United States Patent [19]

Ockenfels

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[54] **OUTRAGEOUS GAME**

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[21] Appl. No.: **362,940**

[52] **U.S. Cl.** ..... **273/135 AC,** 273/135 AA

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** ..... 273/135, 130 R, 130 A, 273/130 B, 130 AB, 130 H, 134 C, 136 GB, 146

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Primary Examiner—Paul E. Shapiro

Attorney, Agent, or Firm—Cahill, Sutton & Thomas

[57] **ABSTRACT**

A game, laced with luck, challenging the acquisition fervor, competitive spirit and trading shrewdness of the players is disclosed. A three-section game board is laid out to depict three types of sub-games playable during the game. The sub-games associated with the first section allow them to acquire power cards and money and ranks the players. The sub-games associated with the second section allow the players to make various transactions to acquire power cards and/or money from other players or the bank. The sub-games associated with the third section allow the players to confront one another in all-out attacks for possession of power cards and money. Throughout the sub-games, the highest ranking player is advantaged as to selection of games, but the ranking player's advantage may be nullified by judicious useage of certain of the power cards. A factor of luck is introduced by a roll of a set of dice during some of the sub-games.

5 Claims, 18 Drawing Figures

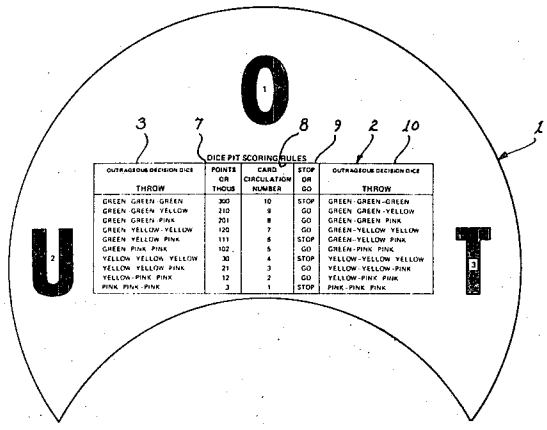
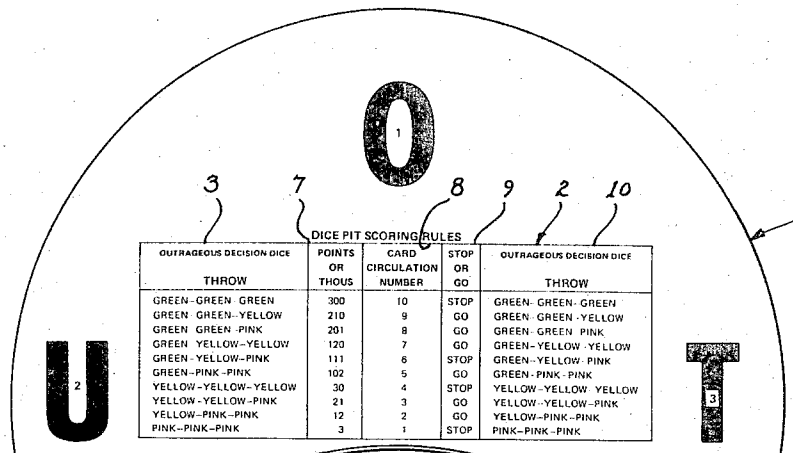


FIG. 1



DICE PIT SCORING RULES

OUTRAGEOUS DECISION DICE THROW	POINTS OR THOUS	CARD CIRCULATION NUMBER	STOP OR GO	OUTRAGEOUS DECISION DICE THROW
GREEN-GREEN-GREEN	300	10	STOP	GREEN-GREEN-GREEN
GREEN-GREEN-YELLOW	210	9	GO	GREEN-GREEN-YELLOW
GREEN-GREEN-PINK	201	8	GO	GREEN-GREEN-PINK
GREEN-YELLOW-YELLOW	120	7	GO	GREEN-YELLOW-YELLOW
GREEN-YELLOW-PINK	111	6	STOP	GREEN-YELLOW-PINK
GREEN-PINK-PINK	102	5	GO	GREEN-PINK-PINK
YELLOW-YELLOW-YELLOW	30	4	STOP	YELLOW-YELLOW-YELLOW
YELLOW-YELLOW-PINK	21	3	GO	YELLOW-YELLOW-PINK
YELLOW-PINK-PINK	12	2	GO	YELLOW-PINK-PINK
PINK-PINK-PINK	3	1	STOP	PINK-PINK-PINK

