

Sept. 15, 1964

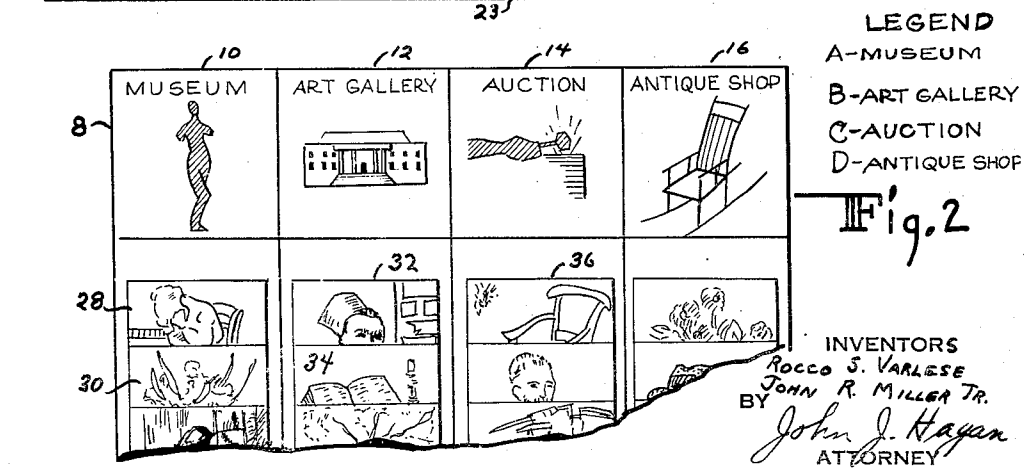
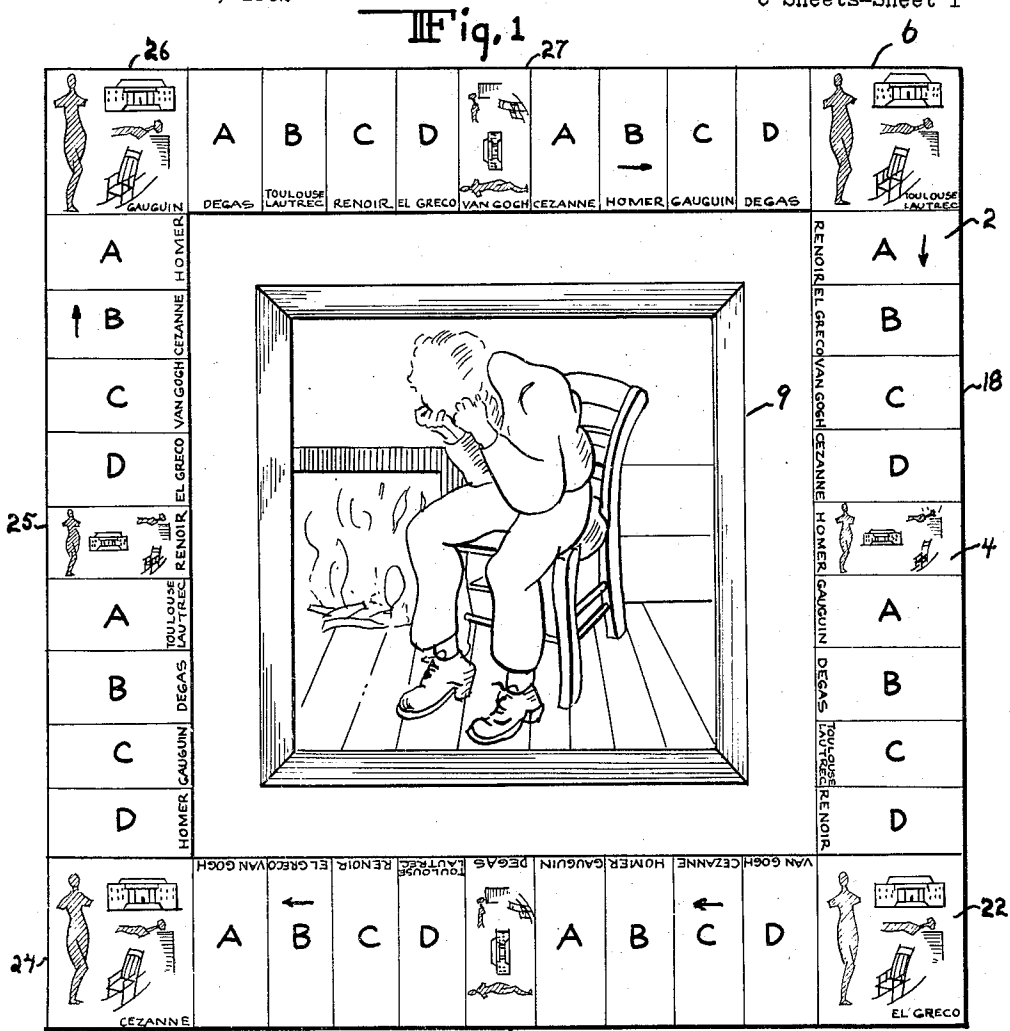
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3,148,885

