United States Patent

[11] 3,582,080

[72] Inventor **Frank J. Schick**
1925 Curdes Ave., Fort Wayne, Ind. 46805

[21] Appl. No. **726,189**
[22] Filed **May 2, 1968**
[45] Patented **June 1, 1971**

[54] **BOARD GAME APPARATUS**
1 Claim, 15 Drawing Figs.

[52] **U.S. Cl.** ..... **273/134AD,** 273/137(AB)
[51] **Int. Cl.** **A63f 3/02**
[50] **Field of Search** 273/134

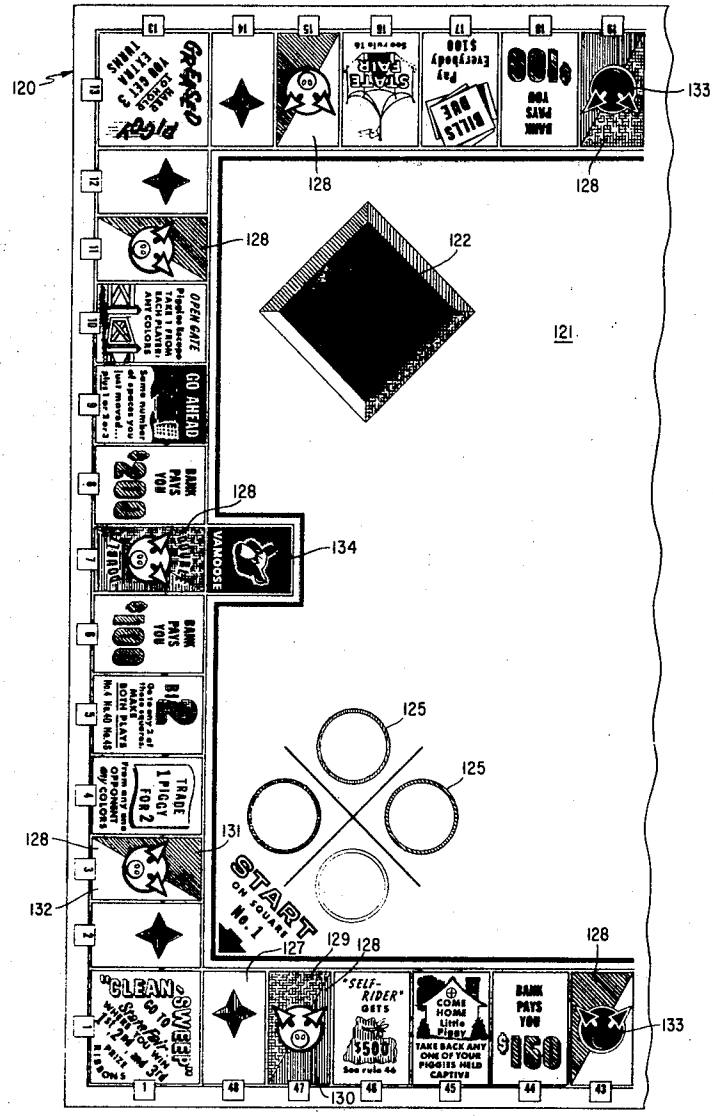
[56] **References Cited**

UNITED STATES PATENTS

2,780,463 2/1957 Salomon 273/134
3,163,423 12/1964 Jackson 273/134

Primary Examiner—Delbert B. Lowe
Attorney—Jeffers and Rickert

ABSTRACT: A game arrangement in which a printed board or sheet is provided with a row of playing spaces around the margin to form a continuous playing path along which playing pieces are moved with the amount of each move being determined by casting dice. The playing pieces consist of a primary playing piece for each player, each primary piece being a different color, and secondary playing pieces adapted to be placed on the primary playing pieces to travel therewith along the playing path. The playing spaces provide for rewards and penalties when a primary playing piece lands thereon and includes color coated spaces which offer particular rewards when a primary playing piece of a corresponding color lands thereon. When secondary playing pieces are resting on primary playing pieces, the value of certain reward spaces is increased. Special playing pieces are utilized which are associated with particular playing spaces, and a stack of instruction cards is also utilized from which a card is drawn by a player whose primary playing piece lands on a particular playing space.



