# United States Patent

**Kuhn**

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[54] **BOARD TYPE GAME**


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[52] **U.S. Cl.** .....**273/134 B,** 273/134 G
[51] **Int. Cl.**.....**A63f 3/02**
[58] **Field of Search**.....273/134, 131



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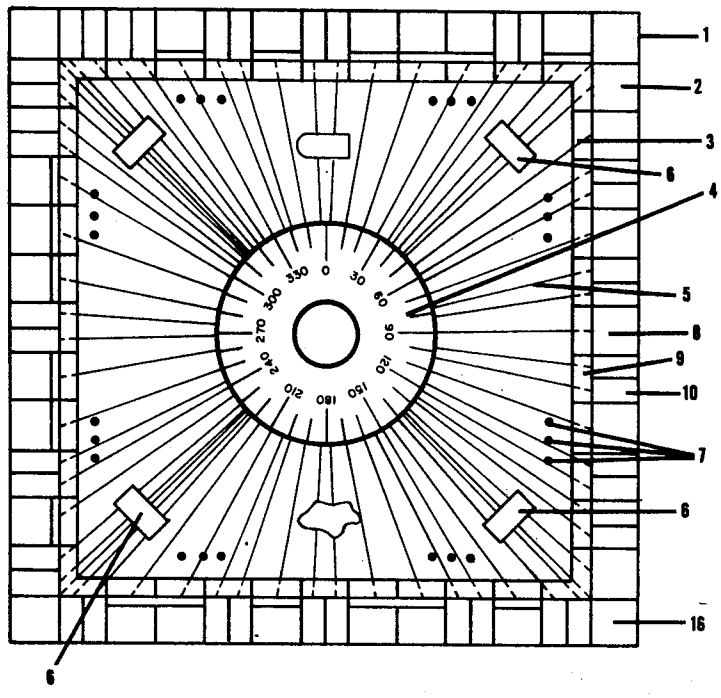
*Primary Examiner*—Delbert B. Lowe
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[57] **ABSTRACT**

Game apparatus comprising a game board having two parallel player courses extending around the periphery thereof, a compass rose freely rotatably mounted centrally of the board, and slots formed in the peripheral edges of the board for receiving removable inserts which bear indicia relating to the game. The apparatus further comprises cards which are drawn by players who land on specially marked areas of the player courses, and peg holes are formed in the board for receiving pegs used to keep track of turns to be lost as the result of penalties.


