June 17, 1958 D. S. BAKER 2,839,303

GAME APPARATUS WITH ROTATABLE MARBLE TRANSPORTING DISCS

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Fig. 1.

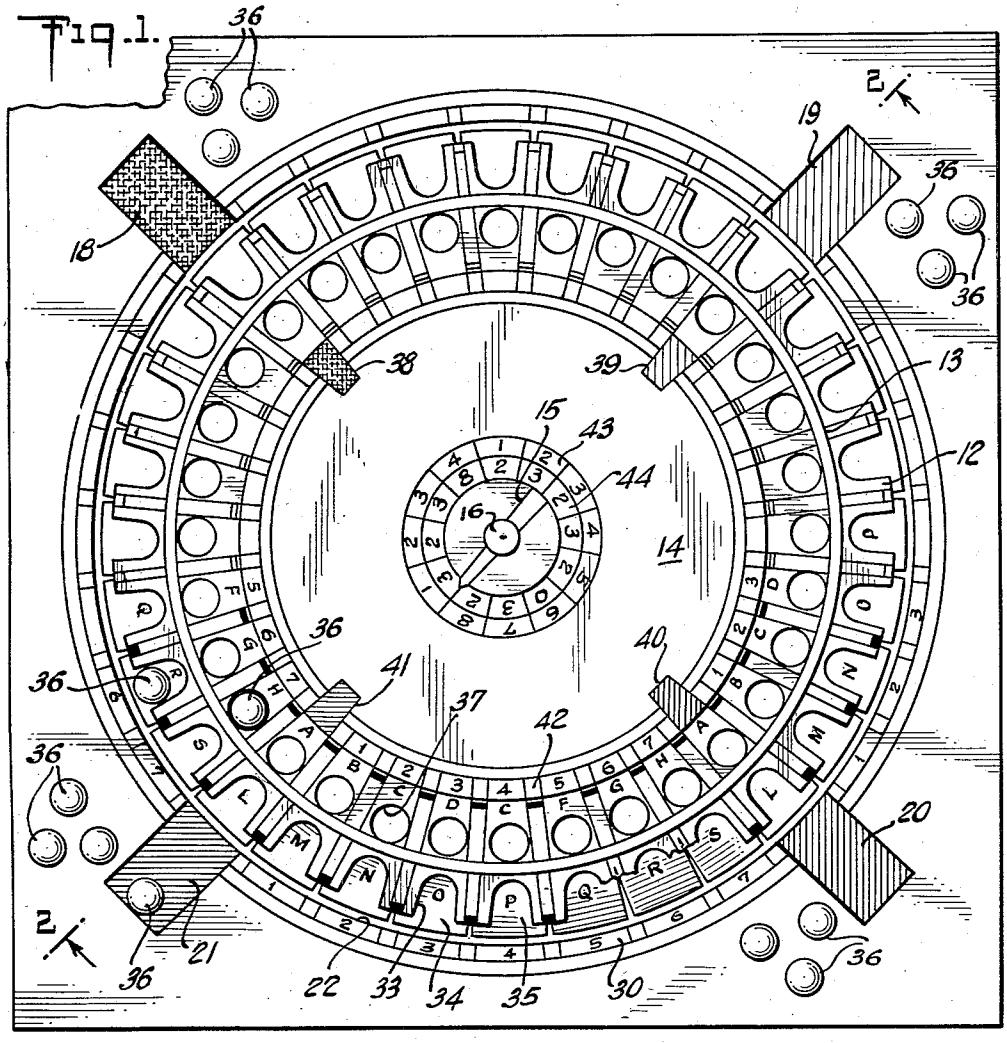


Fig. 3.

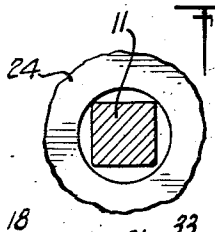


Fig. 2.

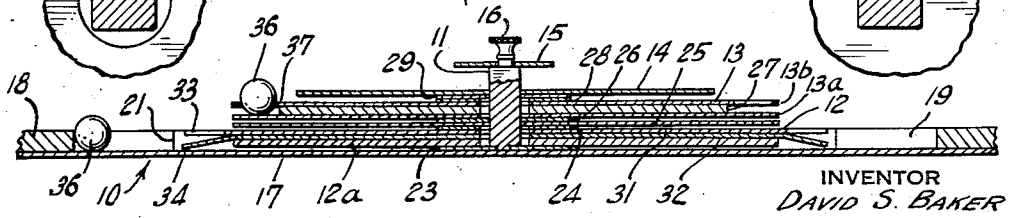
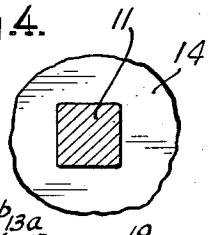


Fig. 4.



