

[54] RACING GAME APPARATUS

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[58] Field of Search..... 273/86, 134

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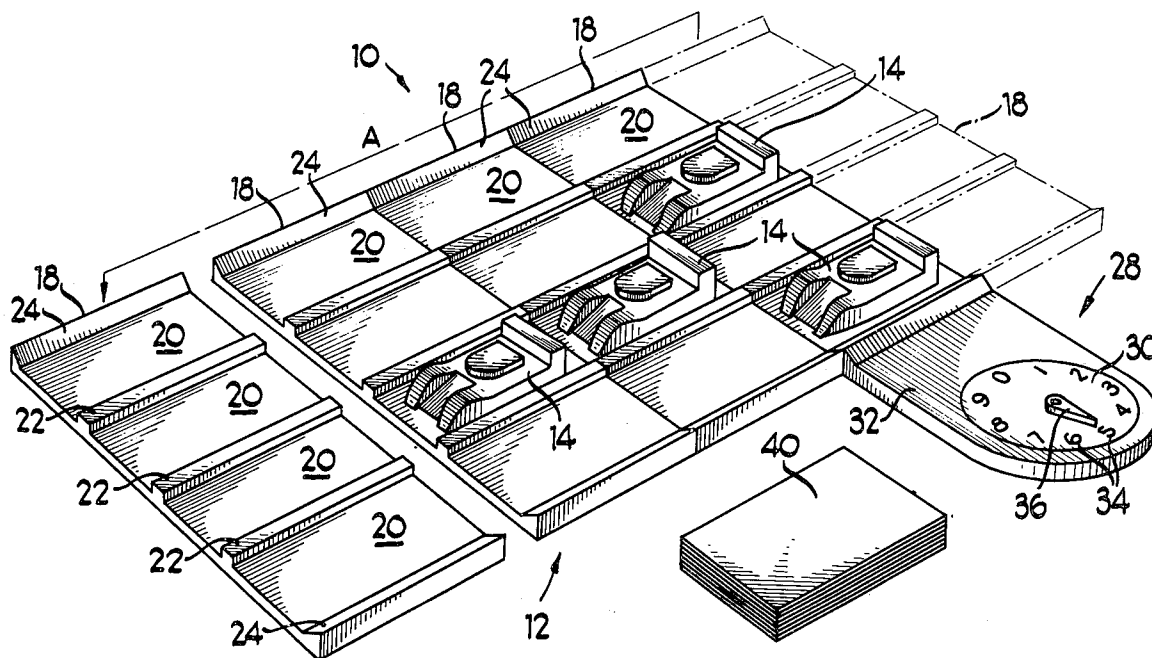
