

[54] **BOARD GAME APPARATUS**
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 [51] Int. Cl. **A63f 3/00**
 [58] Field of Search..... **273/135, 136, 134,**
273/130

966,237 8/1964 Great Britain..... 273/135 G

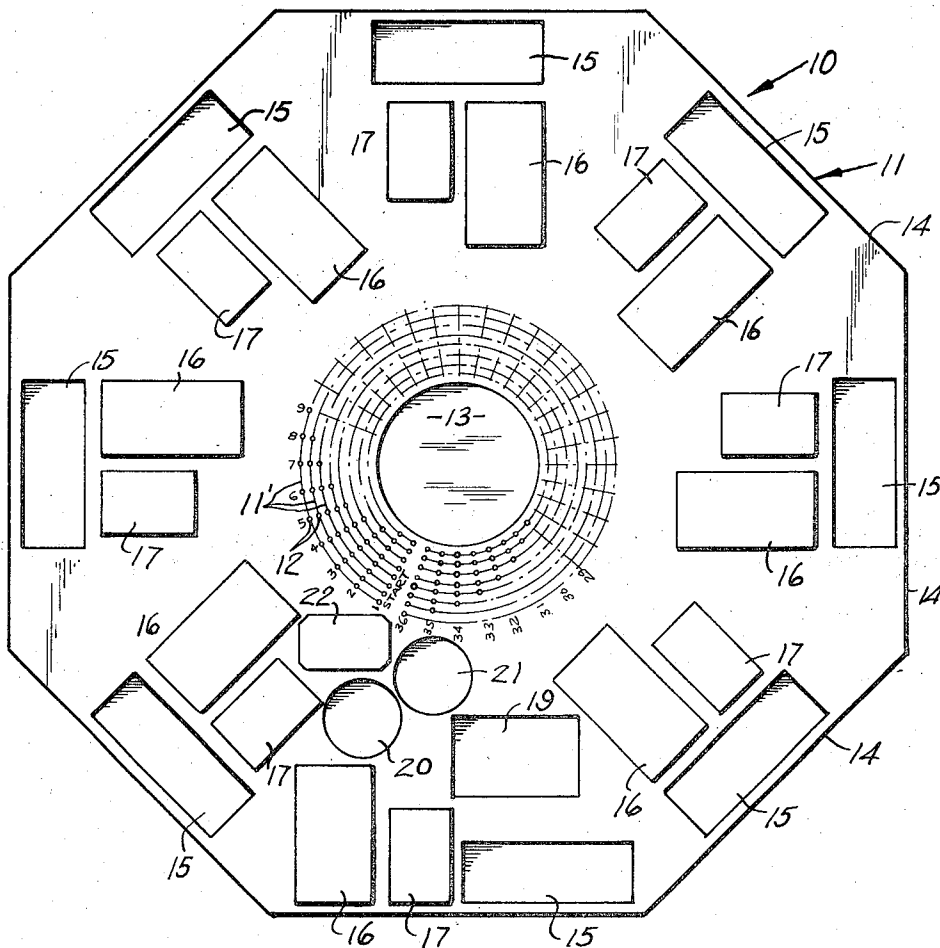
Primary Examiner—Delbert B. Lowe

[57] **ABSTRACT**

A horizontal table of octagonal shape and which at its center has a dice receiving depression that is surrounded by concentric rows of colored circles each of which intersects a plurality of openings, a rectangular depression upon the upper surface of the table and located near the edge of each side and each of the rectangular depressions being of a different color than the others, the present table also including wagering boards located close to the colored depressions, and the table further including a conversion chart and a single bank cut out depression, cruise pool depression and a bounding main pool depression, the game being played with dice and chips between several competitive players.