**2 Claims, 6 Drawing Figures**



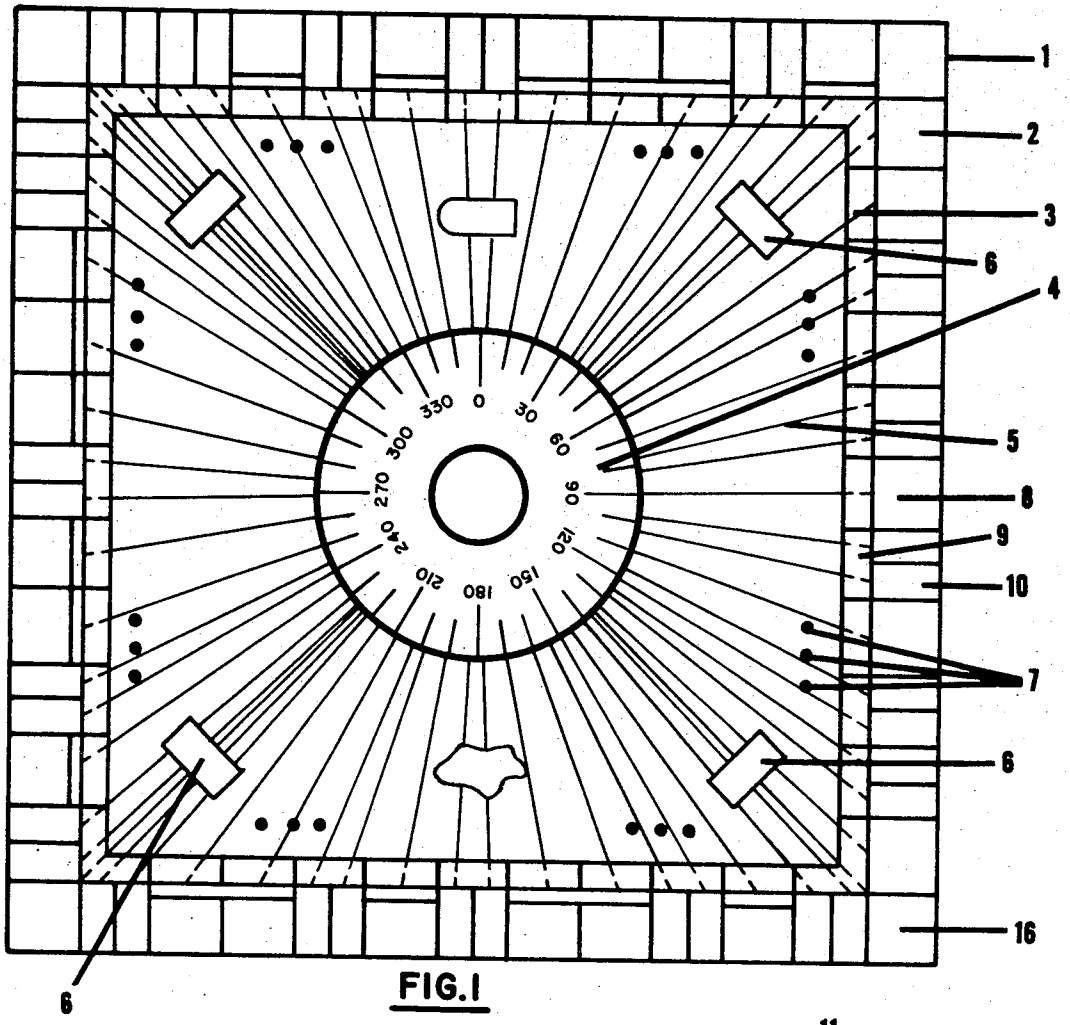



FIG. 1

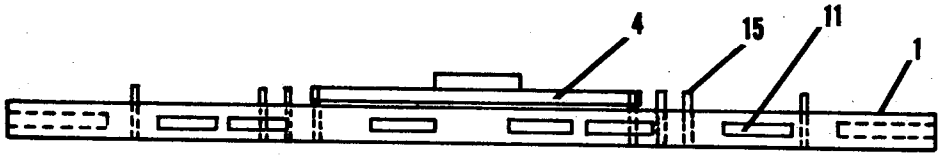



FIG. 2

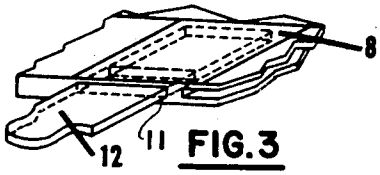



FIG. 3

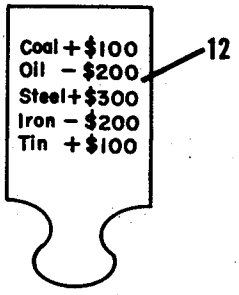



FIG. 3A

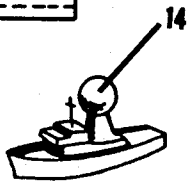



FIG. 5

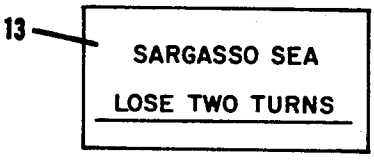



FIG. 4

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# BOARD TYPE GAME

This invention relates to a new game, and more particularly to a new game which is both fun and has educational merit. The interest and educational motivation provided by this game are outstanding features thereof. It is not a game of chance alone, but is one which is stimulating to both children and adults.

