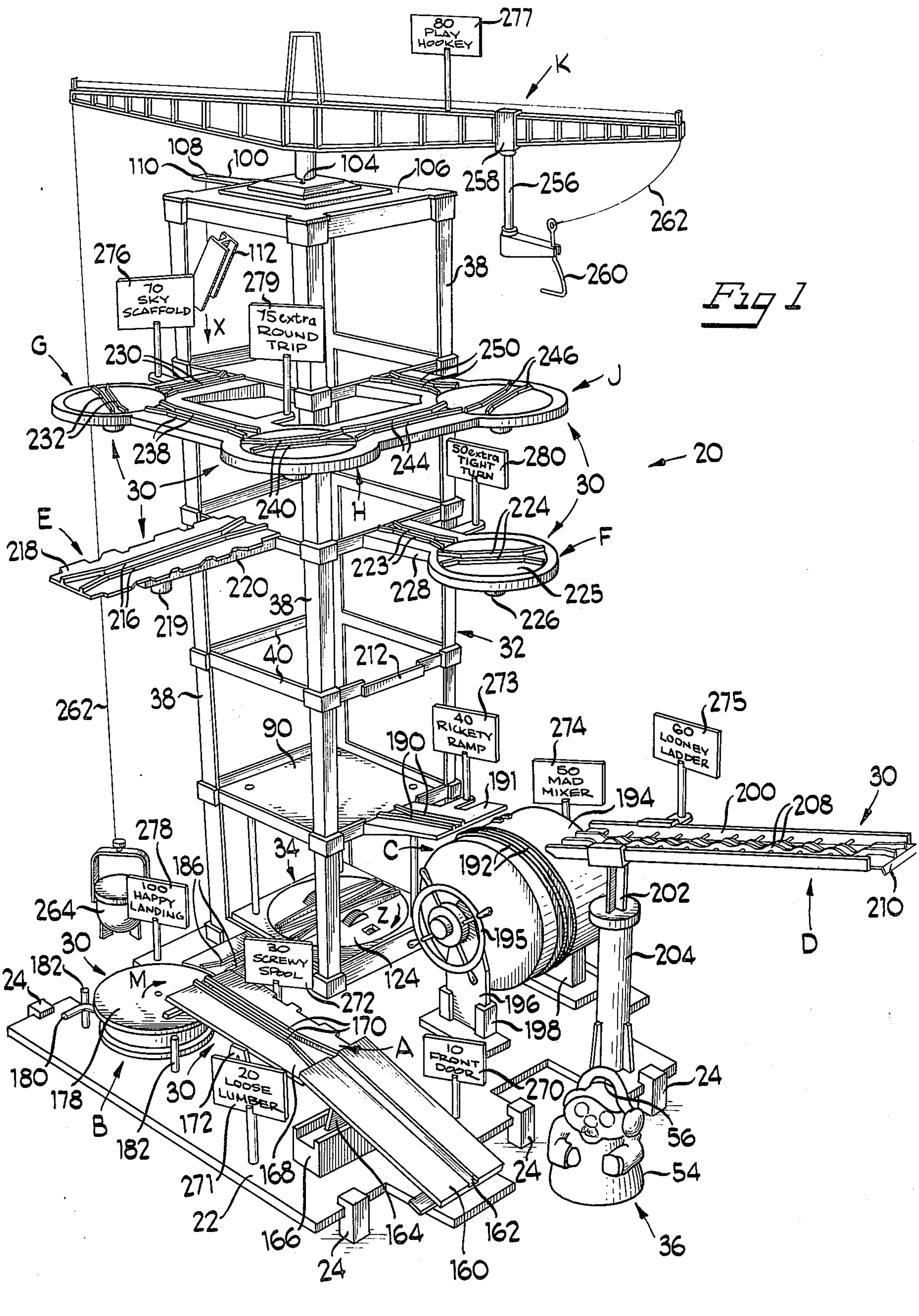

80 PLAY HOOKEY
70 SKY SCAFFOLD
75 extra ROUND TRIP
50 extra TIGHT TURN
40 RICKETY RAMP
50 MAD MIXER
60 LOONBY LADDER
100 HAPPY LANDING
30 SCREWY SPOOL
20 LOOSE LUMBER
10 FRONT DOOR

