Feb. 23, 1965 P. R. PIRKO 3,170,695

GAME BOARD WITH PLAYING CARDS AND DICE

Filed April 21, 1961 2 Sheets-Sheet 1

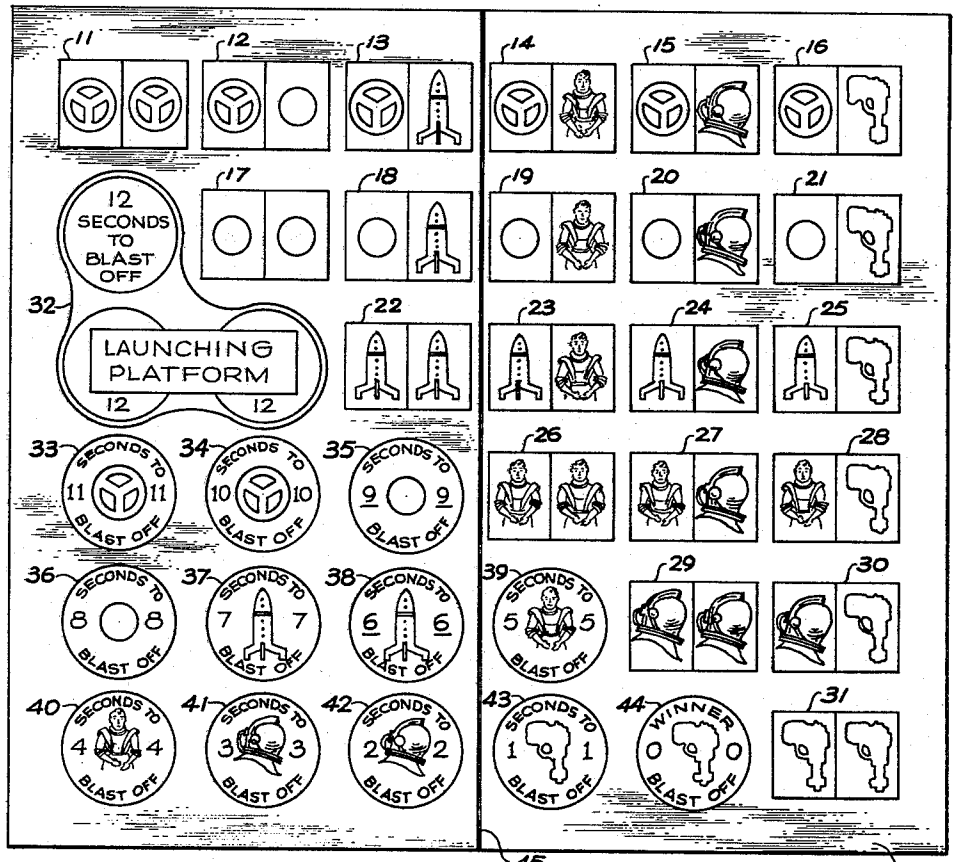


FIG. 1

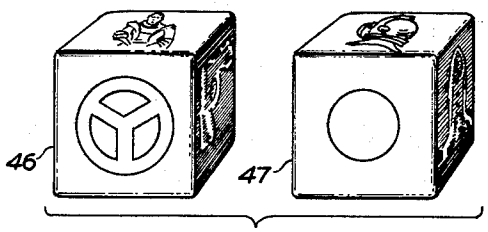


FIG. 2

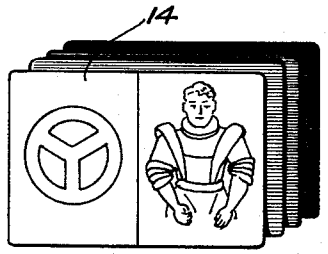


FIG. 3

INVENTOR.
Phyllis R. Pirko
BY
W. B. Harpman
ATTORNEY.

