United States Patent [19]

Jones

[11] **3,876,207**

[45] **Apr. 8, 1975**

[54] **BOARD GAME APPARATUS**

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[21] Appl. No.: **385,696**

Related U.S. Application Data

[63] Continuation of Ser. No. 247,499, April 25, 1972, abandoned.

[52] **U.S. Cl.**..... **273/135 AD;** 273/135 F; 273/141 A

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** 273/135, 134, 136, 137, 273/157

[56] **References Cited**

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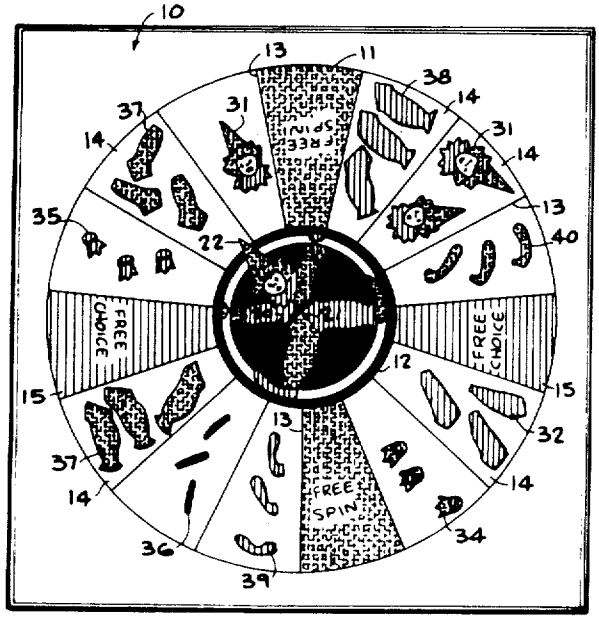
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Attorney, Agent, or Firm—Newton, Hopkins & Ormsby

[57] **ABSTRACT**

An amusement and educational game having a master game board divided into a number of outlined areas with a movable chance indicator means operable for indicating one of the outlined areas in response to a playing operation and including a predetermined character representation divided into a number of parts. Certain of the outlined areas on the master game board provide a support for a number of the separated parts of the predetermined character representation and certain other of the outlined areas include additional instructions which are to be performed by a player. The game includes a number of individual player game boards having an outline of the predetermined character representation. The master game board and the player game boards are provided with magnetic attraction means for maintaining the separated parts of the predetermined character representation in predetermined positions thereon. A game is played by each of the players receiving an individual player game board, with each player sequentially effecting movement of the chance indicator means and selecting a part from an indicated area in response to the motion of the chance indicator means ceasing and placing the selected part on the outline of the character representation on the player game board. Each of the players sequentially repeats movement of the chance indicator means and selects a part until one of the players assembles a complete character representation on his individual player game board.