Fig 1

Fig 2

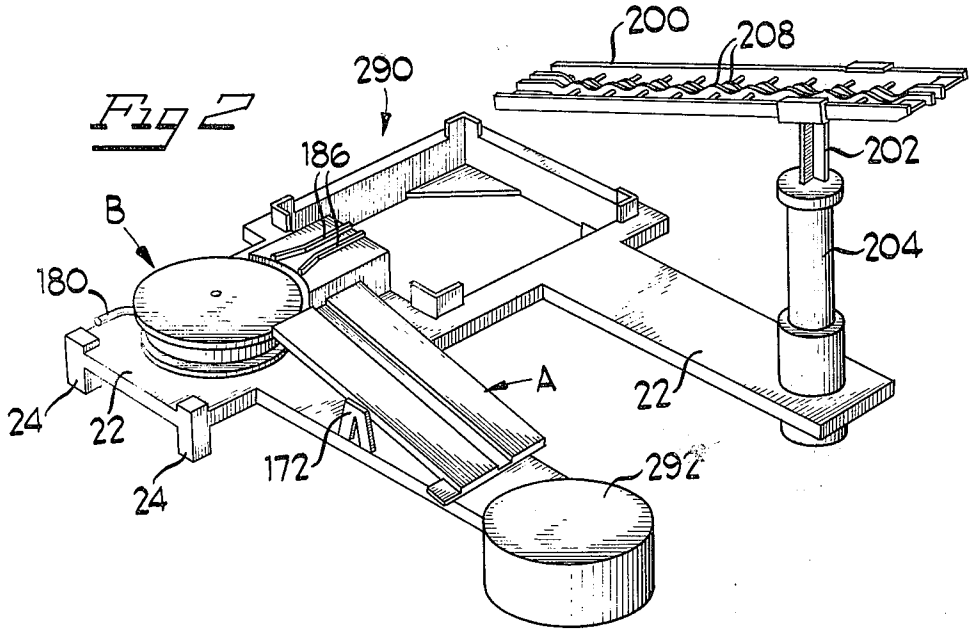


Fig 3

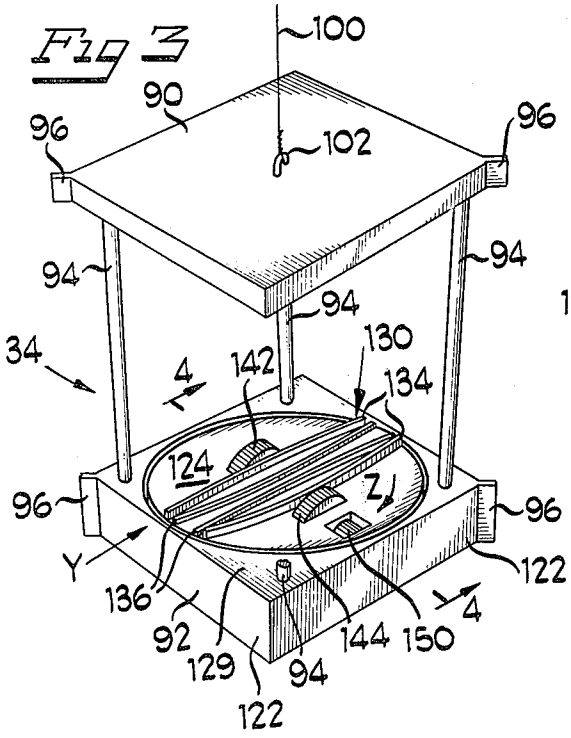


Fig 5

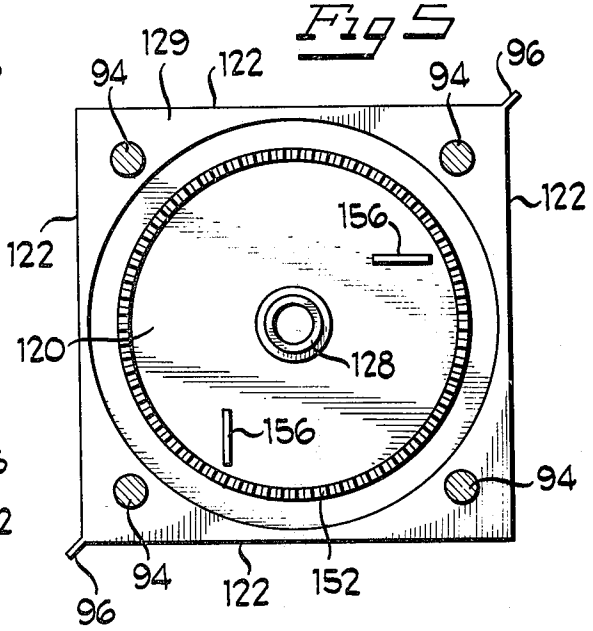


Fig 4

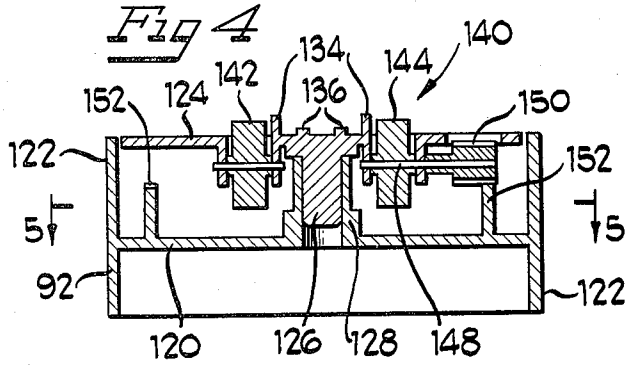


Fig 6

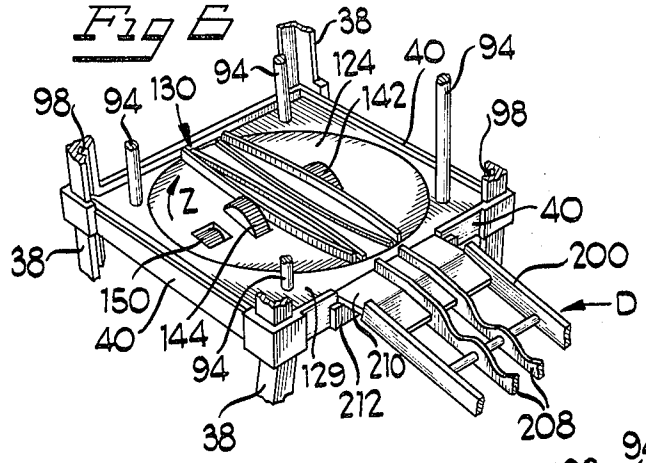


Fig 7

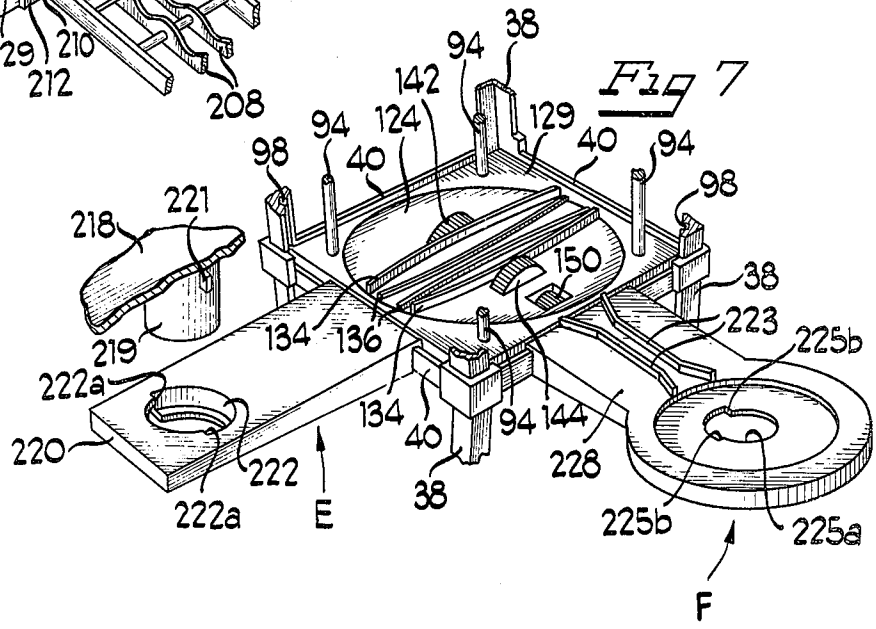


Fig 8

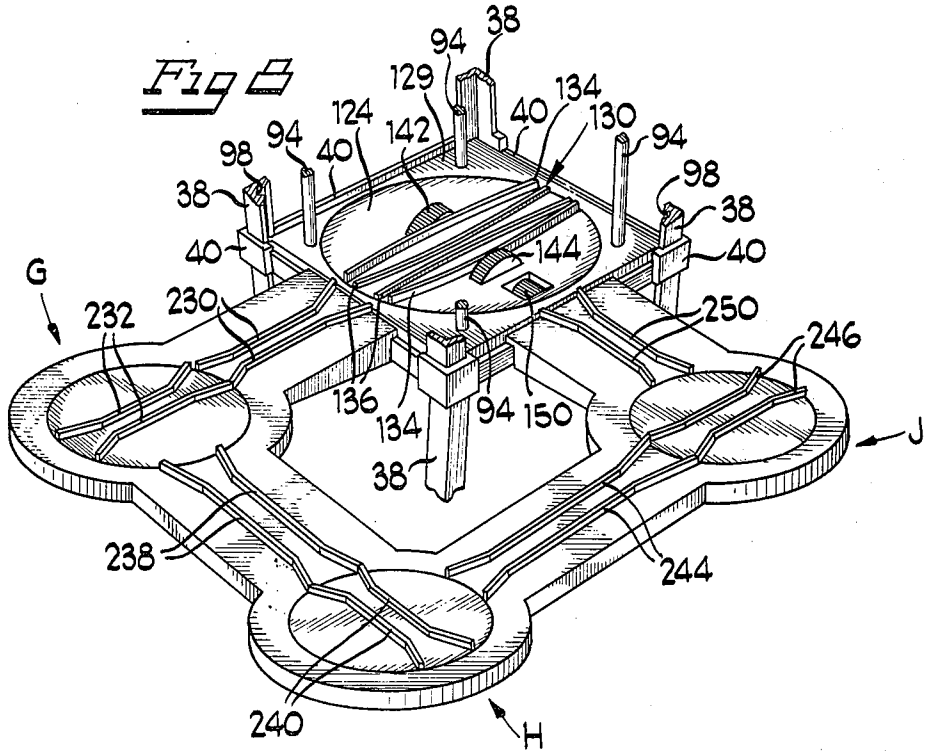


Fig 9

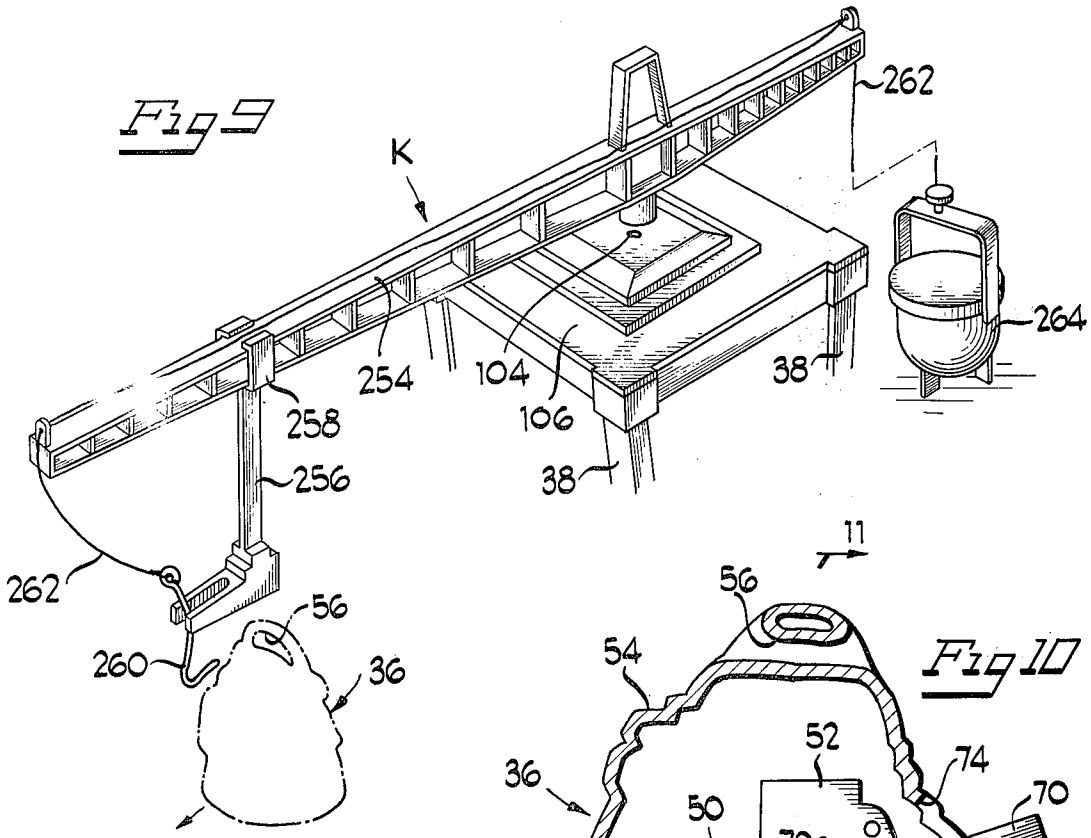


Fig 10

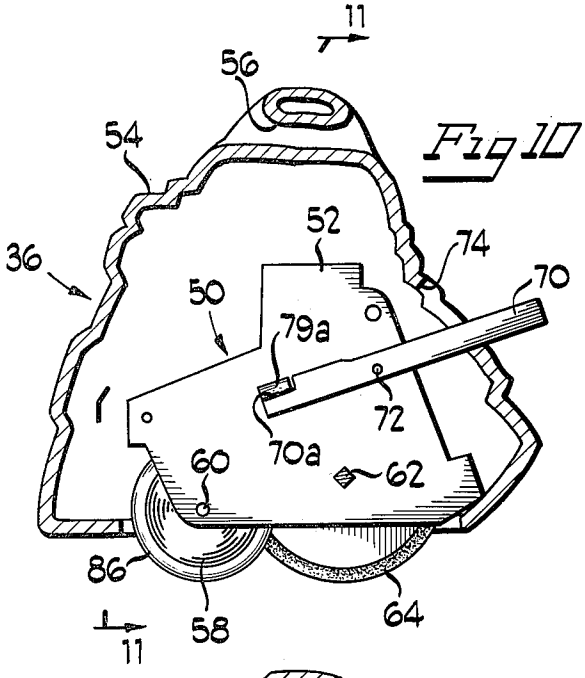


Fig 11

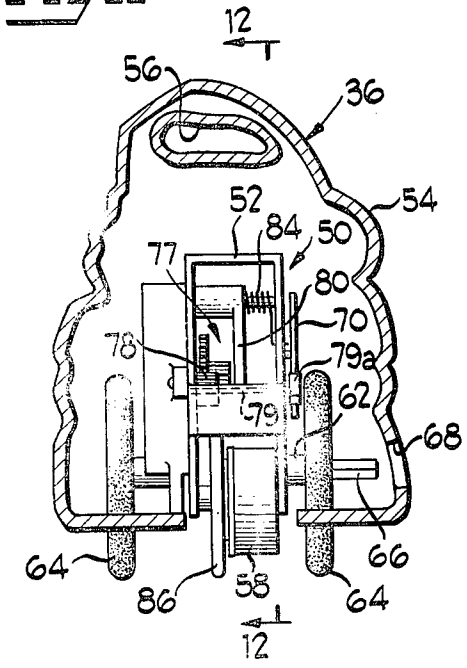
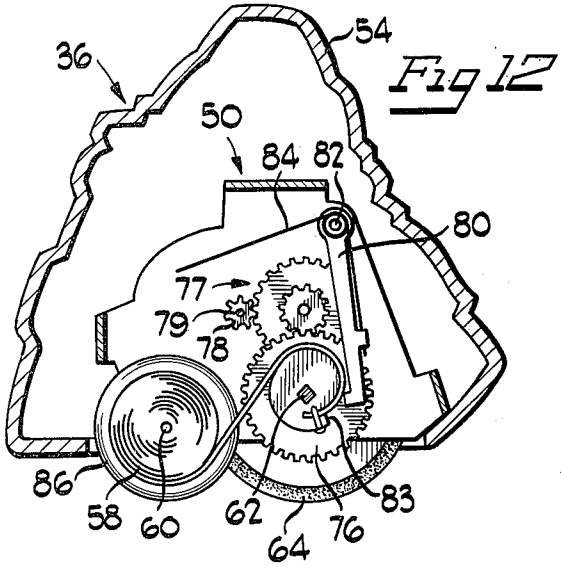


Fig 12



SKILL TYPE GAME UTILIZING TRACKS AND VEHICLES

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to skill-type games and more particularly to a game of the type wherein a continuous running self-propelled playing piece movable along a track but subject to interruption in its movement pending selective manual manipulation of simulated hazards in the track by a player.

2. Brief Description of the Prior Art

Perhaps the most common form of game devices are those involving a gameboard, playing pieces, and a chance device for determining the random advancement of the playing pieces along the gameboard. Because games of this type are easily understood and capable of being played by participants of widely divergent ages, they have been popular and, improvements in or new versions thereof, are well received and desired in the art. The game is unique in providing a self-propelled playing piece operated by a spring motor or the like, and the player or user of the game is required to manipulate hazards or obstacles along a playing piece path of travel in order to successfully traverse the course.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to an improvement in games of the type wherein a playing piece is self-propelled and the player or user must manipulate hazards along the course of travel for a successful completion of a game play by avoiding interruption of the continuous movement of the playing piece.