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1 Claim, 4 Drawing Figures



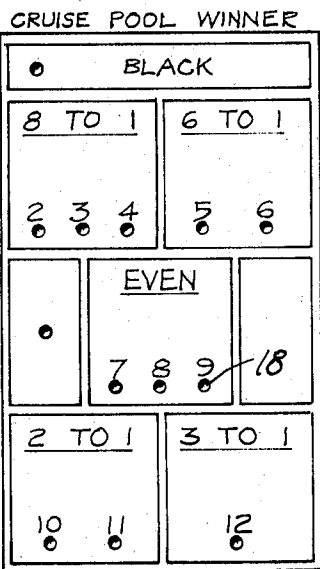
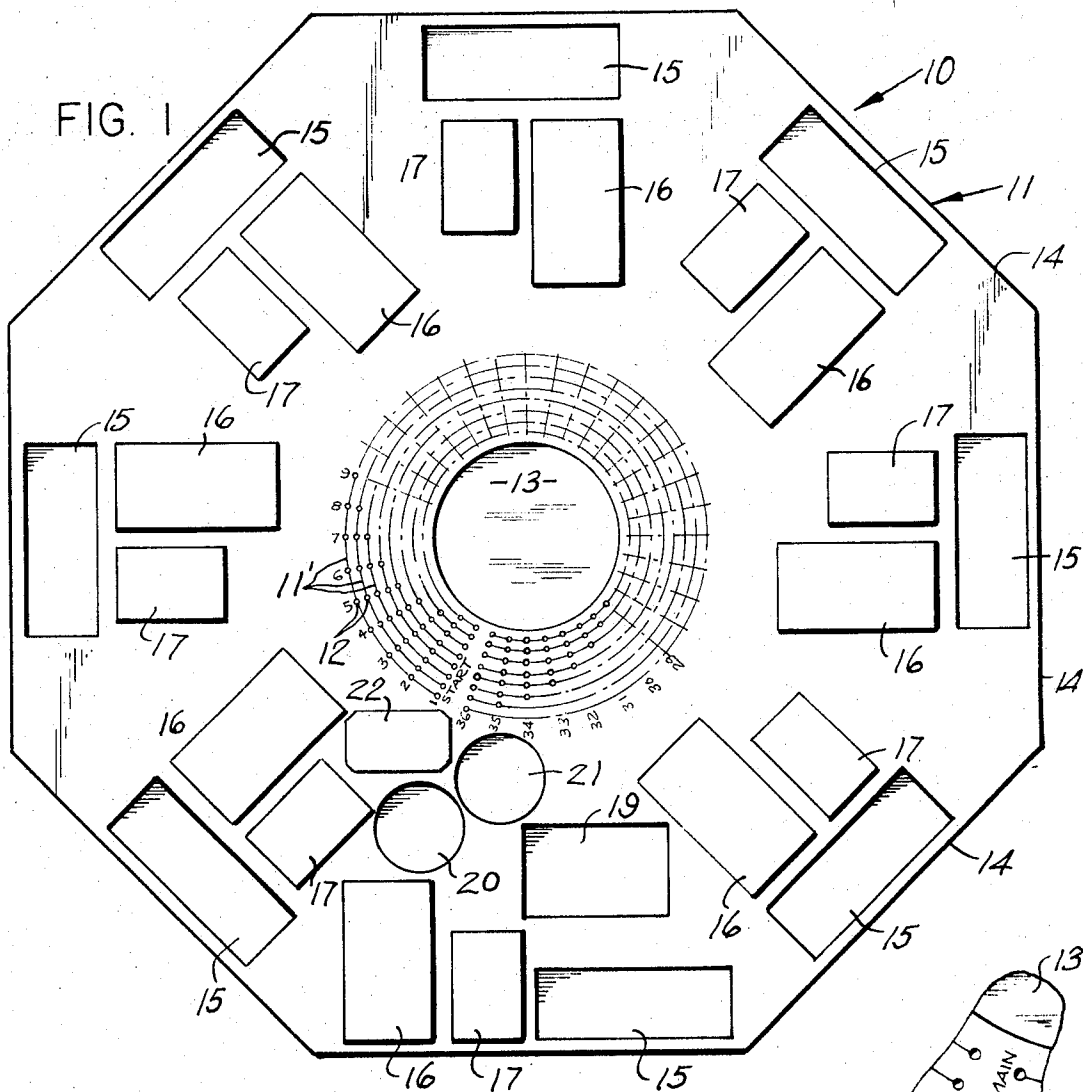


FIG. 3

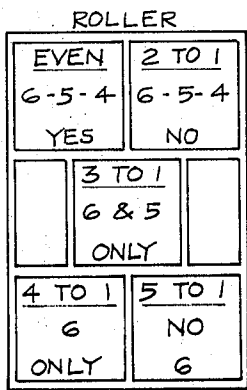


FIG. 4

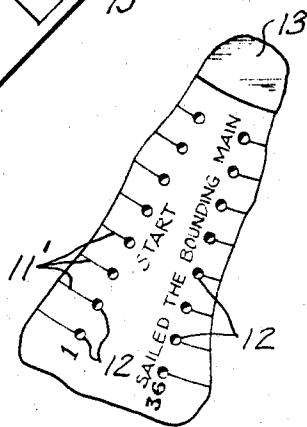


FIG. 2

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BOARD GAME APPARATUS

This invention relates to a game table.