ART COLLECTOR'S GAME

Filed Feb. 16, 1962

3 Sheets-Sheet 1



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Fig. 3

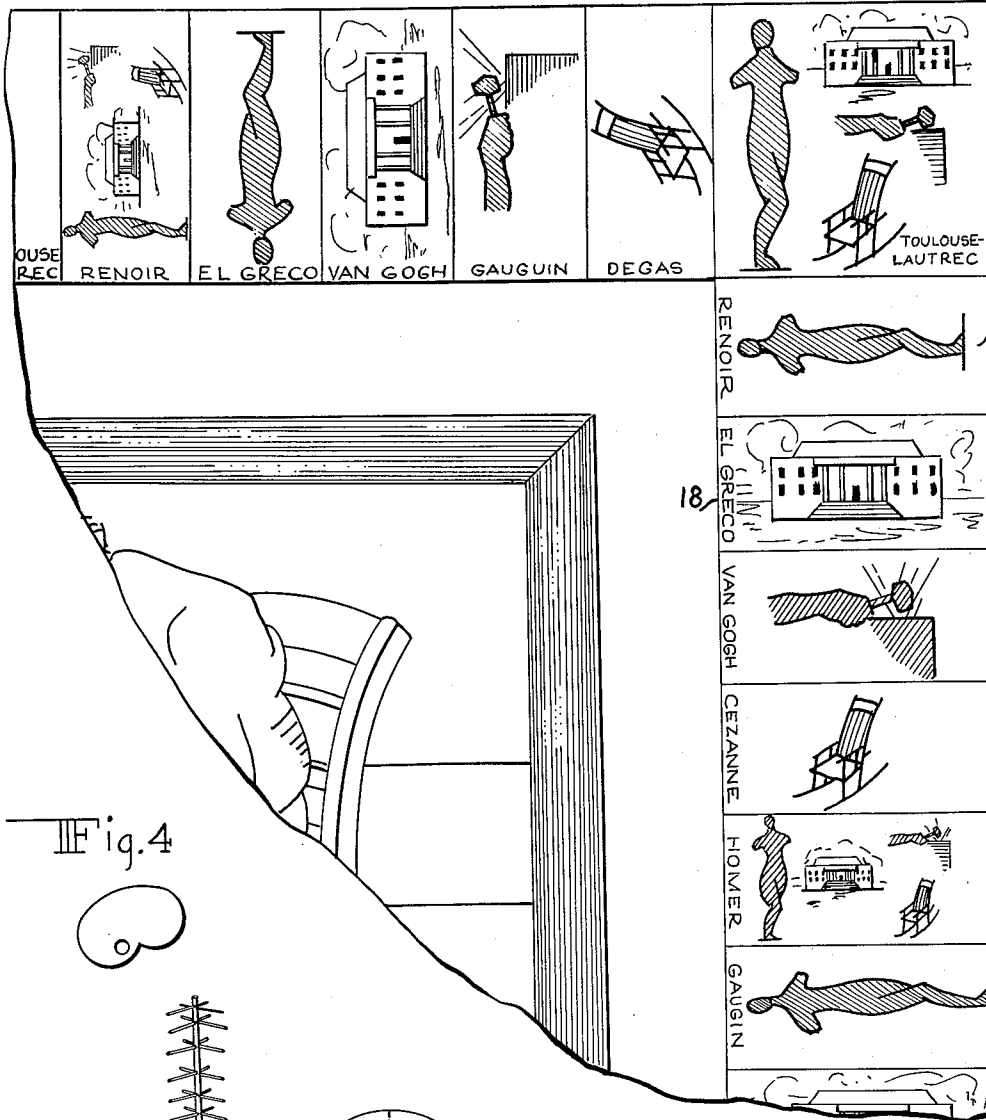


Fig. 4



Fig. 5