The best mode currently contemplated for carrying out the invention includes a self-propelled playing piece and means defining an obstacle course having a plurality of hazards or stations which the playing piece is to traverse in given sequence. Each hazard or station has directing means for directing the playing piece toward another station whereby the playing piece will continue to move through the obstacle course until it is manually misdirected while in association with one of the stations.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a perspective view of the skill-type game device of the present invention;

FIG. **2** is a perspective view of an alternate embodiment of part of the obstacle course of the present invention;

FIG. **3** is a perspective view of an angular transport station of the present invention;

FIG. **4** is a vertical section of the lost motion means for the angular transport station, taken generally along the line **4**—**4** of FIG. **3**;

FIG. **5** is a horizontal section taken generally along the line **5**—**5** of FIG. **4**;

FIG. **6** is a fragmentary perspective view of the angular transport station properly aligned with a previous station on the third level of the obstacle course of the present invention;

FIG. **7** is a fragmentary perspective view of the fourth level of the obstacle course of the present invention;

FIG. **8** is a fragmentary perspective view of the fifth level of the obstacle course of the present invention;

FIG. **9** is a fragmentary perspective view of the simulated crane associated with the top or uppermost level of the obstacle course of the present invention;

FIG. **10** is a front-to-rear vertical section through the self-propelled playing piece of the present invention;

FIG. **11** is a vertical section taken generally along the line **11**—**11** of FIG. **10**; and

FIG. **12** is a vertical section taken generally along the line **12**—**12** of FIG. **11**.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will be described hereinafter in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

Looking to FIG. **1**, the game of the present invention, generally designated **20**, includes a base plate **22** which is supported on a table or other supporting structure by a plurality of legs **24**. The game **20** includes a plurality of manually manipulatable stations **30**, generally designated A through K. Some of the stations **30** are mounted on the base plate **22** and others are mounted on an upwardly extending column type frame structure, generally designated **32**, which is similar to the skeleton or steel girders of a modern building. The game also includes a vertically movable transport station, generally designated **34**.

The above-described combination of movable stations **30**, transport station **34** and frame structure **32** provide an obstacle course over which a playing piece, generally designated **36**, is to traverse in one or more given sequences. The vertical frame structure **32** comprises vertical columns **38** at the four corners and which are interconnected by a plurality of horizontal members **40**. Some of the stations **30** are secured to the horizontal members **40**, as will be described hereinafter.

The playing piece **36**, which traverses the obstacle course, is self-propelled and has continuous drive means, generally designated **50**, as shown in FIGS. **10**, 11 and **12**. More particularly, the drive means **50** is mounted to a frame **52** which is enclosed in a hollow housing **54** which is formed in the shape of a simulated human figure (see FIG. **1**). The housing **54** includes an opening or eyelet **56** at the top thereof for use in conjunction with one of the stations **30**, as will be described hereinafter. The drive means **50** includes a negator spring **58** which is secured on one end to a rotatable shaft **60** mounted on the frame **52**. The other end of the spring **58** is secured to a second parallel rotatable shaft **62**. The shaft **62** mounts a pair of ground engageable drive wheels **64** which move the playing piece **36** along the obstacle course. A square shaft portion **66** extends outwardly beyond the right drive wheel **64**, as seen in FIG. **11**, and is engageable with a winding key (not shown) having a complementary shaped socket for cocking the spring **58**. The key enters the housing **54** through a hole **68** (FIG. **11**) in the side thereof.

A locking lever or "switch" **70** is pivotally mounted on the frame **52** by a rivet **72** and will engage the drive means **50** to prevent rotation of the drive means until the operator is ready, as described below. The lock

switch extends rearwardly through another hole **74** (FIG. **10**) in the rear portion of the housing **54.** A gear **76** is secured to the shaft **62** and engages a gear train, generally designated **77,** which acts as a governor to regulate the speed of the drive wheels **64.** A final gear **78** of the gear train **77** is mounted on a shaft **79** which extends through the frame **52,** to the right as seen in FIG. **11** and terminates in a rectangular enlargement **79***a*. This shaft **79** is contacted by a cutout **70***a* on the inner end of the locking lever **70** (see FIG. **10**) which prevents rotation of the drive means in the locked position.

A second lever **80** (FIG. **12**) is pivotally mounted at **82** to the frame **52** and prevents the spring **58** from completely unwinding from the shaft **62** by engagement with a shoulder **83.** A spring **84** biases the lever **80** into contact with the shaft **62.** A free-wheeling, rotatably mounted guide wheel **86** is secured to the frame **52** on the shaft **60** at approximately the midpoint of the drive wheels **64** to guide the playing piece **36** along the obstacle course.

The remainder of the specification will be facilitated following a description of the objects and operation of the overall game device **20.** Generally the object of the game is to accumulate the highest number of points between all of the players of the game. A certain number of points are awarded to the player who successfully causes the playing piece **36** to reach a particular point along the obstacle course. The transport station **34** is used to move the playing piece through the various levels of the obstacle course and the operation of the transport station **34** will be described below before entering into a discussion of the particular component stations and the sequence in which the stations must be traversed.

The transport station **34,** as seen particularly in FIG. **3,** represents or simulates an elevator which can move vertically up and down within the vertical structure **32.** The transport station has an upper plate **90** and a lower portion **92** which are connected in spaced relation by four corner connecting rods **94.** Both the upper plate **90** and the lower portion **92** are provided with two tabs **96** which extend outwardly from opposite corners thereof. The tabs **96** slidably engage extended notches **98** in two of the vertical members **38** as seen in FIGS. **6, 7** and **8.**

At the beginning of the game, the lower portion **92** rests on the base plate **22** as seen in FIG. **1.** As the game progresses, and it is desired to move the playing piece up to another level, the transport station **34** can be moved upwardly within the column **32** by means of a cable **100** which is secured to the top of the upper plate **90** by a hook **102.** The cable **100** extends upwardly through the center of the column and through a hole **104** provided in a cap or roof portion **106** and then horizontally to the left, as seen in FIG. **1,** to a second hole **108** which is provided in a horizontal tab or arm **110** secured to the roof portion **106** and then downwardly to where the cable is connected to a handle in the form of a simulated I-beam **112.** The I-beam can be grasped between the fingers by a player and pulled downwardly in the direction of Arrow X (FIG. **1**) to cause the transport station **34** to move upwardly within the column **32.** It is possible for a player to stop the transport station at any increment along the vertical path of travel.