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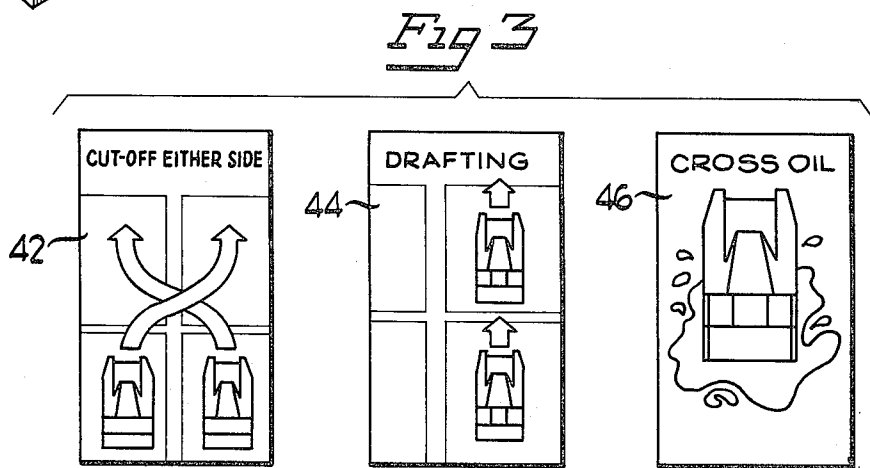
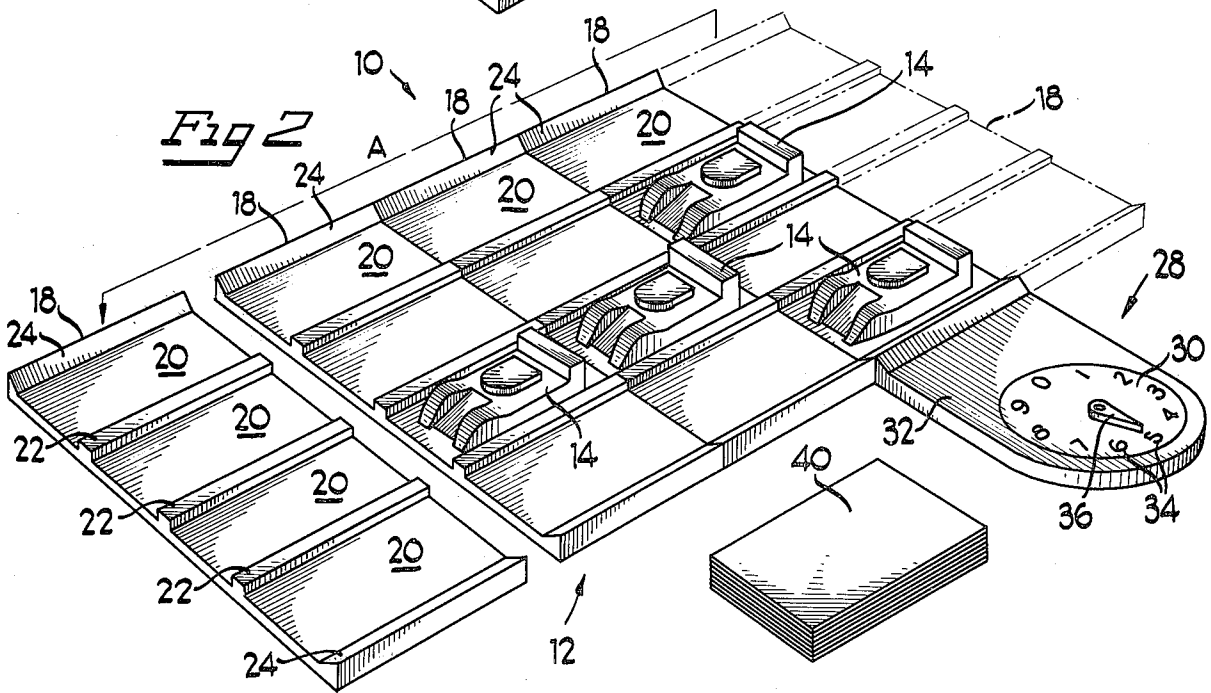
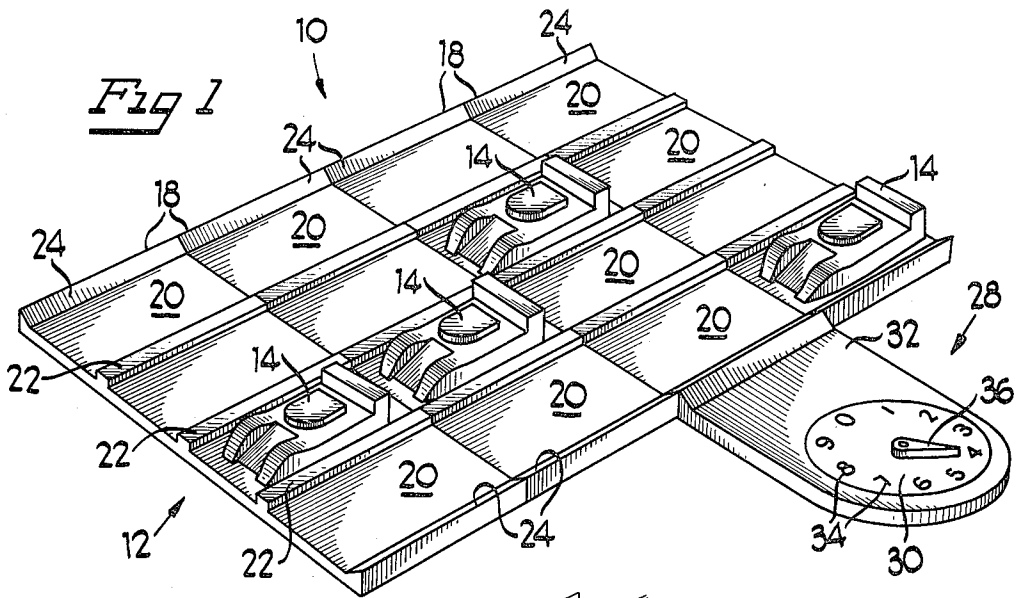
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[57] ABSTRACT