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GAME APPARATUS WITH ROTATABLE MARBLE TRANSPORTING DISCS

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2 Claims. (Cl. 273—134)

This invention relates to parlor games and more particularly to a game device wherein the combination of skill and chance determines the extent of advance of the player's markers by virtue of movement thereof by rotatable discs.

I have observed that most if not all commercially successful game devices, particularly those including one or more moving parts, are characterized by structural simplicity and readily understandable playing procedure. I have further observed that in most if not all of such games the player's success or lack of it is directly attributable to chance, i. e. the throw of dice or the spinning of a wheel, for example, with little or no reliance on the player's skill or strategy. Such games accordingly lack educational characteristics (they are not mentally stimulating) and to a certain extent the element of suspense as would otherwise be present were skill or strategy required in addition to good luck.

Furthermore many of such games have a limited market because of their lack of appeal to any but the immature mind; thus the adult or mature juvenile is, in effect, excluded from the market as he or she is not mentally stimuated and hence not amused in the playing of such games.

It is, accordingly, among the objects of my invention to provide a game device the successful playing of which depends on a combination of chance and skill. A further object is to provide a game characterized by structural simplicity and readily understandable procedural rules. A still further object is to provide a game of the above nature that may be inexpensively manufactured and at the same time be durable over an extended period of use. Other objects will in part be pointed out and in part apparent hereinafter.

In the drawing wherein I have shown one form of my invention,

Fig. 1 is a top plan view of my game;

Fig. 2 is a fragmentary sectional elevation taken along the line 2—2 of Fig. 1; and

Figs. 3 and 4 are details illustrating the manner in which the rotatable and stationary discs of my game are mounted on a central supporting post.

Similar reference characters refer to similar parts throughout the several views of the drawing.

Referring now to the drawing, the game structurally comprises in general a base, generally indicated at **10**, having centrally secured thereto an upstanding square or non-circular post **11** on which are rotatably mounted discs **12** and **13**, respectively, a stationary disc **14** and a spinner **15**, the spinner being held in proper operating position by a thumb screw **16** threaded into the upper end of post **11**.

Base **10** is preferably square and may be fabricated from heavy cardboard, plastic or any other suitable material. If cardboard is used, the base may include a bottom plate **17**, to which is secured in any suitable manner an upper plate **18** which, as shown in Figures 1 and 2, includes preferably four recesses, **18**, **19**, **20** and **21**.

This upper plate **18** is circularly hollowed out so as to provide a large diameter hole **22** in base **10**, discs **12**, **13** and **14** being concentrically disposed in relation to such hole.

Fitted about post **11** and resting on bottom plate **17** is a friction reducing washer **23** which may or may not be fastened to the plate, as desired. Bottom disc **12** rests on washer **23** and is accordingly spaced a slight distance above the top of plate **17** so as to be easily rotatable relative thereto. Another antifriction washer **24** is disposed on top of disc **12** and is preferably fastened thereto, this washer having a circular hole (see Fig. 3) so as to permit is rotation and accordingly rotation of the disc relative to the squared post **11**.

Disposed on top of rotatable disc **12** is a stationary disc **25** on the top of which is secured a washer **26** having a square hole (see Fig. 4) through which post **11** extends, thus to preclude rotation of disc **25** relative to the post and to disc **12**. This last-mentioned disc **25** spaces rotatable discs **12** and **13**, which latter disc comprises upper and lower plates **13***a* and **13***b* secured to the opposite sides of and accordingly spaced by an intervening plate **27**, these three plates having a circular hole through which post **11** extends so as to permit rotation of the plates and accordingly the composite disc **13** relative not only to the post but also to the lower disc **12** and base **10**. Furthermore immovable disc **25**, by virtue of its relationship to rotatable discs **12** and **13** precludes rotation of one of discs **12** or **13** when the other is rotated. On the top of disc **13** is preferably disposed an antifriction washer **28** on which rests another anti-friction washer **29** secured to the underside of top disc **14**, washer **29** and disc **14** being provided with a square hole through which post **11** extends so as to preclude relative rotation between this disc and the post.

It may now be seen that disc **12** is spaced from base plate **17** and is rotatable relative thereto, that disc **13** is spaced from disc **12** and is rotatable relative thereto and relative to base **10**, and that top disc **14** is spaced from rotatable disc **13**, but is held stationary.