Looking to FIGS. **3–5,** the lower portion **92** of the transport station includes a generally flat interior web or plate **120** which is circumscribed by a vertical wall **122.** A generally flat generally disc-shaped or circular platform **124** is rotatably mounted on the plate **120** by means of a downwardly extending shaft portion **126** of the plate engaged within an upwardly extending cylindrical shaft support **128** on the plate **120.** A stationary top platform **129** (FIG. **3**) is secured or molded integrally with the wall **122** generally flush with the top of disc **124.** A track, generally designated **130,** extends across the diameter of the disc **124** for engagement with the guide wheel **86** of the playing piece **36** to direct it across the disc **124.** The track **130** includes two generally parallel upwardly extending ribs **134** and a second pair of parallel upwardly extending ribs **136** of lesser height between the ribs **134.** The inner ribs **136** are wider apart at their ends to facilitate guiding the wheel **36** therebetween.

A lost motion means, generally designated **140** (FIGS. **4** and **5**), is provided on the transport station to cause the disc **124** to rotate 90° after engagement with the playing piece **36.** More particularly, the lost motion means **140** includes two wheels **142** and **144** which are rotatably mounted about a horizontal axis to the disc **124.** The wheels **142** and **144** are positioned just outside of the track **130** so as to engage the drive wheels **64** of the playing piece. The wheel **142** is freely rotatable. The other wheel **144** is connected to a shaft **148** which has a pinion gear **150** secured to the end thereof. The pinion gear **150** engages a ring gear **152** (FIGS. **4** and **5**) secured to the plate **120.** As the playing piece **36** moves across the track **130** of the transport station its drive wheels **64** will engage the wheels **142** and **144.** As the drive wheels continue to rotate, they also will rotate the wheels **144** and **142.** Rotation of the wheel **144** causes the pinion gear **150,** which is in engagement with a ring gear **152** on the top of plate **20** to rotate the disc **124.** Stop means in the form of angularly spaced tabs **156** are provided on the top of plate **120** and will prevent further rotation of the disc **124** as the pinion gear engages the stop tabs. As designed, the stop tabs **156** will permit only approximately 90° rotation of the disc **124.** As the pinion gear **150** engages a stop tab **156,** the wheel **144** will be prevented from rotating and the playing piece **36** will then move over the wheels **144** and **142** and continue along the track **130** to another station or obstacle.

Thus, it can be seen that as the playing piece enters the transport station in the direction of arrow Y (FIG. **3**) and into engagement with the lost motion means **140** the disc **124** will be caused to rotate 90° in the direction of arrow Z (FIG. **3**). Likewise, if the playing piece **36** enters the transport station **34** from the opposite end, in a direction opposite that of arrow Y, engagement with the lost motion means **140** will cause the disc **124** to rotate 90° in the direction opposite the direction of arrow Z.

With the understanding of the object of the game and the operation of the transport station, the obstacle course can be described in detail.

The obstacle course can begin at the lowermost edge of FIG. **1** with an inclined ramp **160** upon which the playing piece is positioned. The inclined ramp has a guide groove **162** in the center thereof for engagement therewithin by the guide wheel **86** of the playing piece. The ramp **160** is supported on the base **22** by a depending flange **164** and channel support **166.**

The playing piece **36** proceeds onto station A, which includes a horizontally pivotally mounted ramp segment **168** having two upwardly directing rib-like tracks or guideways **170.** The tracks **170** diverge outwardly adjacent the inclined ramp **160** for ease of movement of the vehicle across the connection. The ramp segment **168** is pivotally supported for movement about a horizontal axis on the top of two upwardly directed flanges **172** engaging the base **22.**

The ramp segment **168** (as the left end, FIG. **1,** pivots downwardly under the weight of the vehicle) directs the playing piece **36** onto station B which includes a pivotally mounted disc **178.** The disc **178** can be manually rotated approximately 90° by a handle **180** which is engageable with stop means in the form of a pair of posts **182** defining the limits of rotational travel.

The disc **178** must be rotated approximately 90° in the direction of arrow M until the handle engages the left (FIG. **1**) stop post **182** in order to direct the playing piece onto a stationary track defined by ribs **186** which then direct the playing piece onto the transport station **34.** The playing piece will then contact the lost motion means and begin to rotate the disc **124** in the direction of arrow Z. At this time, the user must move the transport station upwardly to the second level at least by the time the disc **124** completes its 90° rotation. At that time, the lost motion means will stop and cause the playing piece to move off the disc **124** and, if the transport station has been properly moved, onto a stationary track defined by ribs on the top of a platform **191** protruding outwardly from the frame structure **32** as seen on the second level in FIG. **1.**

The playing piece then is directed by the tracks **190** onto a spiral track defined by spaced spiral ribs **192** formed on a rotatable drum **194** of station c. The drum **194** is rotatable about a horizontal axis and includes a handle **195** in the form of a spoked wheel to facilitate hand rotation. The drum is supported on the base **22** by two vertically extending tabs **196** which engage a pair of support members **198** secured to the base **22.** The user must rotate the drum **194** in order to align the track ribs **192** with the next station and prevent the figure toy or playing piece **36** from falling off of the drum **194.**

The next obstacle or station D includes a ladder-type structure **200** which is pivotally supported on a shaft **202** at an angle. The shaft has a generally cross-shaped cross section and is supported by a shaft support **204.** The shaft support **204** allows the shaft **202** to be rotated as well as moving vertically upward and downward. The ladder **200** includes a generally wavy track defined by ribs **208** to engage the guide wheel **86** of the playing piece. The upper end of the ladder **200** includes an L-shaped lip **210** which is designed to engage on top of ridge **212** on the horizontal member **40** of the next level (FIGS. **1** and **6**). A player must first position the left (FIG. **1**) end of the ladder to receive the playing piece from the drum **194** and then rotate and lift the ladder **200** in order to properly position it with the lip **210** on the ridge **212** before the playing piece runs off the other end of the ladder. At the same time, the user must also move the transport station up to the third level into alignment with the ladder **200** to prevent the playing piece **36** from falling off of the obstacle course.