An object of this invention is to provide a game which employs the knowledge and use of the compass and stimulates an interest in navigation. The compass rose plays an important part in this game.

A further object of the invention is to provide a game which can be played by three or more players and which requires one of the players to move on a separate course and in the opposite direction from the other players in the game, thereby creating a completely unique aspect to the game.

Yet another object of the invention is to provide a game which employs slots in the sides of the game board and the use of inserts for these slots which add yet another new and different feature to the game.

The foregoing and other objects, advantages, and features of the invention will become apparent upon consideration of the following description of the invention, when considered with the drawings.

FIG. 1 illustrates the top view of the game board of the invention.

FIG. 2 illustrates a side view of the game board of the invention.

FIG. 3 illustrates a sectional view of a portion of the game board of the invention.

FIG. 3A illustrates an insert for the game.

FIG. 4 illustrates a card as used in playing the game of the invention.

FIG. 5 illustrates a "hopper" or player piece for use in the game of the invention.

The game of this invention employs a game board with a compass rose in the center thereof and player courses around the edges thereof for the player pieces to be moved upon. Finances are used as the means for determining progress and the ultimate winner of the game, with each player attempting to financially eliminate the other players from the game.

Referring to FIG. 1 of the drawings, a game board 1, made of wood or other suitable stiff material, has its upper surface marked with two separate tracks or courses, an outer player course 2 and an inner pirate course 3, a removably mounted compass rose 4, lines 5 from beneath the compass rose 4 to the courses 2, 3, and designated areas 6 for special variations of the game. The game board can be either rectangular or square, preferably square. A series of small peg holes 7 are located around the board 1, just inside the pirate course 3, said peg holes 7 providing another feature of the invention. The compass rose 4 is mounted on the board 1 in a spin free relation and is mounted on a removable plastic bearing or any other suitable device which will provide for said spin free relationship. The compass rose 4 is preferably mounted on top of the game board 1. The ports 8, half-squares 10, and the four corner squares 16, provide the landing spaces for the players as they move around the player course 2. Landing spaces 9 are provided in the pirate course 3 for the use of the pirate to land as he travels around the pirate course 3. Half-squares 10 and corner squares 16



are used in the player course 2 to add special features or variations to the game.

Referring to FIG. 2 of the drawings, a side view of the game board 1 is illustrated wherein slots 11 are provided below each port 8 of the player course 2. The compass rose 4 is shown in its proper or preferred relation to the game board 1.

Referring to FIGS. 3 and 3A of the drawings, a sectional view of a portion of the game board 1 is illustrated wherein the slot 11 is shown beneath the port 8 in player course 2. An insert 12, which fits into slot 11, is illustrated, said insert 12 containing information thereon which is vital to the game of this invention. The slots 11 are of such dimension to provide for easy installation and removal of inserts 12 and are positioned beneath each port 8 in player course 2. Each insert 12 is marked with five cargos and their costs. The costs of the cargos vary on the different inserts 12 used in the game, of which there should be a number sufficient to provide at least thirty different combinations of markings. The five cargos marked on each insert 12 are: Coal, Oil, Steel, Iron and Tin.

In FIG. 4 a typical card is illustrated as would be used on two of the designated areas 6 of the game board 1, said areas being marked "Sargasso Sea" and "Davey Jones Locker." These cards 13 provide instruction for the players to follow and thereby add many variations to the game.

In FIG. 5 a typical player piece 14 is illustrated. Although it is preferable that the forms of ships be used for said player pieces 14, other suitable hoppers or player pieces may be used to play the game of this invention.

