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COMBINATION GAME BOARD AND PLAYING DISK

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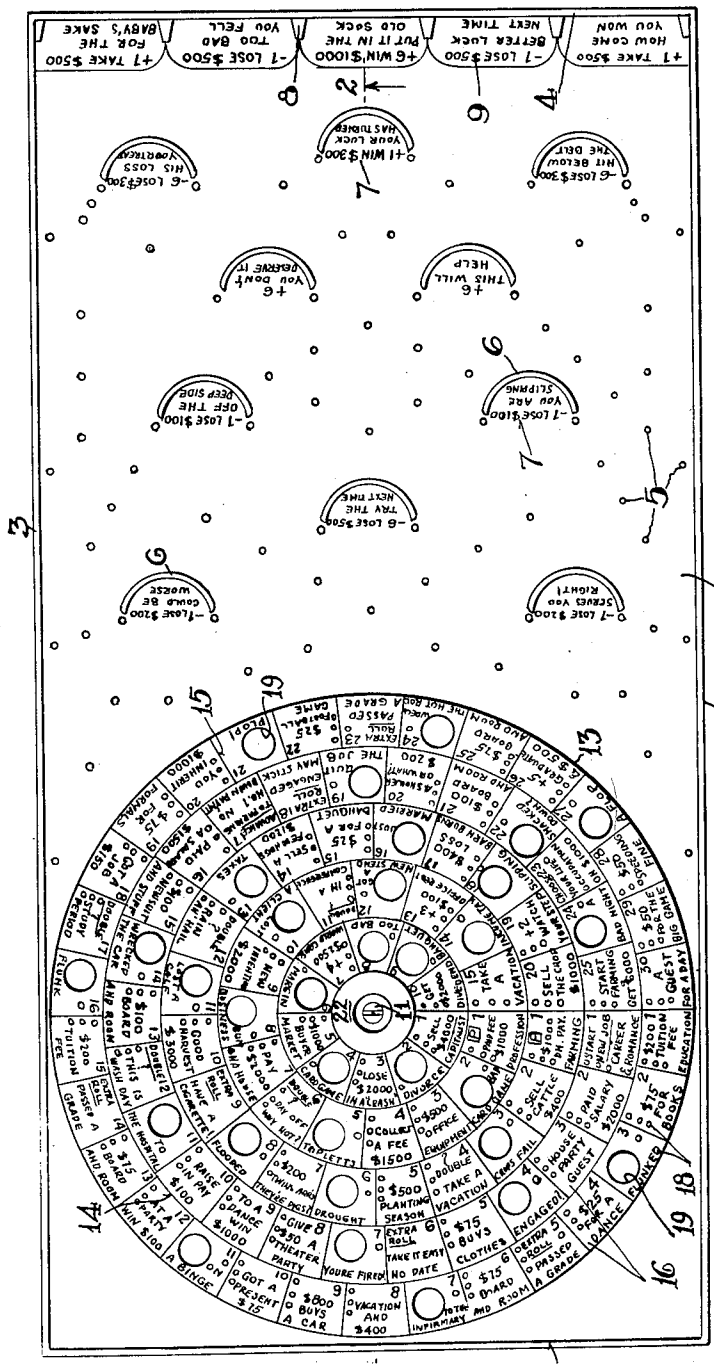


Fig. 1.

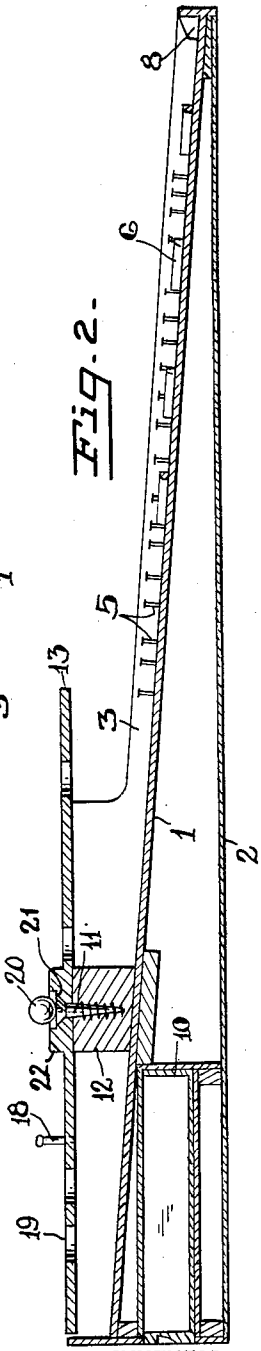


Fig. 2.

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COMBINATION GAME BOARD AND PLAYING DISK

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2 Claims. (Cl. 273—120)

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This invention relates to improvements in games, and more particularly to novel game apparatus which may be manipulated in accordance with the rules of the game to provide interest and amusement to a number of contestants.