The playing piece will then move onto the disc **124** toward engagement with lost motion means for rotating the disc **124** 90° in a direction opposite that of arrow Z. The player must at the same time move the transport station upwardly again into alignment with the fourth level containing stations or obstacles E and F.

The playing piece will then be directed off the transport station onto station E. Station E includes a track defined by ribs **216** secured to a plate or platform **218** which can be rotated 180° to direct the playing piece back onto the transport station **34.** A thumb wheel **219** (seen FIG. **7**) is secured to the bottom of the plate **218** and extends through a hole in a cantilevered support arm **220** (FIG. **7**). The thumb wheel includes a stop tab **221** which engages a 180° arcuate ridge **222** having stop shoulders **222a** in the support arm to permit only 180° of rotation.

The transport station **34** then will again rotate 90° in the direction of arrow Z by engagement of the playing piece with the wheel **144** and direct the playing piece onto a stationary track defined by ribs **223** which is also on the fourth level as seen in FIGS. **1** and **7.** The stationary track **223** directs the playing piece onto station F which includes a track defined by ribs **224.** The rotatable track is formed on a disc **225** which is positioned in a recess **225***a* on an extension of support arm **228.** A knob **226** depends from the underside of disc **225** through a hole having stop shoulders **225***b* permitting rotation of the disc 180° as with station E. The user must again rotate the disc 180° to direct the playing piece **36** back onto the stationary track **223.** A stop tab similar to tab **221** of station E (but not shown) is is provided on knob **226.** The stationary track directs the playing piece **36** back onto the transport station which again rotates the playing piece 90°.

The transport station must then be moved up to the fifth level where the playing piece **36** is directed off the transport station onto a stationary track defined by ribs **230.** The stationary track **230** directs the playing piece **36** onto a rotatable track **232** of a station G which is manually rotatable in a manner similar to that of stations E and F except that the track can only be rotated 90° at station G. The playing piece is then directed by the rotatable track **232** onto a stationary track **238** which directs the playing piece onto another rotatable track **240** associated with a station H. Station H is identical in operation to station G. The rotatable track **240** directs the playing piece onto a stationary track **244** which then directs the playing piece onto a rotatable track **246** associated with a station J. The operation of the station J is identical to that of stations H and G. The track **246** then directs the playing piece onto a stationary track **250** which directs the playing piece back onto the transport station. Note that the player must have manually rotated the transport station to align it with track **250.** This is done by manually rotating wheel **144.** The lost motion means then rotates the playing piece 90° and directs it back onto the stationary track **230.** Again the stationary track **230** directs the playing piece onto the movable track **232** of station G.

Instead of continuing on to the stationary track **238** and so on again around the fifth level, a final station K (FIGS. **1** and **9**) is used to end the obstacle course. The station K comprises a simulated crane **254** which is pivotally mounted on the roof **106.** The crane **254** includes a hook resetting arm **256** which is capable of sliding back and forth along the crane by means of a bracket **258** and is used to position a hook **260** for engagement with the eye **56** of the playing piece. The hook **260** is secured to a cable **262** which runs along

the length of the crane and down to the table or other supporting surface where it is connected to a counterweight in the form of a bucket **264** (FIGS. **1** and **9**).

The hook **260** is to be positioned near the end of station G in alignment with the track **230** and pivotal track **232** so that as the playing piece **36** moves outwardly toward the end of the station the eye **56** of the playing piece will engage the hook **260** (FIG. **9**) (before the playing piece will run over the end of station G) and thus slowly lower the piece back down to the table or other supporting surface. Of course, a player may have trouble hooking the playing piece and can quickly keep the playing piece moving about the tracks on the upper level, possible including the transport station, as he continues to attempt to hook the playing piece.

It should be pointed out that stations F, G, H and/or J may be optional and the player can be awarded extra points for completing them. The player can bypass level four, and the crane of station K can be used to hook the playing piece at stations E or F at level four without the player allowing the piece to travel to level five and through one or more of stations G, H and J.

The scoring can be achieved through a series of indicia printed on 11 signs **270** through **280** positioned along the obstacle course. The signs, as shown, give ten points for traversing the inclined plane **160,** 20 points for traversing station A, 30 points for traversing station B, 40 points for reaching the stationary tracks **190,** 50 points for crossing station C, 60 points for successfully crossing the ladder **200,** seventy points for reaching station G and 80 points for successfully catching the hook **260** of station K and finally a total of **100** points is achieved if the playing piece successfully reaches the end of the obstacle course. Note that 50 extra points are given if one attempts and successfully completes stations E and F and 75 extra points are awarded if a player successfully traverses stations G, H and J.

An alternate embodiment, generally designated **290,** is shown on a portion of the obstacle course in FIG. **2.** The alternate embodiment **290** deletes the inclined plate **160** and station C. The playing piece starts at a platform **292** before station A and, on the second level, moves directly onto the ladder **200** of station D.

The foregoing detailed description has been given for clearness of understanding only and no unnecessary limitations should be understood therefrom as some modifications will be obvious to those familiar with the art.

I claim:

1. A skill-type game comprising:

a self-propelled playing piece having guide means for following a track and ground engageable driven wheels to support and propel the playing piece; and

means defining a generally columnar obstacle course having a plurality of different levels over which the playing piece is to traverse including a plurality of stations at least some of which are mounted at said different levels, stationary track means between at least some of the stations, movable track means associated with at least some of said stations, said playing piece guide means being engageable with said stationary and movable track means, and said movable track means being alignable with said stationary track means to maintain said playing piece moving in engagement with said stationary track means.

at least one of said stations defining a transport station which is selectively movable vertically between the levels of the obstacle course for moving the playing piece from one level to another, the directing means on said transport station including rotatable track means and lost drive motion means associated with said track means for rotating said track means, said playing piece wheels being engageable with said drive means to rotate the rotatable track while the playing piece remains in the same position on said transport station until the rotatable track is aligned with the succeeding track portion.