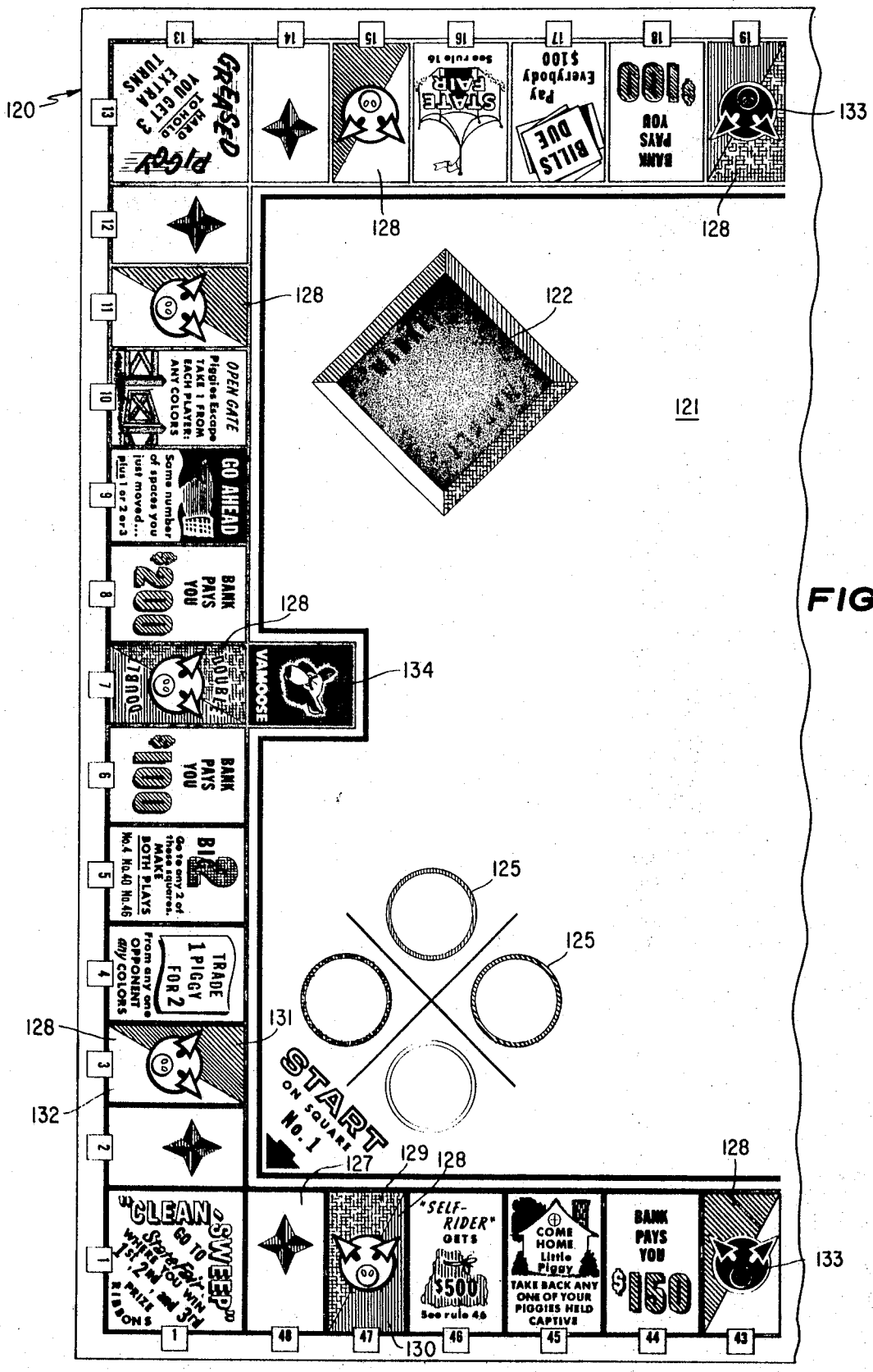

120
133
128
122
121
134
125
131
132
127
129
130
GREASED PIGGY
HARD TO HOLD YOU GET 3 EXTRA TURNS
STATE FAIR
See rule 16
Pay Everybody $100
BILLS DUE
BANK PAYS YOU $100
OPEN GATE
Piggies Escape TAKE 1 FROM EACH PLAYER: ANY COLORS
GO AHEAD
Same number of spaces you just moved... plus 1 or 2 or 3
BANK PAYS YOU $200
VAMOOSE
BANK PAYS YOU $100
BIG 2
Go to any 2 of these squares. MAKE BOTH PLAYS No.4 No.40 No.46
TRADE 1 PIGGY FOR 2
From any one OPPONENT any COLORS
START ON SQUARE No. 1
"CLEAN SWEEP"
GO TO State Fair WHERE YOU WIN 1st, 2nd and 3rd PRIZE RIBBONS
"SELF-RIDER" GETS $500
See rule 46
COME HOME Little Piggy
TAKE BACK ANY ONE OF YOUR PIGGIES HELD CAPTIVE
BANK PAYS YOU $150