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GAME BOARD WITH PLAYING CARDS AND DICE

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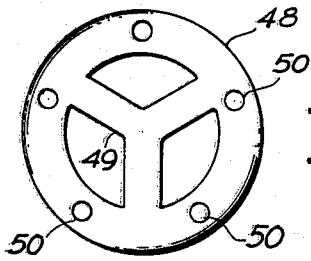


FIG. 4

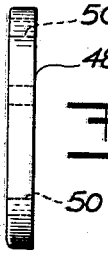


FIG. 5

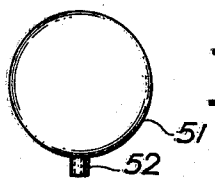


FIG. 6



FIG. 7

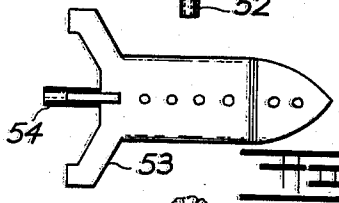


FIG. 8

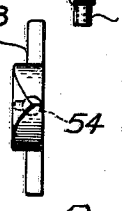


FIG. 9

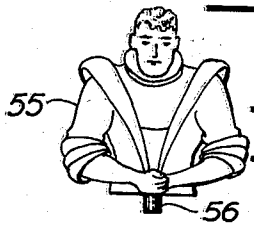


FIG. 10



FIG. 11

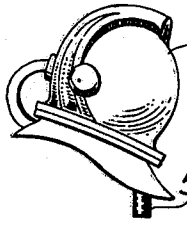


FIG. 12

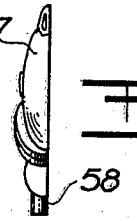


FIG. 13

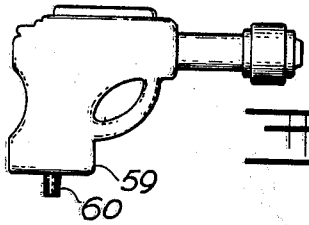


FIG. 14

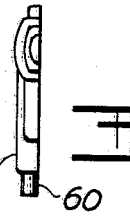


FIG. 15

INVENTOR.
Phyllis R. Pirko
BY
W. B. Harpman
ATTORNEY.

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GAME BOARD WITH PLAYING CARDS AND DICE

Phyllis R. Pirko, 461 Bianco Ave., Niles, Ohio

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3 Claims. (Cl. 273—134)

This invention relates to a game and more particularly to a game of chance which is entertaining and amusing.

The principal object of the invention is the provision of a game which two or more players may play having the general object of obtaining certain articles which are necessary to win the game.

A further object of the invention is the provision of a game in which dice are used to determine the results of each individual play, symbols on the dice resulting in the award of playing cards which in turn are matched to representations of cards on a playing board, and the cards used to acquire the articles by which the game is played and won.

A further object of the invention is the provision of a game in which symbols on the dice and playing cards and on a playing board represent various attractive objects such as space platform, planets, rocket ships, helmets, guns and the like.

A still further object of the invention is the provision of a game in which the players seek to win the necessary articles for a journey, such as a journey into space to another planet.

The game disclosed herein is entertaining and amusing and differs from games heretofore known in that it incorporates a game having both representations of picture cards thereon, the pictures being those of certain articles to be won which in turn are necessary to win the game. Two or more players, alternately throwing dice carrying the same pictures as the picture cards and the articles to be won determine the order in which the cards are acquired by the players who may then exchange the cards for the desired articles. The acquisition of a complete set of the articles permits the player to start a countdown controlled by subsequent throws of the dice and the person first reaching the blastoff or "zero" count wins the game. There are thus a number of variable chance factors present in the game which make it entertaining and amusing. The game is played with a game board and a pair of dice, at least twenty-one picture cards and twelve articles which may be, and preferably are, miniature models of each of the six desired articles.

With the foregoing and other objects in view which will appear as the description proceeds, the invention resides in the combination and arrangement of parts and in the details of construction hereinafter described and claimed, it being the intention to cover all changes and modifications of the example of the invention herein chosen for purposes of the disclosure, which do not constitute departures from the spirit and scope of the invention.