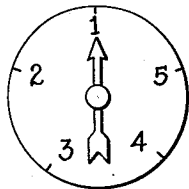
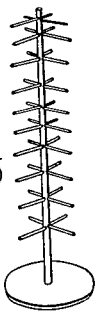


Fig. 6

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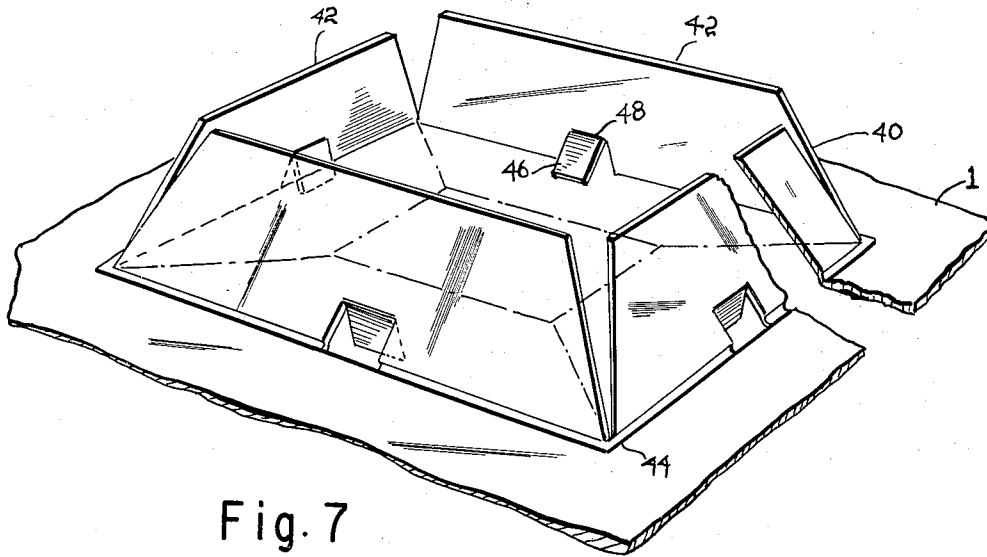