As best shown in Fig. 1 of the drawing, base **10** is provided with a ring **30** of indicia which illustratively is segmented into quadrants by virtue of the provision of recesses **18—21**. Each of these segments is in turn subdivided into a number of lesser, or rather shorter sections, illustratively seven in number, and so numbered. As may be seen in Figure 2, lower rotatable disc **12** may be formed by upper and lower plates **31** and **32** which are secured together in any suitable manner, and in turn secured to the top of a spacer disc **12***a* which rides on washer **23**. The plates are peripherally punched or cut out so as to provide generally U-shaped grooves or slots **33** in the upper plate and registering downwardly inclined tongues or ramps **34** in the lower plate, each registering slot and ramp accordingly forming with the edge of the hole a pocket **35** for the reception of a playing marble **36** or the like. As pointed out above, upper rotatable disc **13** includes lower and upper plates **13***a* and **13***b*, the latter plate being peripherally punched as shown in Figure 1 to provide a circular row of marble-receiving holes **37** (see also Figure 2). It will now appear that when my game is played, as will be described hereinafter, a marble deposited in one of pockets **35** will be transported upon rotation of lower disc **12** unitl the pocket in which the marble reposes passes one of recesses **18—21**, e. g. recess **20**. If the marble is in the pocket at the time such pocket passes the recess, it will roll by gravity out of its pocket down ramp **34** into recess **20**, for example. It will also appear that if a marble is deposited in one of holes **37** in upper rotatable disc **13**, it will merely be transported upon

rotation of the disc, without being released, other than manually, therefrom.

As shown in Fig. 1 there are illustratively eight pockets **35**, in each of the four segments of disc **12**, and these pockets may be identified by the letters L—S. Similarly upper rotatable disc **13** is segmented into quadrants, each of which is provided with eight marble receiving holes **37**, which may be identified by the letters A—H. The four segments or quadrants of upper rotatable disc **13** are defined by differently colored starting stations **38**, **39**, **40** and **41**, printed on stationary disc **14**, which are in registry with the correspondingly colored recesses **18**, **19**, **20** and **21**. These recesses, as will more clearly appear hereinafter, are respectively home stations for the several players and also are penalty boxes for penalizing the unfortunate player during the course of the game.

The periphery of stationary disc **14** is provided with a ring **42** of indicia segmented into quadrants by stations **38—41**, these indicia being illustratively seven in number and numbered accordingly. The center portion of stationary disc **14** which underlies spinner **15** is provided with concentric rings **43** and **44** of indicia, the outer ring **43** illustratively being provided with indicia ranging from 1–8, the inner ring being provided with indicia illustratively 0, 2, and 3 with a bonus indicia, illustratively "8", optionally provided. These two indicia rings **43** and **44** are preferably differently colored as are discs **12** and **13**, the color of ring **43** and disc **12** being the same, and the color of inner ring **44** and upper disc **13** being the same. Thus during the play of the game when the pointer is spun the proper disc for angular movement may easily be identified.

My game might be characterized as a hare and tortoise racing game with marbles, in the embodiment disclosed, for two, three or four players. The lower rotatable disc **12** may be identified as the fast or "hare" ring, while the upper disc **13** may be considered the slow or "tortoise" ring.

While my game may be played in various ways, I have found the following to be enjoyable: Each player may be provided with three marbles **36**, each set of marbles being colored to correspond with the player's home recess, such as recess **21**. Each player then spins spinner **15** to determine (on the outer ring **43**) his starting number or position. He then places one marble at the thusly determined station in either the corresponding pocket **35** or hole **37**; for example, if the player whose home station is **21** spins the spinner so that it stops at station #2, he has the option of placing his marble either in pocket N of fast disc **12** or hole **37** of slow disc **13** counterclockwise of his home station **21**.

After all the players have located their starting number or position, the player who spun the highest number may become the operator for that particular game, he alone spinning the spinner and moving the discs accordingly. Of course, in case of a tie for operator the players spin again. After each player's marble is in starting position, the spinner is spun with reference to inner or slow ring **44** and the slow disc **13** is moved angularly counterclockwise in accordance with the number indicated by the spinner on ring **44**. The operator again spins the spinner with relation to the outer or fast ring **43** to determine the extent of angular counterclockwise movement of fast disc **12**. Thus, for example, if on the first spin the spinner stops at **3** on inner ring **44**, disc **13** is moved counterclockwise 3 spaces, as determined by the numbers on ring **42** of disc **14**. If on the second spin the spinner should stop at 6 on outer ring **43**, then the fast disc **12** would be moved 6 spaces or stations, as determined by the ring **30** of numbers on base **10**.