1 Claim, 6 Drawing Figures



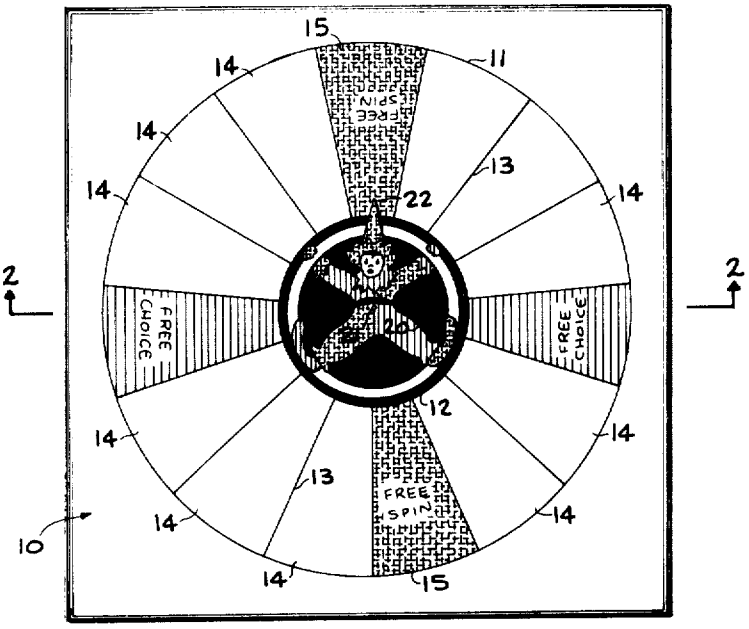


FIG. 1

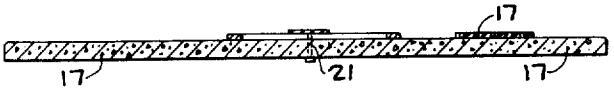


FIG. 2

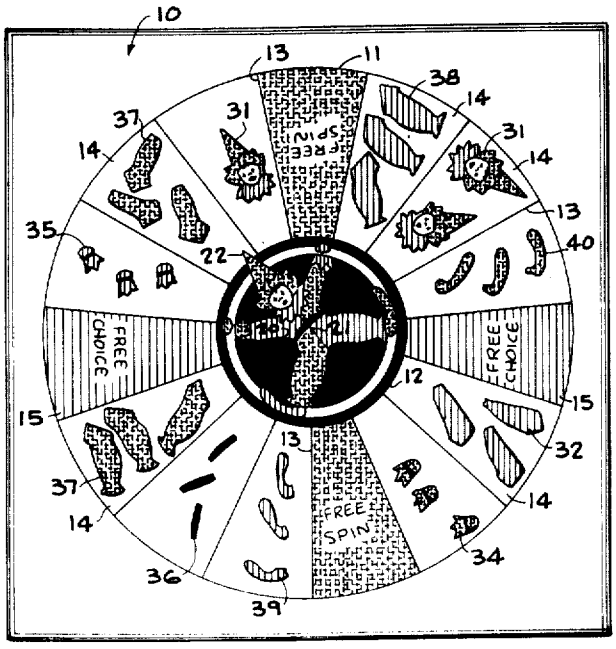


FIG. 4



FIG. 3

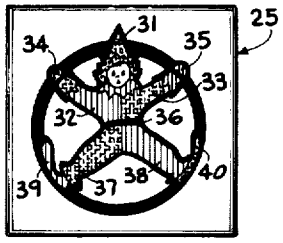


FIG. 6

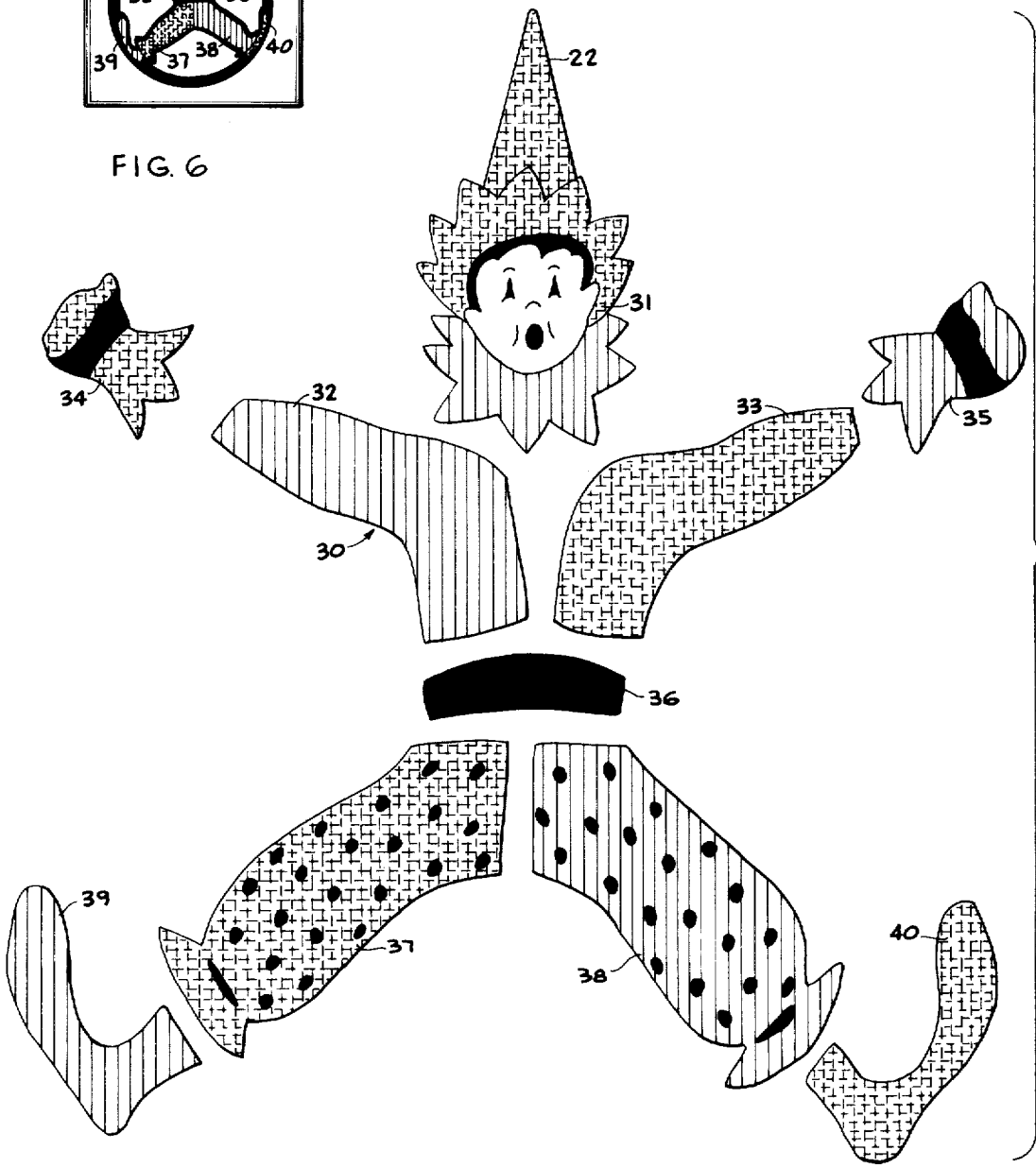


FIG. 5

BOARD GAME APPARATUS

This is a continuation of application Ser. No. 247,499, filed Apr. 25, 1972.

BACKGROUND OF THE INVENTION

This invention relates to an amusement and educational device adapted to be played by assembling a number of separated parts of a predetermined character representation until the character representation is completed. More particularly, this invention includes a master game board for supporting a number of separated parts of a clown character representation and individual game boards having an outline of the clown character representation with parts being selected by chance and in turn from the master game board and accumulated on the individual player game boards until one of the players assembles a complete representation of the character.

A number of games have been devised which will be both amusement and educational to the players involved. One of these games is disclosed in the U.S. patent to West, No. 1,284,513 which includes a player game board having a predetermined character representation wherein the game is played by assembling separated parts of the character representation until a completed representation has been assembled. The individual parts of the games of West are numbered and the parts are chosen by chance by rolling a die with the players selecting the part indicated by the number on the die. The disadvantages of the game disclosed in the West patent will result in a number of parts becoming lost during playing operation which will render the game unplayable after a period of time.