Fig. 7

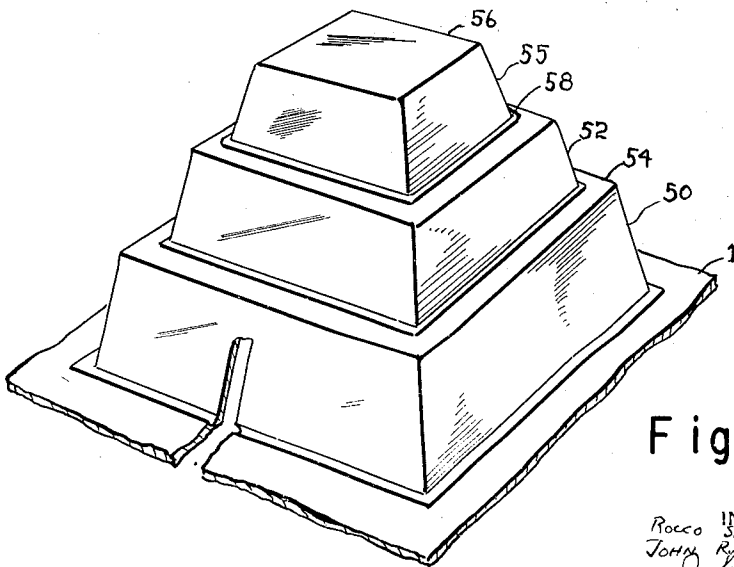


Fig. 8

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ART COLLECTOR'S GAME

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Filed Feb. 16, 1962, Ser. No. 173,842
2 Claims. (Cl. 273-134)

This invention relates to a game and more specifically to a game played on a board with movable pieces.

This application is a continuation in part application of application Serial Number 800,247 filed March 18, 1959, and now abandoned.

Over a period of years a variety of games have been invented, directed to purposes other than pure amusement. Many such games are educational in concept and are directed to improving a player's knowledge of history, mathematics, vocabulary or some other skill. The present invention falls into this category of education type games and is directed primarily to improving the player's appreciation for the fine art, in particular, great paintings.

It is accordingly an object of this invention to provide entertainment by means of a unique game that will appeal to children and adults alike, while simultaneously broadening their knowledge of the works of the great painters of history.

A further object of the present invention is to provide a game that is colorful, easy to play and inexpensive to produce.

Another object of the present invention is to provide a competitive game based on increasing a player's knowledge of the great painters of history.

In order that this invention may be more readily understood, a single embodiment of it is set forth in the accompanying drawings.

FIG. 1 is a plan view of the playing board showing a plurality of player squares.

FIG. 2 is a section plan view of one form of a depository in which card paintings are positioned during game play.

FIG. 3 is a partial plan view showing the detailed figures representing the sections of the depository and identified by letter A-D in FIG. 1.

FIG. 4 shows a pawn in the shape of a pallet.

FIG. 5 shows a card depository in the form of a "tree."

FIG. 6 illustrates one example of a number selector.

FIG. 7 shows a card depository as an integral part of the playing board.

FIG. 8 shows an alternate embodiment of a card depository in the form of a stepped truncated pyramid.

In the following detailed description of the embodiment shown in the drawings, rather specific terms will be employed. In so doing, it is, of course, to be understood that numerous changes may be made both in the board and the markings thereof, as well as the sketches shown within the scope of this invention.

Referring now to the drawings, it will be observed that the game includes a playing board, a depository, a plurality of card paintings, pawns and number selection means, not shown, by which players are advanced through the playing squares shown on the playing board.

In FIG. 1, it will be observed that the playing board 1 is divided into a plurality of squares generally identified by numeral 2. Certain of these squares identified as 4 will be referred to as bonus squares. For convenience one square 6 is used as a starting point. As shown the edge of the board is completely divided into playing and bonus squares. The number of playing squares may of course be varied depending on the size of the board utilized. Each square is identified by the name of a painter well known in art history. In addition each

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playing square bears a symbol representing a section or portion of a card painting depository, the nature and purpose of which is more fully described hereafter. For convenience, these symbols have been represented by the letters A, B, C and D in FIG. 1. The legend associated with FIG. 1 identifies the symbols to be placed in each square, as shown in the partial view of FIG. 3. As shown in FIG. 3 it will be noted that every fifth square includes all of the symbols representing the four sections or parts of the depository found in the four preceding squares. These sections are the bonus playing squares which have been generally identified by numeral 4. The number of bonus squares may be varied and depends on the configuration and ratio of total playing squares to bonus playing squares desired. The painters identified in the playing squares have no bearing on game play and are merely illustrative of the famous painters whose paintings may be used on the playing cards.