The invention is illustrated in the accompanying drawing, wherein:

FIGURE 1 is a top plan view of the playing board used in the game.

FIGURE 2 is a perspective view of a pair of dice used in the game.

FIGURE 3 is a perspective view of several of the twenty-one picture cards used in the game.

FIGURE 4 is a plan view of one of the six articles used in the game.

FIGURE 5 is a side view thereof.

FIGURE 6 is a plan view of another of the articles used in the game.

FIGURE 7 is a side view thereof.

FIGURE 8 is a plan view of another of the articles used in the game.

FIGURE 9 is a side view thereof.

FIGURE 10 is a view of another of the articles used in the game.

FIGURE 11 is a side view thereof.

FIGURE 12 is a plan view of another of the articles used in the game.

FIGURE 13 is a side view thereof.

FIGURE 14 is a plan view of another of the articles used in the game.

FIGURE 15 is a side view thereof.

By referring to the drawings and FIGURE 1 in particular, it will be seen that a playing board 10 has been illustrated which has six rows of representations of picture cards printed thereon. There are representations of six cards in the top row; five cards in the second row; four cards in the third row; three cards in the fourth row; two cards in the fifth row and one card in the sixth row. There are, therefore, a total of twenty-one cards, and it will be seen that each is divided into half by a vertical line and has a picture of a symbol on each half. The representation of playing card 11 has pictures of two space platform symbols thereon. The representation of card 12 has pictures of one platform symbol and one planet symbol thereon. The representation of card 13 has one space platform symbol and a rocket ship symbol thereon. The representation of card 14 has one space platform symbol and a spaceman symbol thereon. The representation of card 15 has one space platform symbol and a helmet symbol thereon. The representation of card 16 has a space platform symbol and a gun symbol thereon completing the first row. In the second row, the representation of playing card 17 has pictures of two planet symbols thereon. The representation of card 18 has one planet symbol and a rocket ship symbol thereon. The representation of card 19 has one planet symbol and a spaceman symbol thereon. The representation of card 20 has one planet symbol and a helmet symbol thereon. The representation of card 21 has one planet symbol and a gun symbol thereon completing the second row. In the third row the representation of playing card 22 has pictures of two rocket ship symbols thereon. The representation of card 23 has one rocket ship symbol and a spaceman symbol thereon. The representation of card 24 has one rocket ship symbol and a helmet symbol thereon. The representation of card 25 has a rocket ship symbol and a gun symbol thereon completing the third row. In the fourth row the representation of playing card 26 has pictures of two spacemen symbols thereon. The representation of card 27 has one spaceman symbol and a helmet symbol thereon. The representation of card 28 has one spaceman symbol and a gun symbol thereon completing the fourth row. In the fifth row the representation of playing card 29 has pictures of two helmet symbols thereon. The representation of card 30 has one helmet symbol and a gun symbol thereon completing the fifth row. In the sixth row the representation of playing card 31 has pictures of two gun symbols thereon.

The playing board 10 also has a representation of a launching platform 32 thereon which carries the notations "12 seconds to blast off" and "Launching Platform" and the numeral 12. This appears on the playing board to the left of the second and third rows of the representations of the picture cards. There are also twelve positions 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44 and arranged in three rows to the left of the fourth, fifth and sixth rows of the representations of the playing cards. Two of these positions, 33 and 34, carry representations of the space platform symbol heretofore referred to. Two of them, 35 and 36, carry representations of the planet symbol. Two of them, 37 and 38, carry representations of the rocket ship symbol. Two of them, 39 and 40, carry representations of the spaceman symbol. Two of them, 41

and 42, carry representations of the helmet symbol and two of them, 43 and 44, carry representations of the gun symbol. These positions 33 through 44 carry the numerals 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 and 0 indicating seconds to "blast off" which is synonymous with winning.