FIG.1

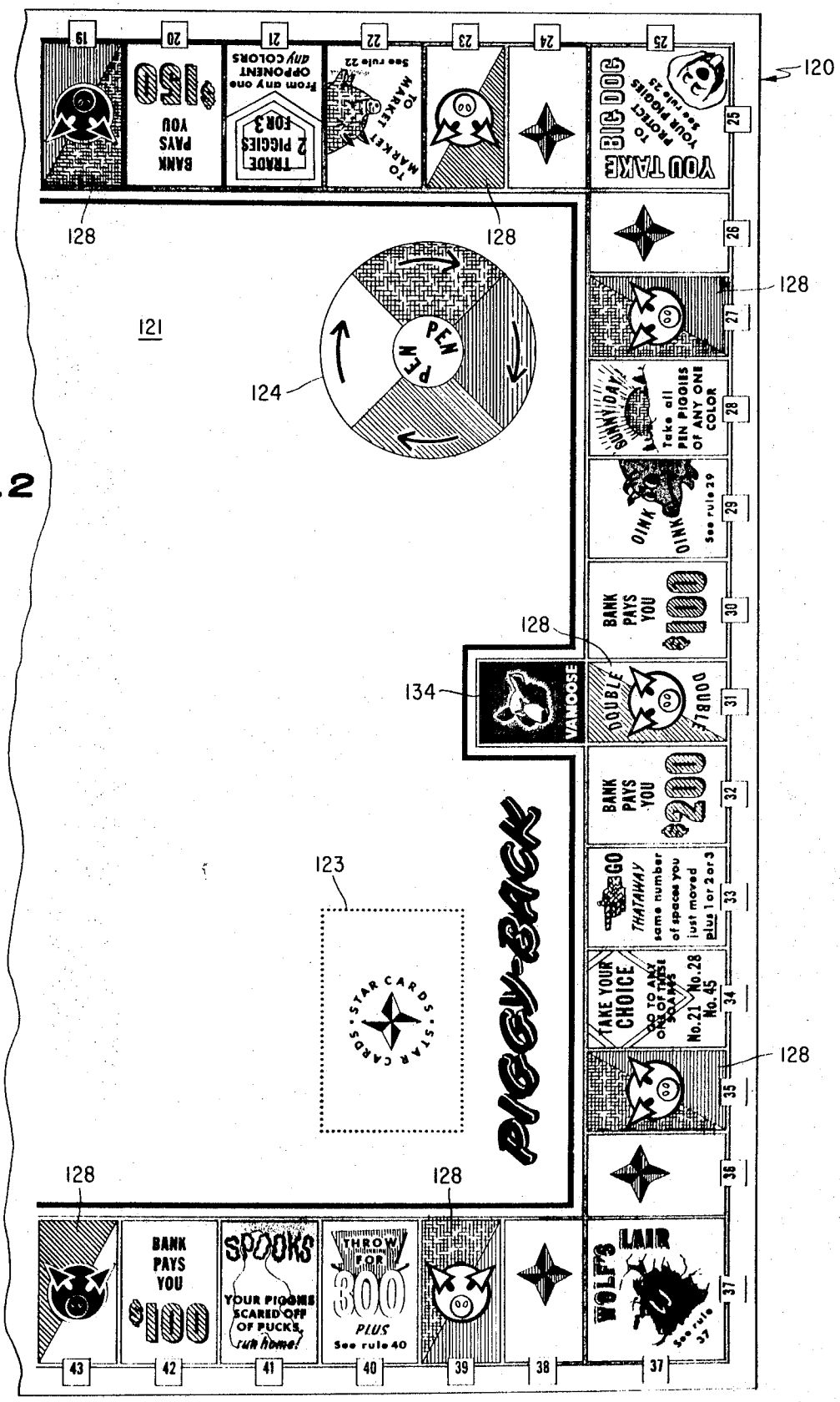

120
121
123
124
128
134
PEN
PIGGY-BACK
STAR CARDS
BANK PAYS YOU $100
SPOOKS
YOUR PIGGIES SCARED OFF OF PUCKS, run home!
THROW FOR 300 PLUS See rule 40
WOLF'S LAIR See rule 37
TAKE YOUR CHOICE
GO TO ANY ONE OF THESE SOARS No.21 No.28 No.45
GO THATAWAY same number of spaces you just moved plus 1 or 2 or 3
BANK PAYS YOU $200
DOUBLE
VAMOOSE
BANK PAYS YOU $100
OINK OINK See rule 29
SUNNY DAY Take all PEN PIGGIES OF ANY ONE COLOR
YOU TAKE BIG DOG TO PROTECT YOUR PIGGIES See rule 25
TO MARKET See rule 22
TRADE 2 PIGGIES FOR 3 From any one OPPONENT any COLORS
BANK PAYS YOU $100

FIG. 2

CORN-CRIB RAID! Neighbors' piggies get into your corn-crib. Make SPECIAL dice-throw with each player. A high throw by you captures that player's piggy	**SHUFFLE THE CARDS** *Put This Card On The Bottom*	**GRAB-BAG** Make any play within four squares of your puck . . . *either way*	**YOU'RE A MEANY!** Next time you land on square No. 40 collect from each player $100 extra *for each "double" you throw* KEEP THIS CARD UNTIL USED	**YOU DIRTY THIEF!** Take all PEN piggies of your own color . . . and all PEN piggies of the color nearest to yours in direction of arrow
STAR-BRIGHT! You win *two* star-plays . Draw the next two cards . *make both plays*	**AND IN THIS CORNER!** Move to the CORNER square *nearest ahead* of your puck . . .	**TWIN PIGGIES!** With each player you trade 1 of *your own* piggies for 2 of *his own* piggies	**WHAT A TIME!** Go to square No. 16 "State Fair" . . . *Then* go to No. 45 "Come Home Little Piggy" . . . *Make both plays.*	**IT'S A GAMBLE!** Other players make a SPECIAL dice-throw. *With the highest thrower* you trade any 3 piggies you hold for any 3 he holds
WOLF TRAP If Wolf ever lands on your puck you get a chance to capture him. Read Rules No. 37 for details KEEP THIS CARD UNTIL USED	**TAXES DUE** Pay the bank a tax of $50 for each captive piggy over four that you hold	**MAKE UP YOUR MIND!** Go ahead or Go Backwards 5 or 10 spaces	**PENALTY INSURANCE** You escape the next *penalty* against you (Does not refer to trades) KEEP THIS CARD UNTIL USED	**CHEER UP, SQUEALER!** If you hold six or less piggies go to square No. 10 "Open Gate" or No. 13 "Greased Piggy" THIS CARD CAN BE SOLD. BUYER USES IT ON HIS *NEXT TURN*, IN ADDITION TO HIS REGULAR PLAY
BILLS DUE YOU Other players each pay you $100	**BARGAIN DAY!** Buy any two piggies you want for only $100 each THIS CARD CAN BE SOLD. BUYER USES IT ON HIS *NEXT TURN*, IN ADDITION TO HIS REGULAR PLAY	**MERRY-GO-ROUND** Circle the board once in moves like the dice-throw you just made . . . Choose *any one* of the squares you land on for your play	**CORRAL TIME!** All other players put a piggy in the pen . . . *any color*	**SOME CHOICE!** Go to square No. 17 or No. 29 or No. 41
STATE PIGGERY CONTROL Collect $50 from the bank for each piggy of *your own color* you have lost THIS CARD CAN BE SOLD. BUYER USES IT ON HIS *NEXT TURN*, IN ADDITION TO HIS REGULAR PLAY	**YOU PIGGY, YOU!** TRIPLE the next green-dollar award that *your puck* earns (like square No. 6) KEEP THIS CARD UNTIL YOU COLLECT	**SHARE THE WEALTH** Each player who holds more of your piggies than you hold of his pays you $200 THIS CARD CAN BE SOLD. BUYER USES IT ON HIS *NEXT TURN*, IN ADDITION TO HIS REGULAR PLAY	**LUCKY YOU . . . (MAYBE!)** Go to square No. 9 or to square No. 33	**SEVENS-UP!** Move *ahead* or Move *backward* 7 spaces