It is the primary purpose of this invention to provide a game which will be novel and competitive and will utilize dice and chips.

Another object of this invention is to provide a game of the type described by which a player will collect points by winning a cruise pool and the wagers are made on wager boards so as to determine what number of crew members will win a cruise and the so called "Bounding Main Pool."

Still another object of this invention is to provide a game of the type described by which the player having the highest number of crew members at the end of a cruise will win the pool.

Other objects of the present invention are to provide a game which is simple in design, inexpensive to manufacture, rugged in construction, easy to use and efficient in operation.

These and other objects will become readily evident upon a study of the following specification together with the accompanying drawing wherein:

FIG. 1 is a top plan view of the game table comprising the present invention;

FIG. 2 is an enlarged fragmentary plan view of FIG. 1; and

FIGS. 3 and 4 are enlarged views of the wagering boards shown in FIG. 1 of the drawing.

According to this invention, game 10 is shown to consist of an octagonal shaped table 11 having a plurality of spaced apart colored circles 11' which intersect openings 12.

The openings 12 in each circle are numbered from one to 36 and the circles 11' encompass a dice receiving cut-out area 13 within the center of table 11.

At each side 14 of table 11 is a rectangularly configured cut-out 15 which is adjacent to the wagering boards 16 and 17. Wagering boards 16 include openings 18 for a purpose which hereinafter will be described.

Another rectangularly configured cut-out 19 is used for the bank of game 10.

It will be noted that each of the cut-outs 15 is of a different color for ready identification.

A cut-out 20 of circular configuration is for receiving chips used in the "bounding main pool" and a similar cut-out 21 is for receiving chips for "cruise pool."

Adjacent to cut-outs 20 and 21 is a conversion chart 22.

Game 10 is played with the following items:

Five dice and a container for shaking the dice, 300 chips (120 white, 120 red and 60 blue) The white chips serve as 5 points, the red as 10 points and the blue represents 20 points, the total value of all the chips being 3,000 points.

The game also includes eight colored markers representing ships, eight colored crew indicators, one cruise pool container, one bounding main pool container, one bank container and one point conversion chart.

Game 10 is played with any number of players from two to eight. One player is designated as the captain of the game 10. He may be chosen in any manner desired by the players, as by the high number of the dice, etc. The captain's duties are to parcel out chips, roll the dice to determine the wagers for the cruise and bounding main pools, make the collections for and pay out

the pools, verify the qualifying of the players, list the number in their crew and record the crews' wins on the circles 11'. The captain also acts for the bank by collecting and paying off the wagers made as to what crew will win the cruise. His chips are kept separated from the bank at all times.

Each player is designated by a color and is equipped with the following:

A crew indicator, a ship marker, 25 chips (10 white, 10 red and 5 blue), and a wagering board set as is shown in FIGS. 3 and 4 of the drawing.

The bank consists of 100 chips (40 white, 40 Red and 20 blue). The bank is not to be considered when determining the winning player. The bank is only for paying out and collecting the wagers made on the wagering boards 16 and 17. The players count their winnings from the bank when determining the winner of the game 10. Players may not borrow from the bank at any time, or from each other. If the bank goes broke then the players roll for the highest number indicated on the dice in order to determine who will assume the bank's function. Each player, in turn, then acts as the bank for an entire cruise, until the game 10 ends. A player does not wager while being the bank, but any chips won are counted when determining the winner.

GAME'S OBJECTIVE

The object is to collect points by winning cruise pools, wagers made on the wagering boards 16 and 17 as to what number of crew members will win a cruise, and the bounding main pool. The players may wager against the bank as to what a player will do, such as, not qualify, receive only six, etc. These points are also considered when determining the winner. The player having the highest total of points at the end of the game 10 is the winner.