FIG. 2

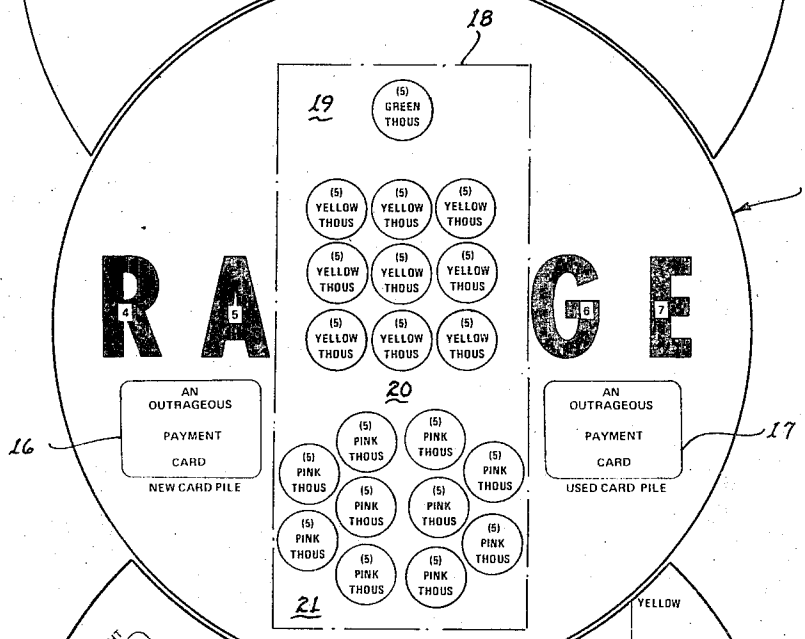
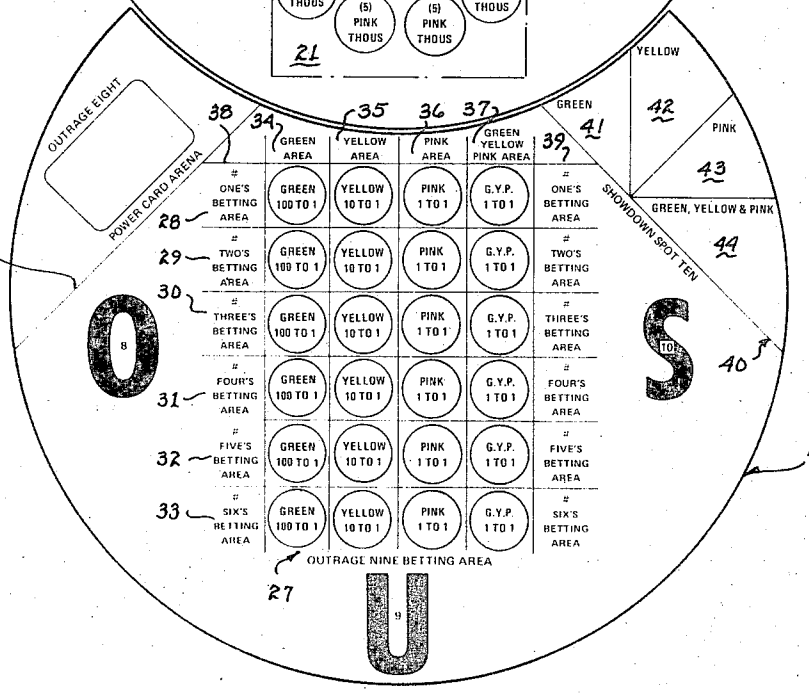