FIG.3

PATENTED JUN 1 1971
SHEET 3 OF 5
3,582,080

FIG. 4

PIGGY-BACK
$50
DOLLARS
PIGGY-BACK
$100
DOLLARS
PIGGY-BACK
$200
DOLLARS
PIGGY-BACK
$500
DOLLARS
WOLF REWARD
PIGGY-BACK
$2000
DOLLARS
WOLF REWARD

FIG.5

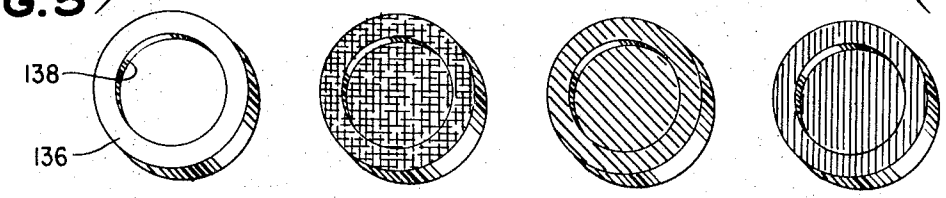
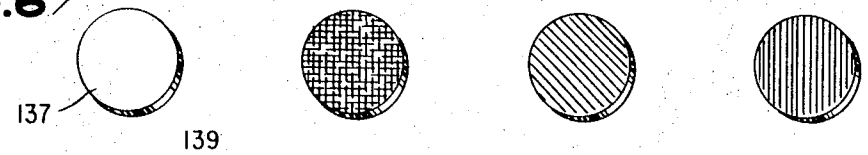


FIG.6



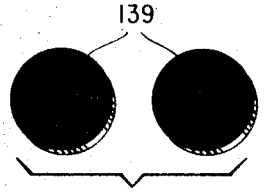


FIG.7

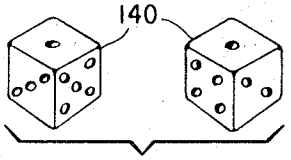


FIG.8

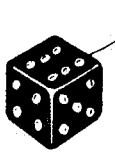


FIG.9

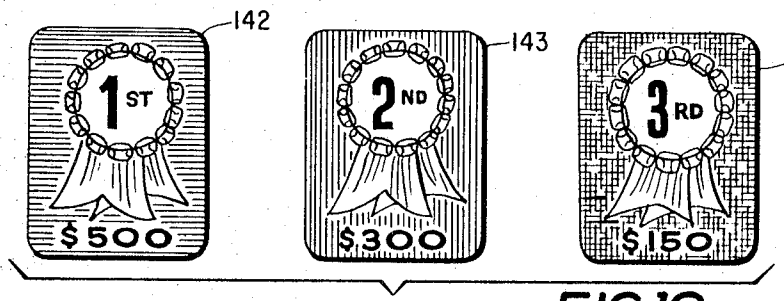


FIG.10

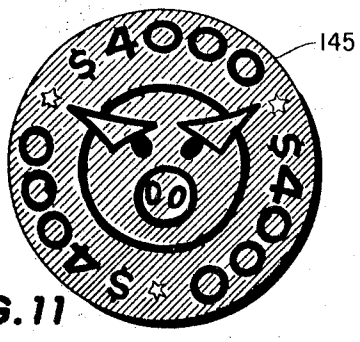


FIG.11

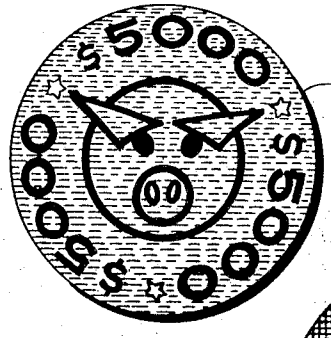


FIG.12

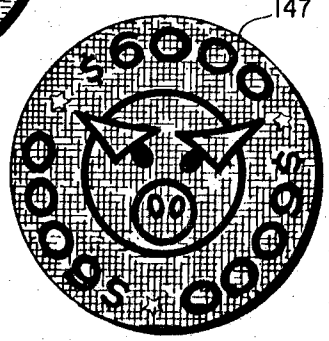


FIG.13

FIG.14

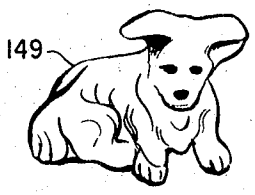


FIG.15

BOARD GAME APPARATUS

The present invention relates to a game arrangement and is particularly concerned with a game that offers a combination of skill and chance in attempting to win the game.

The game arrangement of the present invention, in general, comprises a playing board having a series of playing blocks or squares or spaces along the margin thereof forming a path along which playing pieces are moved in accordance with the numbers shown on dice, and in accordance with other instructions which might pertain to a certain space on which the playing piece lands. A stack of instruction cards are also supplied which are drawn by the players from time to time to receive specific instructions in conformity with a certain playing space on which the respective player's playing piece may land.

A particular feature of the present invention is to be found in the fact that each player uses a basic, primary or first, playing piece and has a plurality of second playing pieces. The first playing piece is moved about the series of spaces or blocks along the margin of the board in accordance with numbers which come up on thrown dice while the other pieces which each player possesses, and which can be termed secondary or second playing pieces, can be placed on top of primary pieces under certain conditions.