Another game which is played by completing a character representation is disclosed in the U.S. patent to Ribkin, No. 3,419,971 issued Jan. 7, 1969. The Ribken game includes a tracing surface on which a character representation is to be traced. The game is played by a player setting in motion an indicator means and completing a tracing of a portion of the character representation indicated by the position of the movable indicator means.

A significant problem of most of the prior art amusement and educational games utilizing a number of separated parts is that no means is provided for maintaining these parts in predetermined locations and as a result, the parts often become lost during a playing operation which renders the game unplayable at a future date.

SUMMARY OF THE INVENTION

It is therefore a primary object of this invention to provide an amusement and educational game which can be played by a large age group of players.

Another object of this invention is to provide an amusement and educational game which can be played by a number of players.

A further object of this invention is to provide an amusement and educational game which does not require detailed instructions on the operation of play of the game.

A still further object of this invention is to provide an amusement and educational game having a number of game boards with magnetic attraction means for maintaining separated parts of the game in predetermined locations on the game boards.

Still another object of this invention is to provide an amusement and educational game which will teach a player to recognize shapes and outlines of various parts of a predetermined character representation.

Yet another object of this invention is to provide an amusement and educational game which will teach a player to recognize color and design illustrations of a number of separated parts.

A further object of this invention is to provide a game which will be of amusemennt value and at the same time offer educational opportunities to players involved in the playing of the game.

An additional object of this invention is to provide an amusement and educational game which is simple in construction and to play, economical to manufacture and reliable in operation.