In the center of the playing board a design or painting 9, can be included for ornamental purposes. If desired, the center of the board can include the name of the game "Art Collectors" or several small reproductions of famous paintings. The center of the board can also include if desired any printed information such as historical background of the paintings or artists or other instructional information such as for example the rules of the game.

Associated with the playing board is a card painting depository previously referred to and generally identified in FIG. 2 as 8. In the form shown the depository is in the nature of a tray or flat surface divided into, for convenience, four sections or parts. If the playing board is created in plastic or cardboard, the bottom or top of the game package could be designed to serve as the sectional depository tray. Depository as shown in FIG. 2 is divided into sections 10, 12, 14, and 16, representing a museum, an art gallery, an auction and an antique shop, respectively. These identifications for the various sections or parts into which the depository is divided can, of course, be varied to include other expressions as desired. These particular identifications were selected as places wherein famous art works might be deposited or located. While the depository, as shown, is in the nature of a tray it may take any one of a number of forms. For example, the depository might consist of a multi-sided miniature book rack on which the card painting could be placed in a manner readily viewable by participating players. Depository 9 may also take the form of a three dimensional tree upon which the card paintings could be hung so as to be continuously observable by the players. This embodiment is shown in FIG. 5, wherein a tree trunk having a plurality of vertically spaced substantially horizontal limbs fixed thereto will be seen. The trunk is of a sufficient height to permit a plurality of limbs on which to hang the game cards. The limbs are preferably crossed to effect a four sided tree, in a spoke like manner; having for example, four limbs at each level radiate from the trunk at substantially equal angles which provide a spoke like effect when viewed from the top. With the limbs positioned in a spoke like manner on the trunk, cards are hung at the outer extremity or end of the limbs, with the painting side of the card facing away from the trunk. The cards then hang one above the other in a vertical manner. The sides of the tree may be designated as particular sections of the depository such as museum, art gallery, auction or antique shop as discussed above.

In FIGURES 7 and 8 alternate embodiments of the depository are shown. In FIGURE 7 depository 40 comprises a plurality of folding sides 42 which are made inte-

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gral with the game playing board by hinges 44. The latter permits sides 42 to be folded flat on the playing board when the game is not in use. As shown sides 42 are generally shaped to permit them to fold onto the game playing board without overlap. Sides 42 could be rectangular in shape and be permitted to overlap when folded onto the board if desired. Locks 46 are provided to hold the sides 42 at a position less than vertical to permit the playing cards to lean against the sides around the outer side wall surface during game play. It will be noted that lock 46 is hinged at 48 so that it may be moved flush with the plane of side walls 42 when the latter are folded onto the playing board. If side walls 42 are of a rectangular shape suitable locking devices such as latch and eyelets may be provided on the interior surface of the wall at adjacent upper corners to permit locking of the walls in a substantially vertical position. Preferably depository 40 is sized to fit within the center portion of the board generally identified by the edge of the painting 9 of FIG. 1. With four side walls as shown the depository will have four sections corresponding to the sections of the depository discussed above. While depository 40 is shown in FIG. 7 as a four sided structure it could if desired consist of six, eight or more sides.

A further alternate embodiment of a depository suitable for use with the playing board is shown in FIG. 8. This form of depository hereafter referred to as 50 is in the form of a stepped truncated four sided pyramid. Depository 50 is of a size to fit generally within the boundary outlined by numeral 9 in FIG. 1. Alternatively depository 50 may be much larger or smaller in size if desired. Depository 50 is constructed of plastic, cardboard or other suitable materials and includes a plurality of inwardly inclined side walls 52 which terminate at each level at a flat step surface 54. The side walls 52 are fixedly joined at their horizontal edges to the base in the case of the bottom or lower wall and the step surface 54 at upper levels. The end surface of each side wall are fixed to the adjacent end surfaces of the adjacent wall forming the adjacent side. The upper side wall 55 terminates at the flat or truncated surface 56. If desired surface 56 could be capped with the conventional pyramidal structure. When in use as a depository playing cards are placed on the step surface 54 leaning against the wall surface 52 in the manner described previously. A vertical lip 58 is provided on flat surface 54 to prevent the cards from sliding. While the depository 50 is shown in a four sided structure it could if desired be constructed in a multi-sided structure of similar configuration to provide more than the four depository section shown. While in the structure shown depository 50 is a fixed structure, it may, if desired be of a folding type to enable the same to be conveniently stored when the game is not in play.