Before the operator spins the disc again the several players study the positions of their marbles so as to decide which track they want their marbles to travel on. Thus, if a player has a marble in a hole **37** in slow disc **13**, he may shift it to a registering pocket **35** in the fast disc **12**. The players preferably make their plays one at a time starting with the player at the right of the operator who is the last one to make his play. Each player's second and third marble may enter the race on successive plays at any time after the first play, starting at station #1 counterclockwise of his starting location in either of discs **12** or **13**.

It may occur that during the rotation of disc **12** one of its pockets **35** holding a player's marble may register with or pass one of penalty pockets **18—21**, in which event the marble would roll down a ramp **34** out of the pocket into one of the penalty boxes. When this occurs the marble can get out of the penalty boxes only on the following conditions:

(1) Marbles entering the penalty box on each turn free a corresponding number of marbles that may be in the box. For example, if there are two marbles in the penalty box and one enters, only one (the first to enter) is freed.

(2) Two or more marbles of the same color in a penalty box are automatically freed.

(3) Any marble in a penalty box can be freed only by the entrance of another marble, regardless of its color.

After a marble has been freed from a penalty box it is placed in the next station #1 on either of the discs **12** or **13** counterclockwise of the penalty box from which the marble was freed. If two or more marbles are freed at one time, the last one to enter takes station #1, the next station #2, etc.

As I have stated hereinabove, the game may be played in various ways, but when played as described, I have found it to be quite enjoyable through the judicious use of strategy in transferring marbles from the slow to the fast track and vice versa, depending on the relationship of any given marble to the penalty box which it is approaching. The winner of the game, of course, is he who first moves all his marbles 360° from the starting position into his home box.

Accordingly it may be seen that I have provided a game that attains the several objects set forth hereinabove in a thoroughly practical and efficient manner.

I claim:

1. In a game apparatus, in combination, a base, a post secured to said base and extending upwardly thereof from its center, a lower disc rotatably mounted on said post and manually rotatable relative to said base, said disc having formed therein regularly annularly spaced holes adapted to receive and transport a playing piece, such as a marble, upon manipulation by a player of the game, said base having associated therewith hazard or penalty pockets also annularly arranged but in lesser frequency than the holes in said disc but being receptive of marbles carried by said disc into registry therewith whereby any marble transported by said disc will fall into one of said penalty pockets when a disc hole registers with a pocket, a second disc rotatably mounted on said post and separated from said first disc by means permitting individual rotation of said discs without interference therebetween, said second disc having marble receptacles therein from which the marbles can be removed by manual effort only, and a counter having slow and fast scales, the arrangement of the receptacles in the second disc and the holes in the first disc being such that advance of a marble while reposing in the second disc is determined by said slow scale for determining the rotative advance of said second disc, while, if the player chooses to expedite the advance of his marble, he may manually remove it from the second or slow disc and place it in a hole in the first or fast disc whose rotative advance is determined by said fast scale whereby the player moving his marble from the slow disc to the fast disc takes the chance of his so-moved marble being carried to a penalty pocket automatically should the counter so dictate, said counter including a manually operable spinner registrable with said scales to determine the rotative advance of said discs.

2. In a game apparatus, in combination, a base, a support fastened to said base and extending upwardly therefrom, a "fast" disc rotatably mounted on said support, a "slow" disc rotatably mounted on said support above said "fast" disc, said "fast" disc having a plurality of playing piece receptacles formed around the periphery thereof and opening to a registering plurality of hazard or penalty pockets angularly formed in said base but with lesser frequency than the receptacles in said "fast" disc, each of said pockets being of such depth that when a playing piece is transported into registry therewith, it will fall from said "fast" disc automatically into the registering pocket, and a "slow" disc rotatably mounted on said support above said "fast" disc and being of lesser diameter than said "fast" disc and having angularly spaced playing piece receiving holes adjacent its periphery adapted to manually receive and retain playing pieces deposited therein, whereby any playing piece placed in said "slow" disc can only be manually retrieved therefrom, and a counter having slow and fast scales, said slow scale having low value digits and said fast scale having high value digits, the arrangement of the holes in said "slow" disc and the receptacles in said "fast" disc being such that advance of a playing piece reposing in said "slow" disc is determined by said slow scale for determining the rotative advance of said "slow" disc, while, if the player chooses to expedite the advance of the playing piece, he may manually remove it from said "slow" disc and place it in a receptacle in said "fast" disc whose rotative advance is determined by said fast scale digits whereby the player moving his playing piece from said "slow" disc to said "fast" disc, takes the chance of his so-moved playing piece being carried to a penalty pocket automatically should the fast scale on the counter so dictate, said counter including a manually operable spinner registrable with said scales to determine the rotative advance of said disc.

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