When the secondary playing pieces are mounted on top of the primary playing pieces, rewards and benefits that obtain for the primary piece, in conformity with the landing thereof on a predetermined square or space along the margin of the board, are increased.

The game is arranged so that trade can be carried on amongst the players and this further increases the interest in the game as well as introducing an element of skill.

The aforementioned spaces or blocks, distributed along the margin of the board, along which the primary playing pieces of the respective players advance in the playing of the game, consist of penalty spaces as well as reward spaces and also include special spaces for particular purposes.

The primary playing pieces of the players are distinguished from each other by the use of colors and certain of the spaces around the playing board carry corresponding colors and the receiving of a reward by landing on such a space is in conformity with whether or not the color of the playing piece matches a color of the particular space. The distribution of the spaces of the game is important because the arrangement according to the present invention provides for the most uniformity in respect to the penalties and rewards received by each player in advancing about the board.

The exact nature of the present invention will be more clearly apparent upon reference to the following detailed specification taken in connection with the accompanying drawings, in which:

FIG. 1 shows the left half of a playing board according to the present invention;

FIG. 2 shows the right half thereof;

FIG. 3 shows the designations on the respective cards forming a pack of cards that is a part of the present invention;

FIG. 4 shows various denominations of monetary tokens or play money, that are employed in connection with the present invention;

FIG. 5 shows primary playing pieces according to the present invention, each in a different color;

FIG. 6 shows a single one of the secondary playing pieces which are used in association with the primary playing pieces;

FIG. 7 shows a pair of special playing pieces employed with the game;

FIG. 8 shows a pair of conventional dice in perspective;

FIG. 9 shows a black die which is employed in connection with the dice of FIG. 8 under certain circumstances in the game arrangement of the present invention;

FIG. 10 shows special award tokens that are employed with the present game;

FIGS. 11, 12 and 13 show other special award tokens employed with the game; and,

FIGS. 14 and 15 show still other special playing pieces that are employed with the game.

Referring now to FIGS. 1 and 2, taken in combination so as to consider the entire playing board at one time, reference numeral 120 represents the playing board which may be, and preferably is, substantially square. The board may be stiff and adapted to be folded together according to conventional practices or may even consists of a fairly thin sheet of paper or plastic material which can be laid upon a flat surface such as a table top when the game is being played. It will be understood that the term "board" includes not only a stiff, self-supporting cardboard member but also a thin flexible printed sheet of paper or plastic.

The playing board 120 comprises a central space 121 and a peripheral region along the edge of the board in which a plurality of blocks or spaces are disposed in side by side relation to form a continuous path completely about the board. The playing spaces, it will be seen, are numbered from 1 to 48 in clockwise direction about the board, with number 1 representing the starting position for the players. The numbers of the spaces are contained in small rectangles at the bottom of each space.

In FIGS. 1 and 2 the furthest right-hand playing spaces of FIG. 1, numbered 19 at the top of the view and 43 at the bottom, are the same as the extreme left-hand playing spaces in FIG. 2, which are also numbered 19 at the top and 43 at the bottom.

The board, inside the peripheral row of spaces, has a square or other suitably shaped area at 122 designated "market" and which is employed for certain purposes in the playing of the game. Another area is marked at 123 and this area is provided for the purpose of receiving a stack of cards which are marked in conformity with the legends shown in FIG. 3.

A still further area is shown at 124 and this is for a still further purpose. The area 124 is circular and is designated as a "pen." It is divided segmentally into different color sections as shown in FIG. 2, the colors corresponding to those of the primary and secondary playing pieces shown in FIGS. 5 and 6. The aforementioned three area are in three corners of the center space 121 of the board and in the fourth corner are rings 125 of different colors upon which the players of the game place their primary playing pieces at the start of the game.

The various legends in the playing spaces about the periphery of the board will not be explained in any great detail but reference will be made to certain particularly important ones thereof. Located along the rows of playing spaces are several like the space designated by reference numeral 127 and each of which contains a star. When the primary playing piece of any player lands on a playing space containing a star, a card is drawn from the pack of cards resting on area 123 and the instructions are carried out.

A number of the other playing spaces, such as the ones indicated by reference numeral 128, are distributed about the periphery of the board and each has half of the area thereof of one color and the other half of another color. For example, one of the playing spaces along the bottom of FIG. 1 marked with the reference numeral 128 has the region 129 thereof colored yellow and the region 130 thereof colored red.

A similar playing space at the left side of FIG. 1 also designated by reference numeral 128 has one portion of the area at 131 colored green and the other portion at 132 colored white. The spaces 128 are distributed about the board so that there are three thereof along each side edge of the board and each playing space 128 provides a reward for a primary playing piece which lands thereon and which is the same color as one of the colored portions of the respective playing space 128 on which it lands.

Two opposite ones of the spaces 128, indicated by the playing space numbered 19 and 43 along opposite edges of the board have a black picture thereon at 133 and the purpose of these playing spaces is to provide particular benefits for primary playing pieces which land thereon and which are of the color of one portion of the respective playing space.

Along the other two edges of the board and pertaining to the playing spaces numbered 7 and 31, there is a space **134** which is disposed in toward the center of the playing board and out of the regular path of movement of the primary playing pieces. The primary playing piece landing on space **134** which is above either of the playing spaces designated 7 or 31 and of a color conforming with one of the colors of the respective space obtains certain privileges.

Referring briefly to FIG. **3**, each legend shown thereon appears on the face side of a card of the stack resting on area **123**. These cards are shuffled and stacked, legend or face side down, on the area **123** and with the shuffle card, which bears the legend indicated at **135**, resting on the bottom of the stack of cards. When a card is drawn from the stack, the instructions are carried out and then it is placed on the bottom of the pack. When, finally, the card bearing the legend at **135** is drawn, the pack is shuffled and the card bearing the legend **135** is placed on the bottom and the drawing of the stack of cards commences again.