The cards used and generally identified in FIG. 2, as 28, 30, 32, 34, 36, etc. are miniature reproductions of well-known paintings. The card would have on its reverse side the title of the painting and the painter's name. The back or reverse side of the card also includes such information as a brief history of the painting, a biographical sketch of the painter or other pertinent educational information generally relating to the period, school or culture with which the painter and painting are historically associated. The card paintings can be made of cardboard or other materials and protected with a coating, such as conventional playing card, to insure protection of the painting from smudging due to handling during the course of game play. The card paintings may also be in the form of photographs of famous paintings which can be enclosed in a suitable transparent plastic jacket. If the depository is in the nature of a tray, as shown in FIG. 2, the cards are placed in sections and arranged in column so that each painting will be clearly visible to the players during the course of play. If a tree type depository is used, the cards are provided with a punched hole so that they may be hung on the tree limbs.

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Associated also with the playing board, depository and card paintings are pawns of a variety of types which can be used by the players to identify their respective positions on the board. The pawns may be fashioned from plastic, ceramic or other material and be of a size and shape to conveniently fit within a playing square on the board. In keeping with the game's purpose and motif the pawns will take the form of such art devices as a small brush, an easel, a pallet, a picture frame, tube of paint and the like. FIG. 4 shows a pawn in the shape of an artist's pallet.

In order to advance players around the board, a number selection device is also included. This device can take the form of any one of a number of known types, such as dice, roulette wheel, spinning arrow mounted on a numerical board or any other suitable chance device by which a player can select a number to represent the number of playing squares he is to advance during the course of the game. FIG. 5 shows such a number selection device in the form of a numbered-wheel-and-arrow.

When players wish to engage in playing the "Art Collector's Game" of this invention, the paintings will be arranged in the depository in view, as shown in FIG. 2. For convenience, let us assume that, forty paintings of eight of the great masters are being used. This would mean that each painter would be represented by five paintings. These paintings would be distributed throughout the sections of the depository so that each depository section would include at least one painting for each painter.

In playing the game, two, three, four or more players may participate. Those wishing to play will write on a pad a group or list of paintings which they will strive to collect or remove from the depository during the course of play it having been mutually agreed by the players prior to the start of the game, the total number of paintings to be included on each players list. This list of paintings the player keeps secret from all other players. The number of paintings to be included on each players list will be arbitrarily selected and depend primarily on the length of time the players wish to play. If there are forty paintings in the total game and four players participating, the secret list may include from two to ten paintings. The object of the prepared list of paintings is that the player who first succeeds in collecting from the depository those paintings listed on his secret list becomes the game winner.

In the course of play all players will start at the box identified as 6, the starting box, and proceed in a designated direction around the board by measured moves obtained by utilizing the advance selecting device referred to above.

Starting at the portion of the board indicated by starting box 6, the first participant would use the number selecting device to give him a number of blocks to move. Assuming that the number 4 comes upon the number selecting device and moving in the direction indicated by the arrows on the board, the first player would count four blocks from the starting block and move his pawn into the block identified as 18. This block, according to the legend, represents that portion of the depository identified as the auction and he would accordingly go to this section of the depository and select a Van Gogh painting. This painting may or may not be on the selected list player one prepared prior to starting the game.

A player, after having made the number of moves, permits his pawn to rest on the square in which he landed and on his next move continues in the direction of the arrow from this square. The pawns used are selected by the various players prior to the start of the game. In like manner, players two, three and four proceed to move about the board landing in particular playing square and being referred to a section of the depository from which they select a painting identified by the playing square in which they landed.