The above stated objects are obtained and the disadvantages of the prior art are overcome by the present invention which basically includes a number of player game boards having an outline of a predetermined character representation. A master game board is provided with a number of outlined areas which contain a number of separated parts of the predetermined character representation. A movable chance indicator means is supported on the master game board and operable to indicate individual ones of the outlined areas in response to the indicator means being set in motion by a player. The game is played by a player initiating motion of the operable indicator means and after selecting a part from an indicated outlined area, placing the selected part in a predetermined location on the outlined character representation on the individual game board. The game is played by continually and serially effecting operation of the indicator means by a number of players until one of the players assembles a complete character representation of the predetermined character. One important feature of the present invention is that the individual game boards and the master game board are provided with magnetic attraction means for maintaining the separated parts at predetermined locations relative to the master game board and at predetermined locations on the individual player game boards.

Still other objects and advantages in the details of construction will become apparent upon reading the following description of one illustrative embodiment of the invention with reference to the attached drawings wherein like reference numerals have been used to designate like parts throughout the several figures, and wherein:

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a top plan view of the master game board of the present invention;

FIG. 2 is a vertical sectioned view taken along lines 2—2 of FIG. 1;

FIG. 3 is a top plan view of an individual player game board;

FIG. 4 is a top plan view of the master game board with the separated parts of the predetermined character representation being located at various selected positions thereon;

FIG. 5 is an exploded plan view of a number of parts of the character representation; and

FIG. 6 is a top plan view of an individual game board with the various parts of the character representation being assembled in position thereon.

DESCRIPTION OF THE ILLUSTRATIVE EMBODIMENT

Referring now to the drawings, the illustrative embodiment of the present invention will be described with reference to a master game board **10**, a player game board **25** and a number of body parts **30** of a clown representation.

The function of the master game board **10** is to provide a number of outlined areas for supporting separated parts of a clown representation and including chance indicator means for identifying an outlined area. The function of the player game boards **25** is to provide a means for supporting in an assembled relationship the separated parts won by a player. The function of the parts **30** of the clown representation is to provide separated parts to be won and assembled in a playing operation.

As shown in FIGS. **1** and **4**, the master game board **10** is constructed or formed as a substantially square configuration presenting a planar upper surface. Subscribed on the upper surface of the game board **10** is a large outer circle **11**. Formed on the upper surface of the game board **10** is a smaller inner circle **12** arranged coaxially with the outer circle **11**. A number of radial lines **13** are formed on the upper surface of the master game board. The radial lines **13** extend between the inner circle **12** and outer circle **11** and along a radius drawn therebetween from the axis of the concentric circles **11, 12**. A number of radial lines **13** are provided thereon angularly spaced around the axis of the inner and outer circles to divide the space therebetween into a number of angular segments. Certain of the angular segments are detailed to provide a part supporting area **14** for supporting a number of parts **30** of a clown representation. Certain other of the segments are detailed to define instruction areas **15** with instructions printed thereon for a player to perform in the process of playing the game.

As shown in FIGS. **1** and **4**, the master game board **10** includes four groups of parts areas **14** with the groups being separated by an instruction area **15**. Two of the areas **15** have printed thereon instructions indicating a free spin and two of the areas **15** have instructions indicating a free choice of a part.

Referring now particularly to FIGS. **4** and **5**, the master game board **10** and the parts **30** of the clown representations supported thereon are impregnated with magnetic particles **17** whereby the parts will be attracted and maintained in position on the surface of the master game board.

As shown in FIGS. **1, 4** and **5**, the master game board **10** is provided with a rotatable chance indicator **20**. The chance indicator **20** is supported for rotation about a pivotal connector **21** which is located on the master game board **10** at the axis of the inner and outer circles **11, 12**. Indicator **20** of the present invention takes the form of the clown representation having a pointed cap which defines an indicator point **22**. The movable indicator means **20** is constructed of a material which will not be attracted to the magnetic particles **17** embedded in the master game board **10** so that the movable chance indicator **20** can be freely rotated by a player in the performance of the game. Further, the pivot element **21** is detailed to allow free rotatable movement of the movable chance indicator thereabout.

As shown in FIGS. **3** and **6**, a number of individual player game boards are provided for use in playing the game. The player game boards **25** are constructed as a substantially square configuration having a planar upper surface. The individual player game boards **25** are also impregnated with magnetic particles **17** similar to those impregnated in the master game board whereby the parts of the clown representation will be attracted thereto and maintained thereon during the process of playing the game. The individual player game boards are provided with an outline of the clown representation utilized in the present invention.