In the player course 2, witch half-squares 10 represented by an (HS), ports 8 represented by a (P), and the four corners 16 represented by a (c), the landing spaces, in order, are as follows:

Equator (C), San Paulo $250 (P), Caracas $300 (P), Reef (HS), Chest "0" Gold (HS), Rio de Janeiro $350 (P), Steer 310° (HS), Fog (HS), Kingston $250 (P), Iceberg (HS), Clear Sailing (HS), Port-O-Spain $300 (P), Mutiny (HS), Steer 080° (HS), Fair Sailing (HS), Quarantine (HS), St. Thomas $350 (P), N. Atlantic (C), Sargasso Sea (HS), Steer 180°(HS), Charleston $300 (P), Quarantine (HS), Storm (HS), Savannah $350 (P), Norfolk $400 (P), Fair Sailing (HS), Pirate Island (HS), Baltimore $450 (P), Steer 110° (HS), Reef (HS), New York $250 (P), Boston $300 (P), Davey Jones Locker (HS), Collision (HS), N. Pole (C), Fog (HS), Iceberg (HS), Montreal $350 (P), Steer 240° (HS), Chest "0" Gold (HS), Halifax $400 (P), Barcelona $125 (P), Dry Dock (HS), Clear Sailing (HS), Copenhagen $175 (P), Azores $200 (P), Antwerp $150 (P), Sargasso Sea (HS), Fair Sailing (HS), Quarantine (HS), Mutiny (HS), PACIFIC OCEAN (C), Pirate Island (HS), Steer 190° (HS), Davey Jones Locker (HS), Collision (HS), GIbraltar $200 (P), Reef (HS), Clear Sailing (HS), Naples $250 (P), Storm (HS), Steer 010° (HS), Toulon $300 (P), Beirut $200 (P), Ismir $250 (P), Dry Dock (HS), Fair Sailing (HS), Pireaus $300 (P), and back to the starting Equator (C).

In the pirate course 3, each one-fourth of the course is marked into 11 playing spaces, a total of 44. These spaces are marked as follows:

(1) Start, (2) thru (5) No Marking, (6) Steer 090°, (7) thru (12) No Marking, (13) Reef, (14) thru (19) No Marking, (20) Steer 180°, (21) thru (26) No Marking, (27) Steer 270°, (28) thru (31) No Marking, (32) Frigate, (33) thru (39) No Marking, (40) Steer 000°, (41) and (42) No Marking, (43) Pass Here Collect $100, (44) Reef.

In order to play the game the foregoing board and game equipment should be set up. Play money and dice must be on hand and ready to use. Each player rolls the dice to determine the order of play. The person rolling the highest number plays first and the remaining players position themselves around the board from high to low. The player rolling the low score becomes the pirate in the game. Each player, except the pirate, receives $2,280 from the bank while the pirate receives $750 from the bank. Play is now ready to begin as each player receives his player piece **14** and pegs **15** of the same color as his player piece **14**. Each player, except the pirate, will move his player piece **14** in the player course **2** in a clockwise direction, beginning at the corner of the board marked "Equator." The pirate, however, will move his player piece **14** in a counter clockwise direction, beginning at the landing space **9** marked "Start" in the pirate course **3**.

In turn, each player will roll the dice and follow the rules and instructions as indicated. As a player lands on a port **8** he may lease the port from the bank for the price indicated on the port **8**. He would then receive a card and an insert **12** from the bank, the card to show that the port is now leased, and the insert **12** to be placed, indicia facing downward, in the slot **11** beneath said port **8**. It must be clear that the pirate has no ports in the pirate course **3** so he cannot lease ports. If the port **8** has not been leased the player landing thereon does not have to lease same if he does not wish to do so.

If a player lands on a half square **10** he must follow the directions thereon. There are a variety of instructions on the different half squares **10**. Some of these half-squares **10** are marked for the player to "Steer" to a certain number of degrees. At such time the player will spin the compass rose **4** and then, reading the bearing from the compass rose **4**, follow the line **5** from the rose back to the player course **2** to the port **8** or half square **10** which is closest to the line **5** from the bearing to be read. He will then conduct whatever business is indicated at this time because his move has now ended.