The boxes generally identified as 22, 24, and 26, and the starting box include all four sections of the depository.

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If a player lands on any one of these bonus squares, he may select the painter identified from any section of the depository. The advantage for such a position permits him to more likely select a painting that will be on his secret list.

As the game progresses and each player takes his respective turn and selects a particular painting designated by the square to which he has been directed, the depository will become progressively exhausted. If it appears that a player will not be able to complete his secret list from the remaining paintings in the various depository sections, he may elect to barter during the course of play with other players. To carry out the barter or trading to secure a painting on his selected list a player will use as trading material those paintings he obtained from the depository by reason of his landing in a designated square which would not form a part of his designated list. The barter is conducted informally at whatever time the players elect. If in the course of play the player is directed to a playing block in a particular depository section for which no artist painting remains in that depository section, the player cannot select a painting from the depository. In this event, the game continues and the next player has an opportunity to play. As indicated, the depository will continue in the number of paintings present and as it is so, the player will have to barter undesired paintings for required paintings in order to complete his previously prepared secret list. To complete his secret list of paintings a player may substitute two paintings of a particular artist for one painting by the same artist contained on his list. The player may also substitute three paintings by the same artist for any painting on the secret list. This may enable him to complete his secret list of paintings.

In the course of play the player first completing his list of paintings is declared the winner. If the depository becomes exhausted without any one player completing his secret list and if that player or another player has not been able to complete his list by barter, the player most nearly completing his secret list is declared the winner.

As will be obvious, in handling and watching the collection of paintings during the course of selecting paintings from the depository, the players will develop a familiarization with the paintings and their painters thus enhancing the player's knowledge of well-known paintings.

As has been indicated, the game is preferably played by two, three or four players. More players may participate, if desired, in which event an additional number of card paintings will be required. In a similar manner, if two players elect to play, comparatively longer secret lists of paintings may be used to extend the play time of the game.

While the invention has been described with respect to an embodiment including forty play squares and depository classifications specifically identified in the drawings

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and specification, it is to be understood that the invention is not limited thereto, but is limited only by the claims appended hereto.

We claim:

1. A competitive art collectors game adapted to increase the players appreciation and knowledge of great paintings which comprises in combination a playing board having its periphery divided into a plurality of playing squares including a starting square and several bonus squares, a plurality of card paintings having on the playing face thereof no identifying legend, said cards being selected from the works of at least four well-known artists, a three dimensional folding depository integral with the playing board and positioned in the center thereof, said depository being divided into four sections, said sections being designed to receive the playing cards in a manner that permits only the playing face of the cards to remain visible to the players during the course of play, a plurality of pawns sufficient in number to provide each player with a pawn, said pawns being fashioned in a motif compatible with the art design of the board, and a number selection device adapted to determine the playing square to which the player is to advance, said playing square corresponding to a section of the card depository from which a player selects a card painting the selection of which tends to complete a previously established list of card paintings.

2. A competitive art collectors game adapted to increase the players appreciation and knowledge of great paintings which comprises in combination a playing board having its periphery divided into a plurality of playing squares including a starting square and several bonus squares, a plurality of card paintings having on the playing face thereof no identifying legend, said cards being selected from the works of at least four well-known artists, a card depository comprising four side walls hinged to the center of the playing board in a manner that forms a substantially vertical, semicontinuous wall when the side walls are locked in an upright position, each of said walls representing a depository section, said sections being designed to receive the playing cards in a manner that permits only the playing face of the cards to remain visible to the players during the course of play, a plurality of pawns sufficient in number to provide each player with a pawn, said pawns being fashioned in a motif compatible with the art design of the board, and a number selection device adapted to determine the playing square to which the player is to advance, said playing square corresponding to a section of the card depository from which a player selects a card painting the selection of which tends to complete a previously established list of card paintings.

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