2. The skill-type game of claim **1** including stop means for precluding further rotation of said rotatable track means after a given degree of rotation after which the wheels of the playing piece move over said driving means to continue movement over said obstacle course.

3. The skill-type game of claim **2** wherein a station on a first level is in a different angular orientation with respect to a station on a second level so that said playing piece is directed by the rotatable track means of the transport station from the track means of the transport station on the first level into proper alignment with the track means of the station on the second level.

4. A skill-type game comprising:

a self-propelled playing piece having guide means for engagement with a track means defining an obstacle course for said playing piece, the obstacle course including a plurality of stations which said playing piece is to traverse in a given sequence including stationary track means between at least some of the stations, each station having manually operable playing piece directing means for directing the playing piece toward another station, said directing means including movable track means associated with at least some of the stations, at least some of said movable track means being selectively and manually alignable with respect to said stationary track means between a receiving position whereat the playing piece will be directed off of the stationary track means and a directing position whereat the playing piece will be directed toward the next sequential station, the playing piece being movable along the track means onto a station only when said directing means is in said receiving position, whereby said playing piece will successfully move along said obstacle course only if a player properly times the movements of the directing means in relation to the speed of the self-propelled playing piece, the directing means for at least one of said stations comprising a drum rotatably mounted about a horizontal axis with said movable track means disposed spirally about the outer surface thereof.

5. A skill-type game comprising:

a self-propelled playing piece having guide means for engagement with a track means defining an obstacle course for said playing piece, the obstacle course including a plurality of stations which said playing piece is to traverse in a given sequence including stationary track means between at least some of the stations, each station having manually operable playing piece directing means for directing the playing piece toward another station, said directing means including movable track means as-

sociated with at least some of the stations, at least some of said movable track means being selectively and manually alignable with respect to said stationary track means between a receiving position whereat the playing piece will be directed off of the stationary track means and a directing position whereat the playing piece will be directed toward the next sequential station, the playing piece being movable along the track means onto a station only when said directing means is in said receiving position, whereby said playing piece will successfully move along said obstacle course only if a player properly times the movements of the directing means in relation to the speed of the self-propelled playing piece, the directing means for at least one of said stations comprising a pivotally mounted simulated ladder upon which said movable track means is disposed in an undulating form.

6. A skill-type game comprising: a self-propelled playing piece, means defining a generally columnar obstacle course having a plurality of levels and a plurality of stations, at least some of said levels mounting some of said stations, each station having playing piece directing means for directing said playing piece toward another station, said directing means being movable between a receiving position whereat the playing piece will be directed off of said obstacle course and a directing position whereat the playing piece will be directed toward the next station, the playing piece being movable along the track means onto a station only when said directing means is in said receiving position, and at least one of said stations defining a transport station selectively movable between said levels for carrying the playing piece from one level to another, whereby said playing piece will successfully move along said obstacle course only if a player properly times the movements of said directing means and said transport station in relation to the speed of the self-propelled playing piece.

7. The skill-type game of claim **6** wherein the directing means at at least one of said stations comprises a generally flat, manually rotatable disc.

8. The skill-type game of claim **6** wherein said directing means on said transport station includes rotatable track means.

9. The skill-type game of claim **8** wherein said directing means includes lost motion drive means associated with said track means for rotating said track means, said playing piece having guide means for engagement with said rotatable track means to maintain said playing piece moving in alignment with said track means, said playing piece including ground engaging wheels engageable with said drive means to rotate the rotatable track while the playing piece remains in the same position on said transport station until the rotatable track is aligned with the succeeding track portion.

10. The skill-type game of claim **9** including stop means for precluding further rotation of said rotatable track means after a given degree of rotation after which the wheels of the playing piece move over said driving means to continue movement over said obstacle course.

11. The skill-type game of claim **10** wherein a station on a first level is in a different angular orientation with respect to a station on a second level so that said playing piece is directed by the rotatable track means of the transport station from the track means of the transport station on the first level into proper alignment with the track means of the station on the second level.

12. A skill-type game comprising: a self-propelled playing piece having an eyelet generally at the top thereof which is engageable by a line and hook to raise or lower the playing piece by a player, means defining an obstacle course having track means for said playing piece and a plurality of stations which said playing piece is to traverse in a given sequence, each station having manually operable playing piece directing means for directing said playing piece toward another station, said directing means being movable between a receiving position whereat the playing piece will be directed off of said obstacle course and a directing position whereat the playing piece will be directed toward the next sequential station, the playing piece being movable along the track means onto a station only when said directing means is in said receiving position, whereby said playing piece will successfully move along said obstacle course only if a player properly times the movement of the directing means in relation to the speed of the self-propelled playing piece.

13. A skill-type game, comprising:

a self-propelled playing piece including drive means associated with ground engageable drive wheels for moving the playing piece along a supporting surface; and

an obstacle course including a plurality of stationary track sections and a plurality of movable track sections, said movable track sections defining a plurality of stations over which said playing piece is to traverse, at least one of said movable track sections being rotatably alignable with respect to said stationary track sections to define a playing piece path of travel thereover, said rotatable movable track section including lost motion drive means associated therewith for rotating the same, and said playing piece ground engageable wheels being selectively engageable with said lost motion drive means to rotate said movable track section while the playing piece remains in the same position on said track section until the same is aligned with a succeeding stationary track means.

14. The skill type game of claim **13** including stop means for precluding further rotation of said rotatable track section after a predetermined degree of rotation, after which the wheels of said playing piece move over said driving means to continue movement to the next stationary track section and over said obstacle course.

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