WAGERS

Each player places an equal amount in the cruise pool receptacle 21. This amount is determined by the captain rolling all five dice once only and using the conversion chart 22 to convert the dice reading into points to determine the amount wagered by each player. The player having the highest number of crew members at the end of a cruise, wins this pool.

Each player places an equal amount in the bounding main pool receptacle 20. This amount is determined by the Captain rolling one die and using the conversion chart to determine the amount wagered by each player. The player to "Sail the Bounding Main" first wins this pool.

All wagers are placed before the start of each cruise. If a player has insufficient chips to cover the wagers for the cruise and bounding main pools, he is out of the game completely. His remaining chips go into the cruise pool.

Wagers are made at the start of each cruise to pick the cruise winner (the number of crew members in the winning crew) by each player placing his wager on his wagering board. Wagers are also made before each player begins his turn as to what he will do. These wagers do not have to equal any other player. If a player wins his wager, his winnings come out of the bank. If he loses, his losses go into the bank.

THE PLAY

The game consists of cruises. A cruise is all players

having a turn with the dice. A turn entitles the player to three rolls of the dice, but he has the option as to whether or not to use all three rolls. The objective of a turn is to get this sequence; first a 6, then a 5, and then a 4, the remaining two dice represent the number in the player's crew. The player having the most crew members wins the cruise. If the 6 is obtained on the first roll, only four dice are thrown on the second roll. If the 6 and 5 are obtained on the first roll, then only three dice are thrown on the second roll. If the sequence is completed on the first roll of the dice the player may exercise his option and use the remaining two rolls to increase the number in his crew, only the two dice representing the crew being rolled at this time. When any player attempts to improve his crew, he must roll both dice at the same time. If it takes all three rolls to get the sequence, the player must stand on whatever number he has in his crew. When a player qualifies (gets the sequence) and completes his turn, his crew indicator is placed in the proper numbered opening 18 in the crew section of the wagering board 16. It is removed at the end of each cruise. If a player fails to receive the sequence, he does not qualify and is out of the cruise, unless there is a tie between the players having the most crew members, and then all players will roll the dice again. A player does not have to remain tied as any roll of the dice remaining may be used to try to increase his crew and win. If he tries and fails to increase his crew, he loses if he comes up with fewer crew members than his opponents. If the tie stands, then wagers are placed in both of the pools the same as at the start with a new cruise. Wagers on crew size may be changed if desired. The same applies if all players fail to qualify. In each case, the last player to roll starts the cruise. The winner of a cruise is the player who begins a new cruise.

Each winner of a cruise has his ship placed in an opening 12 on the bounding main in the space equal to the number of his winning crew members. Each time a player wins a cruise his crew members are added to his previous wins and the ship moved forward to record the win. He also takes all chips wagered in the cruise pool. The first player to "sail the bounding main" (reach the number 36 first) wins the bounding main pool and ends

the game.

RECAP OF THE RULES

Each player has three rolls of the dice to get the sequence 6-5-4 with the remaining two dice representing the number in the player's crew. The player having the highest number in his crew wins the cruise.

Each player places an equal amount in the cruise pool. The amount is determined by rolling five dice and using the conversion chart. The pool is won by the player having the most crew members.

Each player places an equal amount in the bounding main pool. The amount is determined by rolling one die and using the conversion chart. The pool is won by the first player to reach 36 on the bounding main circle.

A player not having sufficient chips to cover wagers in both pools is eliminated from the game. Borrowing is not permitted, either from the bank or the players.

Each player places a chip or chips on the wagering board on the number he believes will be the number of winning crew members. The player's winnings come from the bank, his losses go into the bank.

The player having the highest total of points, counting all the chips he has at the end of the game, is the winner of game 10.

What I now claim is:

1. In a game, the combination of a game board and a plurality of playing pices comprising a plurality of dice and a plurality of chips, the game board being of octagonal shape and having a central dice receiving depression on its upper side, said dice receiving depression having a plurality of concentric differently colored circles therearound, each of the circles intercepting a plurality of openings downward into said game board, a rectangular depression made in the upper side of said game board and located adjacent each straight side of said game board, each of said rectangular depressions being of a different color from the others, and said game board additionally having upon its upper side a conversion chart for converting dice readings to wager amounts and a plurality of additional singular chip receiving depressions.

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