FIG. **4** shows units of play money, or monetary tokens, in denominations of $50, 100, $200, and $500 respectively with a special money reward in the amount of $2,000. The play money may be printed on pieces of paper, either on one or both sides, and may be made in colors to resemble actual currency colors.

FIG. **5** shows a set of primary playing pieces **136**, each of a different color. The piece at the extreme left-hand side is white, the one next to it toward the right is yellow, the next primary playing piece toward the right is green and the one at the extreme right is red. These colors correspond to the colors of the regions **129**, **130**, **131**, and **132** of the playing spaces **128** previously described.

Each player has a single primary playing piece **136** and associated with each primary playing piece **136** is a plurality, preferably 12, secondary playing pieces **137** which are small discs and which have the same colors as their pertaining primary playing pieces. Preferably, each primary playing piece is cuplike and has a recess **138** on one side which will loosely receive a secondary playing piece.

FIG. **7** shows two auxiliary or special playing pieces **139** which are black in color and the use of which is explained hereinafter.

In FIG. **8**, the dice **140** are a conventional type consisting of white bodies and spots thereon in some contrasting color for numeral designations. The die **141** in FIG. **9** has a black body and numeral indications thereon of a different color.

In FIG. **10** the award token **142** is for $500, the award token at **143** is for $300, and the award token at **144** is for $150. The use of these award tokens will also be more fully explained hereinafter.

FIG. **11** shows a token **145** which may be colored bronze or brown and represents $4,000, while FIG. **12** shows a token **146** which is for $5,000 and which may bear another color, such as silver, while FIG. **13** shows still another token **147** in the amount of $6,000 and which may be colored yellow or gold.

FIG. **14** shows a special playing piece **148** for a special purpose in the game and FIG. **15** shows a still further playing piece **149** to be employed in playing the game.

In describing the game more particularly, and the manner in which it is played, the primary playing pieces shown at **136** in FIG. **5** may be designated "Pucks" and the secondary playing pieces shown at **137** in FIG. **6** are designated "Piggies." The two special playing pieces shown in FIG. **7** at **139** are referred to as "Blackies," the tokens shown at **142**, **143**, **144** in FIG. **10** are referred to as "State Fair Prize Ribbons" while the tokens illustrated in FIGS. **11**, **12** and **13** at **145**, **146** and **147** are referred to as "Winning Award Medals." The special playing piece indicated at **148** in FIG. **14** is referred to as "The Wolf" and the special playing piece shown at **149** in FIG. **15** is referred to as the "Big Dog."

The following set of rules for the game is believed to clarify the manner in which the game is played and is reproduced substantially in its entirety from the rules which accompany the game when it is sold. In the following rules, the various tokens and the like are referred to by the names given above and the numbers employed all refer to the numbers on the playing spaces in the rectangles at the edges of the playing spaces.

RULES FOR THREE OR FOUR PLAYERS

a. Each player takes a puck and the piggies of its color. Turn pucks cup side UP. Put the Blackies on squares No. 19 and No. 43, Big Dog on No. 25 and Wolf on No. 37.

b. Each player puts one piggy in the PEN.

c. Stack the star play cards face down with "Shuffle" card on the bottom.

d. One player acts as banker. He gives each player four $200 bills, four $100 bills and four $50 bills. He also has charge of the $2,000 Wolf Reward bills, State Fair Prize Ribbons and Award Medals. However these are not used as bank money.

TO START PLAY: Each player throws the two white dice. The highest thrower moves his puck clockwise (from Start) the number of spaces indicated by his throw. He gets the award or penalty for the square he lands on. Play passes to the left, each player taking his turn as above, subject to the following rules:

EXTRA TURNS and "SPECIAL" THROWS: Whenever you throw a "double" (same number on both dice), you win an extra turn, except on SPECIAL throws. Where "SPECIAL" throws are mentioned, their purpose is described. They do not entitle you to move your puck nor to extra turns. No more than four extra turns are allowed at a time, including "Greased Piggy" plays (see square No. 13).

"PIGGYBACK" PLAYS: a. When you land on a piggy square (like No. 3), and neither color on the square matches your puck, move back one square.

b. if the piggy square does show your puck color, place one of your piggies on any puck (including your own) except one carrying Blackie. If the puck you choose already carries a piggy, take that piggy captive unless it is protected by Big Dog (Rule No. 25). In that case the piggy remains with its owner.

c. If the square has "DOUBLE" printed on it, make two plays as above instead of one. Captive piggies have high scoring values, described on page 16.

d. While riding piggyback on an opponent's puck, you collect the same green dollar awards (like square No. 6) as that puck earns.

e. While riding piggyback on your own puck, you double all green dollar awards your puck earns.

f. Collect an extra $100 for each of your piggies more than one that are riding pucks when any of them or your puck earns a green dollar award (rules *d* and *e* above).

STAR SQUARES: When you land on a star square (like No. 2), draw a star play card. Follow its instructions, then return the card to the bottom of the stack, face side down. Your will see that some cards can be sold if your do not use them yourself.

"VAMOOSE" SQUARES: Bypass Vamoose squares unless you can land on one above a square that shows your puck color. Then all other pucks go back to Start. If any carries its own color piggy, take that piggy captive unless it is protected by Big Dog (Rule No. 25 on page 13). Pucks without their own piggy pay you $100.