If, after landing on a half-square **10** marked in such a way that a player must use the compass rose **4**, the player then lands on another half-square **10**, he will go there but will not use that half-square except as a starting point for his next turn. When a player lands on a half-square **10** which is not marked for him to "Steer" a certain number of degrees, he will accept the reward or penalty as set forth in the rules concerning that half square **10**.

If a player lands on a port **8** which has been leased by another player he must conduct his business with the person holding the lease of that port. This business is conducted as follows: The player who landed on the port will name three cargos desired. The insert **12** beneath that port **8** will be removed and turned up right. Each insert **12** lists five cargos along with costs thereof. These costs vary on the different inserts, some cargos carrying positive values and some negative values. The player will then subtract any negatively valued cargo from the positively valued cargo and pay the person holding the lease the difference. If the cost ends as a negative cost, no payment is made. Each time an insert is used it is replaced in the pool of inserts and a new insert is drawn for that port and placed in the slot **11** in a face down position. This preserves the element of chance in the game. There should be at least thirty different inserts for use with the game, all having a different combination of cargo values.

Any time a player lands on a port **8** or half-square **10** which is adjacent to a landing space **9** occupied by the pirate, he is considered to be captured by the pirate. It does not matter which arrives first, the player or the pirate, the player is still "captured."

The ports **8** in the player course **2** are designated by name and by a cost for the port to be leased. Examples of these are: St. Thomas $350, Caracas $300, Naples$250, and Norfolk $400. There are 24 of these ports in the player course **2**. The half-squares are either marked to "Steer" a certain number of degrees or they are marked with special instructions as are listed in the rules below. Any time a player emerges from a specially marked half-square **10** he will spin the compass rose **4** and start at the point indicated. He will not conduct business at that point but will roll the dice and move accordingly. No business is ever conducted until the end of the move.

If a player lands on a half-square **10** marked "Davey Jones Locker" or "Sargasso Sea" he must turn the proper card, follow the instructions thereon, and replace the card at the bottom of the respective pile, unless the card is marked to be "kept until needed." These cards may not be traded or sold to other players. The cards for the respective markings are stacked on the board in two of the designated areas **6**. The information on the cards varies greatly. A typical card will have the following instructions: "Lose two turns or pay the bank $200." Another card may have the instruction: "Lose one turn and pay the bank $100." There should be at least 20 cards for each stack designated.

There are 24 ports **8** and 40 half-squares **10** in the player course **2** and 44 landing spaces in the pirate course **3**. The ports **8** may be returned to the bank for a return of one-half of the cost originally paid to lease that port. Ports may not be sold by a player to other players in the game.

Each time a player passes the corner of the board in the player course **2** marked "Equator" he will receive $300 from the bank. Each time the pirate passes the landing space **9** marked "COLLECT $100," he will collect $100 from the bank.

The inserts **12** are used in the following manner: When a player names the three cargos desired, the insert is removed from its slot **11**. The five choices on the insert are Coal, Oil, Steel, Iron, and Tin. The three cargos chosen are tallied, adding the values of the positively valued cargos and subtracting the values of the negatively valued cargos. If the player chose coal, oil and steel and their values were coal +$500, oil −$300, and steel +$200, he would pay the player holding the lease the sum of $400.

The purpose of the pegs **15** is to eliminate any confusion in keeping an accurate count of turns which must be missed at different times during the game. If a player

must lose three turns he would place three pegs in the peg holes 7 nearest his position on the board 1. As he misses his turn he will remove one peg. The pegs for each player should preferably be of the same color as his player piece 14. If all players must lose a turn or turns at the same time then each player should remove a peg in order for the game to continue.

The designated areas 6 on the game board 1 have the following names: Sargasso Sea, Davey Jones Locker, Chest "0" Gold, Drydock, Pirate Island, and Quarantine. Two of these, Sargasso Sea and Davey Jones Locker, are used for added instructions with the use of stacks of cards thereon.