The present invention embodies a rotatably adjustable disc having a number of concentrically arranged ring shaped areas on its upper surface which are each divided into a plurality of areas that are appropriately marked to indicate penalties or rewards. Openings through the disc for the passage of a spherical playing object are arranged at certain points where some of the marked areas occur, such openings permitting a player to selectively determine where the playing object is to be dropped. Positioned beneath the adjustable disc is an inclined board which is adapted to intercept the spherical playing object when it is dropped through one of the openings in the disc. The upper surface of the board is provided with a number of spaced projecting pins and several barriers or pockets which are adapted to intercept the spherical playing object as it rolls downwardly over the inclined board. The barriers or pockets are appropriately marked to indicate whether a contestant is to be rewarded or penalized when his playing object enters a pocket.

A complete understanding of the present invention may be obtained from a consideration of the following detailed description, taken in association with the accompanying drawing wherein:

Fig. 1 is a top plan view of game apparatus embodying the principles of my invention; and

Fig. 2 is a sectional view taken on the line 2—2 of Fig. 1.

Referring to the drawing, the numeral 1 designates a rectangular inclined playing board mounted within an enclosure which has a bottom side 2, opposed sides 3 and ends 4. Arranged in suitably spaced relation are a plurality of upwardly projecting pins 5 which are secured to the inclined playing board. Secured to and projecting above the playing board 1 are several semi-circular barriers 6 forming pockets which are arranged in a certain formation, the said pockets having markings 7 associated therewith which indicate penalties or rewards. The semi-circular barriers 6 are open from above, thereby making it possible for a spherical playing object rolling down the board 1 to be intercepted by and become lodged in any one of said pockets, depending upon which of the barriers happens to be in the path taken by said object. The pins 5 are

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strategically arranged with respect to the barriers 6 and are adapted to intercept and deflect the playing object as it rolls down the playing board 1. The lower end 4 of the enclosure intercepts the playing object in the event it fails to enter one of the barriers or pockets 6 on its way down the board 1. Extending upwardly from the lower end 4 of the enclosure are several spaced projections 8 which define marked areas or pockets 9 within which the playing object may finally come to rest. These areas are also marked to indicate certain penalties or rewards.

The upper end 4 of the enclosure is preferably provided with a suitable opening which is adapted to receive a drawer 10 for holding the small pegs, the playing object and any other small devices used in playing the games.

Rotatably supported as by means of a screw or pin 11 on a post 12 at the upper end of the playing board 1 is a substantially horizontal circular playing disc or turntable 13 which is divided into a plurality of concentric ring-shaped areas by circular lines 14. Each of the ring-shaped areas is transversely divided by a number of lines 15 into a plurality of plots, areas or divisions 16 which are each suitably marked by different groups of letters and numbers to indicate rewards or penalties when a contestant in play reaches one of the said plots. The markings on the plots 16 may be considered a schedule of game operations for indicating the positions and movements of the players. The playing disc 13 is provided at each plot 16 with a number of small holes 17 which are adapted to receive colored pegs 18 used by the contestants to mark their advance during the playing of the game.

The playing disc 13 is provided with a number of holes 19 which are located at certain plots 16, one of said holes being located near the periphery of the said playing disc and the said holes being of sufficient size to permit the passing therethrough of a spherical playing object or device 20. The head of the screw or pin 11 is countersunk as at 21 within an axial protuberance 22 formed on the playing disc 13, thereby providing a seat for supporting the playing object 20 in an accessible location when the latter is not being used in play. It is to be noted that the axial protuberance 22 may be used as a finger piece to selectively turn the playing disc 13 to a suitably adjusted position to permit a contestant to select a particular area on the inclined board 1 upon which to drop the playing object, when in play his peg 18 happens to arrive on a plot 16 where a hole 19 is located. By providing means for the rotative adjustment of

the playing disc 13, a contestant may easily adjust the disc so any of the markings thereon can be easily read.

It will be noted that the playing disc 13 overlies the upper portion of the playing board 1, that it is centrally pivoted thereon, and that the said disc has a diameter substantially the same in length as the width of the said board, thereby making it possible for a player to rotatably adjust the playing disc so the peripheral hole 19 may be positioned at different points above the said board from one lateral edge thereof to the other. A player may select a certain point on the playing board on which he wishes the playing device to be dropped so it will travel down some certain selected part of the said board, thereby avoiding certain of the pins 5 and pockets 6.

In playing the game called "Top O' Society" two dice are used to indicate the progressive advancement of the contestants from one plot 16 to another. Printed paper, simulating money, is used by the contestants in receiving rewards and paying penalties, as indicated by the markings on the plots 16 and on the pockets 6 and 9.

What I claim is:

1. In game apparatus, an inclined elongated game board having a plurality of spaced projecting pins arranged thereon, the said game board having its lateral edges arranged in substantially parallel relation, a rotatably adjustable playing disc mounted in spaced relation above the upper portion of the game board and having an opening near its periphery for the passage of a playing device onto the inclined board beneath, the said rotatable disc being pivoted midway between the lateral edges of the board and the said disc having a diameter substantially the same in length as the width of the board.

2. In game apparatus, a game board of substantially rectangular shape, an upstanding supporting member secured to the upper portion of the board and arranged substantially midway between the lateral edges thereof, and a rotatably adjustable playing disc axially mounted above the board on the upstanding member, the said disc having a hole adjacent its periphery for the passage of a playing device onto the game board beneath, and the said disc having a diameter substantially the same in length as the width of the said board.

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