THREE AWARD MEDALS: a. The Bronze Medal (worth $4,000) goes to the first player who holds four piggies of each puck color. The Silver Medal (worth $5,000) requires five piggies of each color, and the Gold Medal (worth $6,000) six of each color. To claim a medal, say "Medal Award here" and name which medal.

b. No player can hold more than one medal. However, if your have a medal, you can try for another of higher value if you return your lesser medal to the bank which puts it back into play. Otherwise keep any medal you earn.

IF YOU LAND ON ANOTHER PUCK place a piggy (any color) in the Pen, then move back one square for your play.

FOR YOUR FIRST GAME: Start play as already instructed. If your land on a square you do not understand, read the rules with that square's number, as follows:

No. 16"State Fair" RULE: If you land on square No. 16, you take first prize at the State Fair—a Blue Ribbon worth $500. All players, including you, now make a SPECIAL throw for the second prize Red Ribbon worth $300. It goes to the highest throw. Then all throw for the $150 Yellow Ribbon. Players can win more than one ribbon. When all ribbons are gone, the Fair closes and pucks landing there throw dice again.

No. 19 "BLACKIE"RULES: a. If your land on square No. 19 and neither color on this square matches your puck, move back one square.

b. If square No. 19 does show your color, place its Blackie on your puck. If already carrying a piggy not your own, take that piggy captive unless it is protected by Big Dog (Rule No. 25). In that case return the piggy to its owner. If the square has no Blackie on it, you can take a Blackie from the puck carrying it nearest ahead of you on the board if you pay its owner $500. (This is the only way a player can lose Blackie.)

c. While you have Blackie, you always throw three dice, two white and one black. Choose any two thrown for your move. Example: If you throw 2+4+5, you can move six spaces (2+4), or seven spaces (2+5), or nine spaces (4+5), whichever is best.

d. If your throw the same number on all three dice (except on SPECIAL throws) collect $1,000 from the bank, in addition to your move.

e. With Blackie, you double all green dollar awards (like square No. 6) that your puck earns.

f. No player can hold two Blackies. However, if your Blackie later lands on the Blackie square that shows your puck color, collect $500 from the bank.

No. 22 "TO MARKET, TO MARKET" RULES: If you land on square No. 22, all other players, but not you, place one piggy (any color) in the Market for auction. You are the auctioneer. Ask "Who bids $100 for these piggies?" Other players continue bidding up until the piggies go to the last (highest) bidder, who pays you. A player with no piggies for market cannot bid.

No. 25 "TAKE BIG DOG" RULE: If you land on square No. 25 you take Big Dog. So long as you have him, he protects your puck-riding piggies against loss or capture. Whenever they would ordinarily be taken, they are returned to you INSTEAD. Other players can claim Big Dog by landing on square No. 25 until someone has landed there TWICE. That player keeps Big Dog till the game ends.

No. 29 "OINK! OINK!" RULE: If you land on square No. 29 you put a piggy (any color) in the Pen. You cannot move until your throw a double, or pay each opponent $50, or you are sent back to Start on a Vamoose play.

No. 37 "WOLF'S LAIR" RULE: a. When you land on Wolf's Lair, you start Wolf on a prowl once around the board. Move him four spaces at a time. Pucks he lands on go back to Start, pay the bank a $300 doctor bill and miss their next turn. Ignore other squares Wolf lands on.

b. when Wolf gets back to his lair, you try to capture him by making up to three SPECIAL dice throws. Any "double" of even numbers (two's, four's or six's) captures Wolf and wins a $2,000 reward. However, a 1+1 throw means Wolf gets the best of you. In that case you must go back to Start immediately, pay the bank a $300 doctor bill and miss your net turn.

c. If Wolf lands on a puck whose owner holds the "Wolf Trap" (star play) card, that player does not go back to start. Instead, he makes a try at capturing wolf under the same conditions described above.

d. Always return Wolf to square No. 37.

No. 40 "THROW FOR 300" RULE: When you land here, you make three SPECIAL dice throws. For each double, collect $300 from the bank.

No. 43 "BLACKIE" SQUARE: Same rules as No. 19.

No. 46 "SELF-RIDER-GETS-500" RULE: If you land here and your puck carries a piggy of its own color or Blackie, you collect $500 from the bank.

TO BORROW FROM THE BANK: Deposit your own color piggies as security, based on values in Scoring Rules on page 16. Thus, on four piggies, you can borrow $1,000 (100+200 +300+400). Piggies are returned when you repay the loan.

YOUR ARE BANKRUPT when you are out of money and cannot borrow. Then the bank auctions all captive piggies you hold, selling them to the highest bidder. With the money the bank pays any debts you owe, and then buys back your own piggies held captive by others (if they agree to sell), priced as on page 16. Any money left over and your redeemed piggies go to you. Then regular play resumes.

PLAY CONTINUES UNTIL NO MONEY IS IN THE PIGGY BANK: Then the banker calls for payment of loans. If a borrower cannot pay, his piggies held by the bank go into the Pen. Next, the banker auctions all Pen piggies. To start, he asks "Who bids $100 for all red piggies in the pen?" Players continue bidding until the red piggies to to the last (highest) bidder, who pays the bank. Next all yellow piggies are auctioned, then the green, then the white. All players bid in this auction, including the banker.

The bank pays any money due the player who made the last dice throw, then regular play resumes. When the bank is again without money and cannot raise any by loan payments or Pen auctions, it is time for final scoring.

SCORING RULES: Captive piggies must be bought back from players who hold them. If their owner is short of money, he makes up the difference with the prize-ribbons, Wolf rewards and any Medal he holds. Captive piggies are valued as follows:

One Captive Piggy held by a player	$100
2nd Captive, same color, held by same player	$200
3rd Captive, same color, held by same player	$300
4th Captive, same color, held by same player	$400
Each additional Captive, same color, held by same player	$500

Thus, if you hold five captives of the same color, their owner pays you 100+200+300+400+500, a total of $1,500.