Each player uses the following definitions, rules or instructions when he lands on the half-squares or on one of the four corners of the player course 2:

a. Reef—Go to designated area 6 marked "Drydock," lose one turn, pay $200 to bank. Next turn, spin rose and start at 040°.

b. Chest "0" Gold—Receive all money in the Chest "0" Gold.

c. Drydock—Pay $100 fee to Chest "0" Gold.

d. Sargasso Sea—Turn top card, follow instructions thereon.

e. Davey Jones Locker—Turn top card, follow instructions thereon.

f. Clear Sailing—Pay Ransom if captured by Pirate.

g. Quarantine—Go to designated area marked "Quarantine,"lose one turn, next turn spin compass rose and start at 000°.

h. Mutiny—Choice

1. Lose one turn, or

2. Pay $150 to Chest "0" Gold.

i. Storm—Roll dice again, move accordingly.

j. Fair Sailing—Safe spot, cannot be captured by Pirate.

k. Pirate Island—Put ship on designated area marked "Pirate Island," pay $250 to Pirate, lose two turns, spin rose, start at 000°.

l. North Pole—Safe spot unless player rolls "doubles" to land here; if so, become Pirate and Pirate becomes regular player. Both players simply exchange positions and the game remains "Status Quo."

m. Collision—Put fine of $200 in Chest "0" Gold.

n. Iceberg—Go to designated area marked "Drydock," put $250 in Chest "0" Gold, next turn, spin compass rose and start at 090°.

o. Mediterranean—Open Sea, cannot be captured by the pirate.

p. Pacific Ocean—Safe spot, cannot be captured by the pirate.

q. Equator—If passed, collect $300 from the bank, if bank is broke, pay $200 to bank.

r. Fog—Lose one turn, collect $150 from each player, except the Pirate.

The pirate must follow the rules and instructions set forth below as he proceeds around the pirate course 3:

a. If the pirate lands adjacent a leased port he collects $75 from the player holding the lease on said port.

b. Reef—Pirate pays $150 to Chest "0" Gold.

c. Frigate—Pirate pays $250 to bank, goes to Drydock, loses two turns, spins rose, starts again at 040°.

d. If pirate becomes broke he collects $100 from each player and remains in the game.

e. If pirate captures a player's ship the player rolls the dice and pays the pirate $100 for each "pip" showing on the dice.

f. Steer 000°, 090°, 180°, 270°—spin compass rose, follow line which is closest to bearing indicated from rose to course 3.

g. Pirate collects $100 from bank for passing square marked "Collect $100."

When any player other than the pirate becomes "broke" he must withdraw from the game. Thus an object of the game is being met, the test to be able to financially eliminate other players, except the pirate, from the game. At the end of the game the remaining player and the pirate compare finances in order to determine the winner. Player may stop the game after a designated period of time and determine the winner by comparing finances.

The invention claimed is:

1. A board type game comprising in combination a generally flat-surfaced board having two separate player course around the outer edge thereof, each course consisting of a series of landing spaces for the player pieces to land on as they travel around the course, said separate courses providing a separate course for one player to travel around the board in a direction opposite to that of the other players, said board further defined in that a compass rose is mounted thereon, in a spin-free relationship, in the center thereof, said board further having slots around the edges thereof, and having inserts placed within said slots, said inserts being each of the same general design and containing a list of five cargos and their costs, said costs being marked on the different inserts in different combinations of markings.

2. A board type game according to claim 1 wherein said board further contains marked areas between the compass rose and the player courses where player pieces must, at times, be placed out of their player courses, and lines extending from the area beneath the rose to the player courses for use in navigating player pieces, said board further having cards placed in designated areas thereon, said cards containing pertinent information needed for the players when landing in certain areas of the player courses, said board further having a multiplicity of peg holes located just inside the two separate courses on the top of the board, said peg holes providing holding means for pegs which are inserted in order to determine the turns to be lost by a player in the game.

* * * * *