FIG. 3



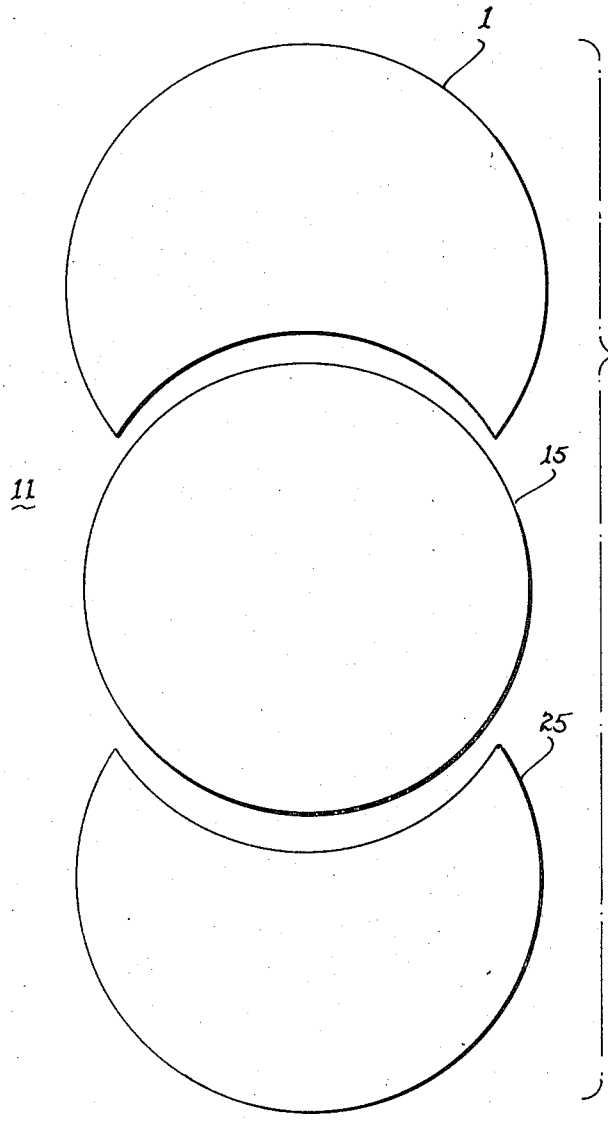


FIG. 4

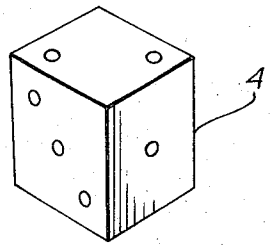


FIG. 16a

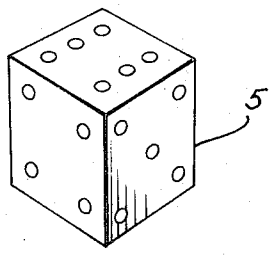


FIG. 16b

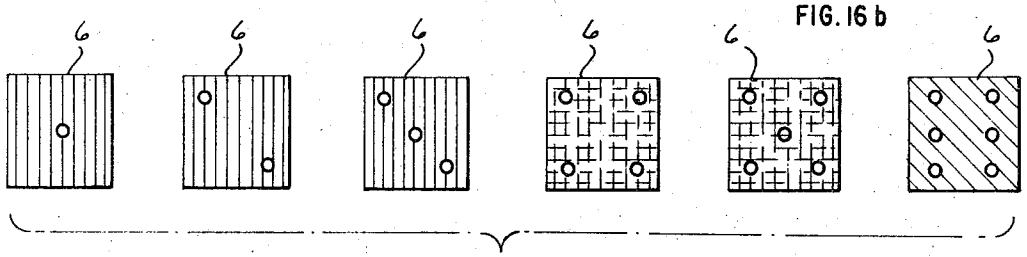


FIG. 16c

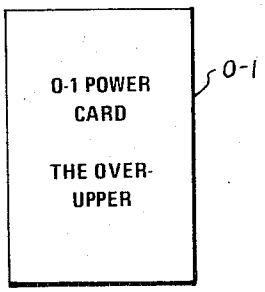


FIG. 5

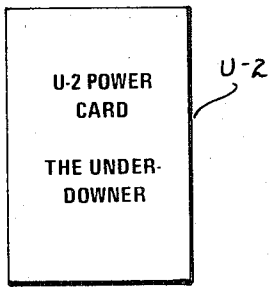


FIG. 6

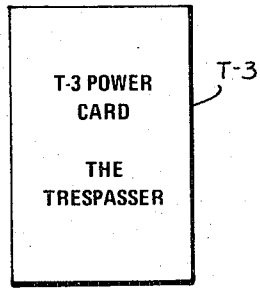


FIG. 7

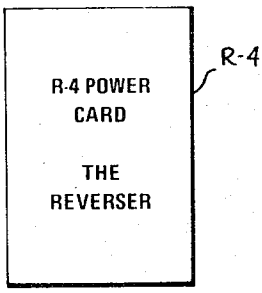


FIG. 8

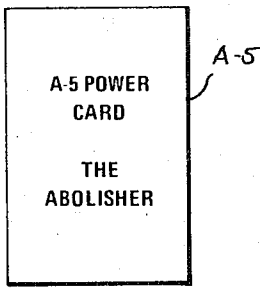


FIG. 9

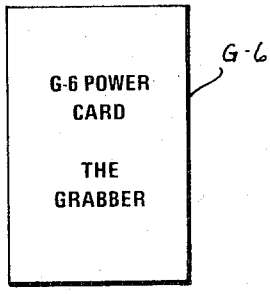


FIG. 10

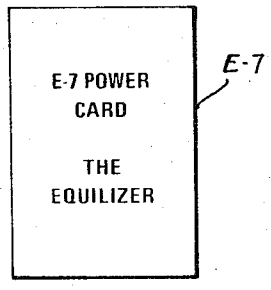


FIG. 11

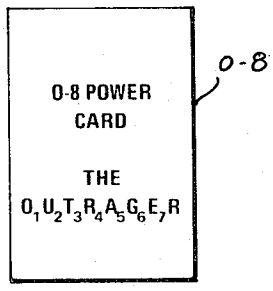


FIG. 12

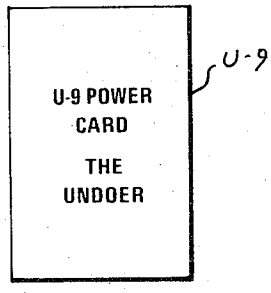


FIG. 13

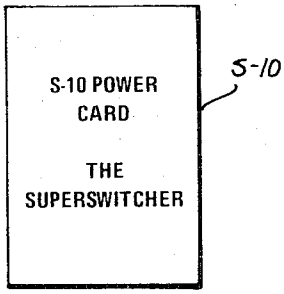


FIG. 14

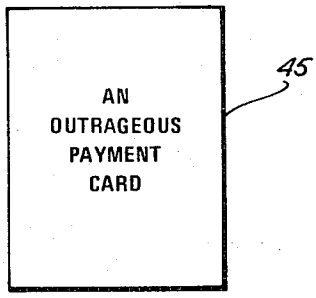


FIG. 15

OUTRAGEOUS GAME

The present invention relates to games, and more particularly, to games having a plurality of discrete subgames.

Games, from time immemorial, have been played by children and adults. The most popular games have been those in which the outcome has been based upon the combination of player skill and luck. If one or the other predominated, the universal appeal of the game was diminished. Similarly, games in which the mode of play was directed along a single concept, the satisfaction derived from the game was less than otherwise possible.

It is therefore a primary object of the present invention to provide a game having several discrete modes of play.

Another object of the present invention is to provide a game having interrelated but segregated modes of play.

Still another object of the present invention is to provide a game having an element of luck interspersed with **0** a requirement of business acumen.

Yet another object of the present invention is to provide a game directed to man's urge to accumulate wealth by clever negotiation.

A further object of the present invention is to provide a game having acquisition, transaction, and confrontation modes of play.

A still further object of the present invention is to provide a game favoring the initially highest ranking player.

A yet further object of the present invention is to provide a game offering the opportunity to unseat the highest ranking player.

These and other objects of the present invention will become apparent to those skilled in the art as the description thereof proceeds.

The present invention may be described with greater specificity and clarity with reference to the following figures, in which:

FIG. 1 illustrates a first section of the playing board of the present invention.

FIG. 2 illustrates a second section of the playing board of the present invention.