The game board 10 is creased vertically as at 45 so that it may be folded for convenience in carrying or packaging. The game is played with a pair of dice 46 and 47 which are identical and each of which includes the representations of the six symbols which comprise the space platform, the planet, the rocket ship, the space man, the helmet and the gun. In FIGURE 2 the pair of dice are shown with one of them turned relative to the other so that all six symbols may be seen.

In FIGURE 3 a few of the picture cards may be seen, the top one illustrated being card No. 14 which has a picture of the space platform symbol thereon.

FIGURES 4 and 5 show front and side views of the article representing the space platform symbol. The article is preferably formed of plastic and is annular as indicated by the numeral 48 and has a Y-shaped web 49 therein and a plurality of openings 50 therein. This space platform article 48 is adapted to be laid flat on the game board and the openings 50 therein are adapted to receive the other articles which are illustrated in FIGURES 6 through 15. These comprise the article 51 representing the planet symbol as seen in FIGURES 6 and 7 and it is provided with a depending pin 52 which is adapted to register with one of the openings 50 in the article 48 which represents the space platform. The rocket ship article is 53 and it is provided with a depending pin 54 so that it can be positioned in upstanding relation on the article 48 by engaging the pin 54 in one of the openings 50. The article representing the spaceman symbol is indicated by the numeral 55 and it is provided with a depending pin 56 so that it can be positioned on the article 48. The article representing the helmet symbol is indicated by the numeral 57. It has a depending pin 58 thereon so that it can be placed on the article 48 and the article representing the gun symbol is indicated by the numeral 59 and is provided with a depending pin 60 so that it can be positioned on the article 48.

The first object of the game is to win one of each of the six articles 48, 51, 53, 55, 57 and 59. These are acquired by exchanging the required numbers of picture cards 11 through 31, and the picture cards in turn are acquired by taking turns at throwing the dice 46 and 47. When a player obtains one of the articles 48, and there are a number of them used in the game, the articles, 51, 53, 55, 57 and 59, and there are a number of them, are then mounted thereon as they are acquired and when the article 48 is completely equipped with one of each of the articles 51, 53, 55, 57 and 59 it is then positioned on the launching platform 32. Further throws of the dice by the player in his turn advances the equipped article 48 through the positions 33 through 44 with the first player reaching the position 44 being the winner. It will thus occur to those skilled in the art that the game is played in two stages. The first stage comprises the acquisition of the picture cards which are necessary to acquire one of the articles 48 and the other articles to be mounted thereon, and the second stage comprising the movement of the equipped article 48 from the launching platform 32 to the winning or blast-off (winning) position 44. The complete game is played as follows:

To choose the first player, mix the cards 11 through 31 and place them face down on the lower left corner of the playing board. Each player then draws one card and the immediate object is to obtain the picture card shown on the lefthand end card on the top row. The second object needed is the second highest card and it comprises the card shown at the lefthand end of the second row. The third highest card is the card shown at the lefthand end of the third row, etc. The player with the