ADD THE VALUE OF PRIZE RIBBONS, WOLF REWARDS AND MEDAL held by a player to his money score. Piggies themselves do not score.

FOR A SHORTER GAME: Average game takes a little less than two hours. By reducing money in the bank a shorter game will result.

TO PLAY PARTNERS: Partners sit opposite. One partnership uses white and green pucks, the other red and yellow.

RULES FOR TWO PLAYERS: a. Each player uses TWO pucks and their piggies. One uses White and Green, the other Red and Yellow. Line up the pucks so players alternate in turns at play.

b. When you land on square No. 10 "Open Gate," take two piggies from opponent's pool—one for each puck.

c. For No. 22 "To Market," each player places two piggies up for the auction and throws the dice once. Highest throw wins the piggies.

From the foregoing set of rules, it will be apparent that the playing of the present game depends not solely on chance but that a substantial amount of skill is involved due to the options provided a player in respect of certain playing spaces on which his primary playing piece may land, and the opportunity of making financial gain leading toward the winning of the game.

The playing spaces which have been designated by reference numeral **128** and which represent playing spaces 3, 7, 11, 15, 19, 23, 27, 31, 35, 39, 43 and 47 have particular merit in that when a primary playing piece lands on one of these playing spaces and does not correspond to the color of either portion of the playing space, the said primary playing piece is moved backwardly one space. This backward move always brings the primary playing piece to a reward space. It is thus to the players' advantage to land on playing spaces **128** and their presence tends to maintain a desirable balance of the probabilities resulting from chance throws of the dice.

Furthermore, seven spaces ahead of each reward space that precedes spaces 7, 19, 31 and 43 is a major reward playing space and this has the benefit that there is a high probability of the player landing on this space after being required to move backwardly from one of these spaces designated by reference numeral **128**. The arrangement of the playing spaces according to the present invention thus requires only 12 double-duty playing spaces enumerated in lines 2 and 3 of the preceding paragraph to provide the same number of play opportunities that would require 24 playing spaces if they were only of a single color. This permits considerably more latitude for compact, effective, and variegated board design.

The playing spaces about the board of the present invention are arranged in a pattern that assures a balanced or equalized opportunity for favorable terminal moves by each of the several differently colored "pucks" used to circle the board in playing the game.

On two opposite side edges of the board, the said pattern places green and white squares which are only of great benefit to the green or white "pucks" or primary playing pieces, and these green and white squares are equidistant from the red and yellow squares on the same sides of the board which are of benefit only to red or yellow "pucks." The sequence of the double-colored squares is reversed on the other two side edges of the board. The considerations of balance are described as follows, utilizing for the playing squares the numbers pertaining thereto, which are in the small rectangles at the lower edges of the playing squares. Playing squares 9 and 33 provide special and like opportunities for landing on a high value red and yellow playing square 19 and identical high value green and white square 43, respectively. Playing square 9 is spaced exactly the same distance from square 43.

Further, high value playing square 19 is positioned directly opposite corresponding high value square 43 so that a "puck" or a primary playing piece of any color must travel around the board along the path of the playing spaces exactly the same distance between opportunities of landing on the high value playing squares or spaces of the pertaining color. This same arrangement places red and yellow playing space 7 directly opposite green and white playing space 31, both of which are double play squares of identical value.

All other red and yellow squares likewise appear opposite their green and white counterparts. Still further, the monetary reward playing spaces on the near or approach sides of red and yellow playing spaces 7 and 19 are identical in value to the monetary reward spaces on the near or approach sides of corresponding green and white playing spaces 31 and 43 so that any requirement to move backward from a nonvalid double colored square of the above designations will place the backwardly moved puck on a monetary playing space of identical value to its opposite number.

Also, a required move backward from green and white playing spaces 3 or 15 will place the backwardly moved puck on a star play square, as will a required backward move from the corresponding red and yellow playing spaces 27 or 39. Also, a required backward move from green and white spaces 11 or 23 will place the backwardly moved puck on a highly favorable playing space as will also a required move backward from corresponding red and yellow spaces 35 or 47.

It will be appreciated that this overall equalizing pattern, which is highly important in obtaining balanced play, has been obtained without adversely affecting the wide variety of different plays possible, as represented by the playing spaces around the periphery of the board. The layout of the board thus adds substantial interest and suspense to the game.

In the foregoing description, a particular game device has been described and a particular type and style of game has been described. It will be understood, however, that the principles of the present invention are applicable to other types of games and game boards and that different types of game pieces and the like could be employed while practicing the principles of the present invention. It will therefore be understood that it is desired to comprehend within the purview of the present invention all such modifications and adaptations thereof as may be considered to fall within the scope of the appended claims.

I claim:

1. A game apparatus comprising a rectangular game board having a movement path for playing pieces imprinted thereon around the four marginal edge portions of the board, said movement path divided into separate indicia spaces bearing arbitrary indicia designations of a varying nature around the path, said designations indicative of rewards and penalties for players of the game, some of the indicia spaces along the path bearing color designations, plural primary playing pieces for each player of the game individually colored to correspond to the color designations of said indicia spaces, each primary playing piece recessed in its top, a corresponding number of secondary playing pieces for each player of the game individually colored to match the color of one primary playing piece, one secondary playing piece nestable in the recess of a primary piece, a set of dice to be used by each player in succession for determining the number of indicia spaces on said movement path a primary playing piece is moved on any one play, a group of monetary tokens for payment of rewards by players whose primary playing pieces are advanced to indicia spaces whose indicia calls for a reward.