A game apparatus including a plurality of toy cars which are selectively movable along a path of travel or track. The track includes a plurality of separate transverse track sections which are alignable with one another end-to-end to form a plurality of side-by-side lanes. In the illustrated embodiment, each transverse track section is divided into four adjacent side-by-side lane portions defining four lanes when the track sections are aligned end-to-end. During play, anytime all of the cars have moved off of the rearmost transverse track section leaving four side-by-side empty lane portions thereon, that transverse track section is moved from the rear end of the track to the forward end of the track to make a continuing four lane track. A lap counter is provided on one of the track sections and is incremented one lap each time one of the track sections is moved from the rear to the front end of the track. A plurality of playing cards are provided which dictate the moves for the various players of the game.

8 Claims, 3 Drawing Figures





RACING GAME APPARATUS

BACKGROUND AND SUMMARY OF THE INVENTION

In the past, racing type games have been provided in which a plurality of playing pieces or small toy cars move around a track provided on a game board or the like. In most of these previous games, the playing piece path of travel or the track was continuous, in the form of a loop or the like, and the progress of the various players' playing pieces was not affected by the length of the track. Also, if larger cars including more realistic details were used, a much larger track or game board was required and therefore this size limitation significantly affected the amount of detail which could be shown on the playing pieces or cars.

It is an object of the present invention to provide a new and improved car racing game wherein sections of the track having side-by-side lane portions are sequentially moved from the rearward end of the track to the forward end of the track to thereby provide a continuous lengthening of the lanes and track, which thereby will accommodate substantially large playing pieces which can be used in a playing area which is substantially less than the length of the total playable track.

In accordance with the present invention, a car race game is provided which includes a plurality of toy cars or playing pieces which are manually moved in a step-wise fashion along a playing piece path of travel or track. The track includes a plurality of transverse track sections wherein each section includes a plurality of adjacent lane portions whereby when the track sections are placed end-to-end a plurality of side-by-side lanes are provided. A deck of playing cards dictates the movement of the playing pieces and, as the playing pieces move along the track from one track section to the next, the rearwardmost track section is moved to the front of the track to provide a continuous playing piece path of travel. A lap counter is incremented each time a track portion is moved from the rear to the front of the track to signal the end of the game after a predetermined number of laps have been traversed.

Other objects, features and advantages of the invention will be apparent from the following detailed description taken in connection with the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the track sections, playing pieces and lap counter of the car racing game of the present invention;

FIG. 2 is a somewhat diagrammatic representation of the movement of the rear track portion to the front of the track after all of the playing pieces have been moved forward onto the next adjacent track section; and

FIG. 3 is a representation of three of the playing cards of the game of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring to the drawings, and particularly to FIGS. 1 and 2, the game of the present invention, generally designated 10, includes a game board or track, generally designated 12, and a plurality of playing pieces 14, at least one for each of the players of the game. The

playing pieces 14 are in the form and shape of a sleek, low profile racing car and can be of sufficiently large size to be easily handled by young children. The game board or racing track 12 includes four transverse track sections 18 each of which are divided into four lane portions 20. Three median strips 22 are provided by slightly raised webs along the length of each track 18 to define the four lane portions 20. A pair of upwardly canted curbs 24 define the outside boundaries of the two outermost lane portions 20 of each track section.

A lap counter, generally designated 28, is secured to one of the track sections 18 for accumulating the total number of "laps" completed. The lap counter 28 includes a face plate 30 which is mounted on a horizontal extension 32 of the respective track section. Numerical indicia 34 on the face plate 30 represents the number of laps completed and a rotatably mounted pointer 36 is manually positionable to the next number each time a lap is completed.

Referring to FIG. 2, the separation of the track 12 into four separate track sections 18 permits the last or rearwardmost section 18 (at the right as viewed in the drawings) to be moved up to the forward end, as shown by arrow A, to provide for a continuous lengthening of the track. This is done only when all of the playing pieces have been moved off of the rearwardmost track section. Each time that a track section is moved from the rear to the front of the track represents one lap, and the lap counter is incremented accordingly.