picture of the highest object exposed on his card gets the first turn. Thus, a player having card 17 and three other players having cards 23, 27 and 30 respectively would play in that order. The first player places the picture cards 11 through 31 on the playing board, one on each representation thereof. He also replaces the picture cards later and distributes the articles 48, 51, 53, 55, 57 and 59 during the game. The first player rolls the dice 46 and 47 on the lower left side of the board. If a symbol of the first object needed turns up on the top surface of either one of the dice the player removes from the playing board the picture card which matches the top surface of the dice he has turned up. For example, if the pair of dice show the space platform and the rocket ship symbols then the player takes picture card 13. If any if the six possible sets of doubles turn up, the player gets to roll the dice again. For example, if space platform symbols turn up on both dice the player withdraws the picture card 11 and gets to roll the dice the second time. If no symbol of an object needed turns up, the dice are passed to the second player and this continues in turn. It will therefore be apparent that it is necessary to first obtain a throw of the dice showing at least one of the space platform symbols as these are included on each of the cards 11 through 16 in the top row. With two players playing the game, each player must receive four picture cards showing the same symbol in order to trade in these four cards for one of the actual articles 48 which represents the symbol of the space platform. If three players play the game, three picture cards are needed to obtain the article 48 and if four play the game, two picture cards are necessary to obtain the article 48. Five or more players need only one picture card to obtain the article 48. Thus, the play continues alternately by the players until each player has obtained one of the articles 48 and continues thereafter until each player has obtained a set of the cards representing the planet, the rocket ship, the spaceman, the helmet and the gun, and the picture cards are removed from the board and exchanged for the actual articles 51, 53, 55, 57 and 59. It will be remembered that after each player has exchanged the picture cards, they are replaced on the board. When the first player to obtain a complete set of the articles 51, 53, 55, 57 and 59 has assembled them by mounting them on the article 48 the same is placed on the position 32 which comprises the launching platform and thereafter the player continues to take his turn with the dice and he advances his article 48 progressively across the positions 33 to 44 in that order moving one position when the dice show one of the symbols on the next position or two positions when the dice show the same symbols as the next two positions. No move is made when the symbols on the dice fail to match the symbols of the next position or positions. It will thus be seen that the number of turns it takes to reach winning position varies with the results of the individual throws of the dice. The game board is large enough so that several of the articles 48 and their assembled objects thereon can be positioned on or adjacent each of the positions 33 through 44. Thus, the board is shown smaller than full size, the dice are shown considerably larger than full size, the picture cards shown in FIGURE 2 are actual size and the articles 48, 51, 53, 55, 57 and 59 are shown larger than actual size.

It will thus be seen that the game disclosed herein is primarily one of chance depending upon the throw of the dice and that it is amusing and entertaining and can be played by a number of people.

It will occur to those skilled in the art that the symbols herein disclosed are those preferred in the game and that other symbols, for example, symbols of autos, airplanes, etc. as used in transportation can be substituted therefor and without affecting the game. It will thus be seen that the game disclosed herein meets the several objects of

the invention, and having thus described my invention, what I claim is:

1. A game comprising a plurality of picture cards, each of said picture cards having two pictures of objects thereon, some of said picture cards having duplicate pictures of the same object and some of said picture cards having different pictures of said objects thereon, a playing board having individual spaces indicated by representations of all of said plurality of picture cards thereon and a plurality of positions indicated thereon, some of said positions having a representation of one of said pictures thereon, a pair of dice each of which has a picture on each of its sides corresponding to the pictures on said picture cards and a plurality of articles some of which form bases and the remainder of which are arranged to be supported thereon for selective positioning on said positions on said game board.

2. A game comprising twenty-one different picture cards, each picture card having its face divided into two equal parts, six of said picture cards having duplicate pictures thereon depicting six different objects, each of the other fifteen picture cards having different combinations of two pictures depicting said six objects thereon, a playing board having representations of all of said twenty-one different picture cards thereon and additional representations of said six different objects thereon, a pair of dice each of which has a picture on each of its sides corresponding to the pictures on said picture cards and a plurality of articles, some of which form bases and the remainder of which are arranged to be supported thereon for selective positioning on said positions on said game board, said articles comprising representations of said six objects.

3. In a game, a board providing a plurality of distinguishably and individually designated spaces, six of said spaces having individual duplicate distinguishing means and fifteen of said spaces having dual mixed distinguishing means, cards corresponding with said individual spaces, and dice having upon the faces thereof distinguishing means corresponding with half of one of each of said distinguishing means of said six individual spaces, a plurality of articles for said game board, said articles comprising several objects bearing replicas of one of said six distinguishing means on said dice, an objective zone on said game board and a path on said game board defined by a plurality of individually designated spaces.

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RICHARD C. PINKHAM, *Primary Examiner.*

LEONARD W. VARNER, DELBERT B. LOWE, *Examiners.*