Referring now particularly to FIG. **3**, the character representation of the present invention takes the form of a clown which is divided into a number of parts **30**, representative of certain body portions of the clown. The head including hat of the clown representation is indicated by reference numeral **31**. The body of the clown is divided into two arms **32, 33** with each including an upper body portion of the clown. Each of the arms **32, 33** is provided with a separated hand portion **34, 35**, respectively. Immediately below the arm and body portions **32, 33** is a waist or belt portion **36**. The lower portion of the clown's body is divided into two leg portions **37, 38**, with each of the leg portions having a separated foot portion **39, 40**. The individual parts of the clown's body are impregnated with magnetic materials **17** which will allow the parts to be attracted to the surfaces of the master game board **10** and the individual player game boards **25** whereby the parts will be maintained in predetermined positions when placed thereon.

The parts **31-40** of the clown representation are provided with individual coloring or marking means whereby two adjacent parts are clearly identifiable by a player. Also, certain of the parts of the clown are provided with design illustrations which will aid in further identifying a part of the clown's body. The shape, color and design characteristics of the individual parts will provide educational value to a certain age group of players to improve their shape and color recognition abilities. A sufficient number of each of the parts **31–40** of the clown are provided, with the number corresponding to the number of players in the game.

PLAYING OF THE GAME

The game is played by two or more players with each of the players being provided with an individual player game board **25**. The separated parts **30** of the clown character representation are separated and placed on the master game board with a number of the clown parts being located in each of the parts areas **14**. The game could be played by placing a number of like parts in a part area **14** or by placing a number of different parts in a part area. After the individual players have been provided with player game boards **25** and the master game board has been furnished with the individual parts **30** of the clown representation, the game is begun by each player sequentially taking a turn at spinning the movable clown chance indicator means **20**. After a player has spun the indicator means **20**, and after the indicator has stopped where the indicator point **22** will be directed to an individual one of the parts areas **14**, the player would select a part from the indicated parts area and place the part in a proper aligned position on his individual player game board.

After the first player has completed his turn, a second player would then spin the movable clown indicator **20** allowing the indicator point **22** to stop, indicating one of the part areas **14**, after which the second player would remove a part from the indicated area and place on his individual player game board in a proper aligned relationship on the outlined representation. If by chance a player already has a part located in a parts area in which the indicator point **22** stopped, the player would not take a part therefrom, allowing the next player to spin the movable indicator. If, however, the indicator point **22** of the clown should stop indicating a free spin, the player would merely rotate the indicator again and obtain an individual part indicated by the second spin. Should the clown indicator point **22** stop on a free choice area, the player may then obtain one of any part that he may need to complete an assembly of the clown representation. The first player that completely assembles the clown representation wins the game.

Even though the character representation of the illustrative embodiment takes the form of a clown, it is obvious that any shape character representation could be provided. Further, the character representation used in a particular game could be separated in more or fewer parts.

It now becomes apparent that the illustrative embodiment of the present invention is capable of obtaining the above stated objects and advantages. It is obvious that those skilled in the art may make modifications in the details of construction without departing from the spirt of the invention which is to be limited only by the scope of the appended claims.

What is claimed is:

1. An amusement and educational game adapted to be played by assembling a number of separated parts to constitute an entire unitary representation of a clown, the game including:

a. a game board including means outlining a number of areas, certain of which are detailed to support at least one of said separated parts and a number of which areas are detailed to support all of said parts of a number of representations of said clown;

b. a movable chance indicator means adapted to be set in motion by a player and including means for indicating an individual one of said outlined areas in response to cessation of such motion, said game being played by supporting said separated parts in certain of said outlined areas, and by a player effecting movement of said indicator means whereby one of said areas is indicated by said chance indicator means, with the player selecting a part from the indicated area, and such procedure being followed by each player in sequence and repeated until one player assembles a complete representation of said clown;

c. each player being provided with a support means having an outline of said unitary clown representation, said separated parts being adapted to be placed within and, when complete, to completely fill said outline;

d. said game board, said support means and each of said separated parts being impregnated with magnetic particles, whereby said parts will be held in position on said board or support means;

e. said indicator means being constructed of a material which will not be attracted by the magnetic particles;

f. at least one of said outlined areas not being detailed to support parts but containing a designation indicating that a player is entitled to select a part from any area which supports a part; and

g. said game board containing at least one outline area indicating that a player is entitled to a free turn at setting said indicator in motion.

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