The race game includes a plurality or deck of playing cards 40 to be used to dictate the play of the game according to the scheme or rules of the game. FIG. 3 shows a representation of three of the several cards in the deck 40. A "cut-off" card 42, to the left of FIG. 3, represents an option for the player holding that card to move ahead and switch lanes to the left or the right, if possible. Of course, a player in the lane farthest to one side of the track could only move into the adjacent inner lane. The position to which the player is moving his car 14 must be unoccupied. A "drafting card" 44 is shown in the center of FIG. 3. When holding this card, at any time, a player may declare his use of the card 44 and may follow the car 14 in front of him on the track 12 for as many spaces as the lead car moves during a particular turn for that player. Additional cards from the deck 40 include a "pit stop card" (not shown) in which the car 14 is totally removed from the track. That player must then acquire a "repair" card (not shown) which permits him to replace his car on the track at the rearwardmost portion. The number and types of cards can be varied indefinitely and therefore no unnecessary limitation should be understood from the description herein. For instance, another one of the cards is an "oil slick card" (not shown) which a player may place on the track directly in front of another player's car. In order to cross the oil slick, the player whose car is blocked must obtain a card such as 46, at the right of FIG. 3, which permits him to cross the oil slick. Similarly, the oil slick could be avoided by a "cut-off card" 42 which permits the player to switch lanes.

The deck of cards shown in the preferred embodiment can include between eight and 10 different cards but preferably includes at least four identical or matched sets so as to make a deck of approximately 40 cards. Thus, as shown, up to four players can play the game and one set of 8 to 10 different playing cards is used for each player. Preferably all of the sets are shuf-

fled together before the start of play. After the cards are shuffled, they are dealt to the players of the game so that each player has four cards to start. The remainder of the deck is placed face down adjacent the track as shown in FIG. 2. One of the players is chosen to move first by a conventional chance device or other means. The lanes can also be so chosen. The playing pieces or cars 14 associated with each player, by color coding or otherwise, are positioned side-by-side in the lane portions 20 of the rearwardmost track section 18 and the lap counter is set to zero.

The first player may then play as many of his four cards as possible. For example, if he is holding a "cut-off card" 42, he may move to an adjacent lane in front of one of his opponents. If he is holding an "oil slick card" he also may use that by placing it in front of one of his other opponents. Of course, the "drafting card" 44 cannot be used until two cars are lined up one behind the other on adjacent track portions. Therefore, assuming the first player used a cut-off card 42 to move in front of another player, if that other player is holding a drafting card he may play it and have his car follow the lead car as it moves. As the cards are played by the players, they are placed under the bottom of the deck 40 and each player, at the end of his turn, takes as many cards from the top of the deck as necessary to insure that he has four cards in his hand. Of course, he must wait until his next turn to use the newly acquired cards. Of course, other schemes of card distribution and/or acquisition are available.

If a player is unable to use any of his cards, he is passed but for only one time. When it is his turn to play or move again, if he is still unable to move using one of his cards, he is permitted to move his car 14 to an adjacent lane portion on the same track section 18. Additionally, no player may move his car 14 off of the end of the track 12. That player must wait until an additional track section is moved from the rear to the front of the track. However, the rearwardmost track section cannot be moved to the front of the track until all of the cars 14 thereon have moved forward by at least one space. The race is over, and the car in the lead is the winner, after a predetermined number of laps, for example, 10, have been completed. Of course, the rules could be changed and the first playing piece to move onto the forwardmost track section could be declared the winner.

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 skilled in the art.

I claim:

1. A racing game apparatus, comprising:
 - a plurality of manually manipulatable playing pieces;
 - a racing track defining a plurality of side-by-side elongated lanes along which said playing pieces are movable, said track comprising a plurality of separate transverse track sections each having adjacent side-to-side lane portions whereby the track sections when placed end-to-end define said elongated lanes, and whereby the track sections can be individually moved from the rear end of the track to the front end of the track to thereby selectively lengthen the track during play; and
 - a plurality of instruction cards having indicia thereon for dictating the movement of the playing pieces along the track from one lane to another.
2. The racing game apparatus of claim 1 wherein each of said track sections has barrier means separating said lane portions and said playing pieces are in the form of miniature vehicles slidably fitted and movable between said barrier means.
3. The racing game of claim 1 including a lap counter for indicating the number of "laps" in which a track section has been moved from the rear end of the track to the front end thereof after all of the playing pieces have moved off of the particular rear track section.
4. The racing game of claim 3 wherein said lap counter is formed on the side of one of said track sections.
5. The racing game of claim 1 wherein at least one of said instruction cards has indicia thereon for dictating the movement of a player's playing piece from one lane to an adjacent lane.
6. The racing game of claim 1 wherein at least one of said instruction cards has indicia thereon dictating the movement of a player's playing piece to either of the adjacent lanes.
7. The racing game of claim 1 wherein at least one of said instruction cards has indicia thereon dictating the movement of one player's playing piece to follow the movement of another player's playing piece.
8. The racing game of claim 1 wherein at least one of said instruction cards includes indicia thereon which permits one player to selectively block the movement of another player's playing piece.

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