FIG. 3 illustrates a third section of the playing board of the present invention.

FIG. 4 illustrates an arrangement of the three sections, which sections constitute the playing board of the present invention.

FIG. 5 illustrates the O-1 power card.

FIG. 6 illustrates the U-2 power card.

FIG. 7 illustrates the T-3 power card.

FIG. 8 illustrates the R-4 power card.

FIG. 9 illustrates the A-5 power card.

FIG. 10 illustrates the G-6 power card.

FIG. 11 illustrates the E-7 power card.

FIG. 12 illustrates the O-8 power card.

FIG. 13 illustrates the U-9 power card.

FIG. 14 illustrates the S-10 power card.

FIG. 15 illustrates the obverse side of the power cards shown in FIGS. 5 – 14.

FIGS. 16*a* – 16*c* illustrate the dice to be used in conjunction with the playing board shown in FIG. 4.

Referring to FIG. 1, there is shown a crescent-shaped section 1 of the game board used in the present invention. The alpha-numeric symbols O-1, U-2, and T-3 identify section 1 and are coded symbols for the series of OUT games to be played in conjunction with section 1. A schedule 2 is disposed central to section 1.

Schedule 2 defines the course of action to be taken by the respective players in response to their rolls of the dice 4, 5, and 6 (shown in FIGS. 16*a*, 16*b*, and 16*c*). As will be explained in further detail below, each of the dice will display one of three possible colors, green, yellow or pink. All possible color combinations of the three dice are listed in Column 3. Column 7 indicates either the number of points or the number of thous corresponding to each of the possible rolls of the dice. Column 8, defined as the card circulation number, defines the number of cards (shown in FIGS. 5–14) to be circulated in response to each roll of the dice. Column 9, defined as the go or stop, indicates whether or not a player goes or stops in response to his roll of the dice. Column 10 is a duplicate of Column 3 and lists each of the 10 possible results of rolling the dice.

FIG. 2 illustrates section 15 of the game board 11 (also see FIG. 4). The alpha-numeric symbols R-4, A-5, G-6 and E-7 identify section 15 and are coded symbols for the series of RAGE games to be played in conjunction with section 15. Box 16 indicates the location at which the new cards are to be stacked. Similarly, box 17 indicates the location at which the used cards are to be stacked. Central to section 15 there is shown as envelope 18, which envelope is defined as the thou bank. Envelope 18 encircles three groupings of indicia, 19, 20, and 21. Tokens, representing play money, are stacked within the indicia. The first grouping 19 is formed of a single pile of tokens having a value of 500 thous. The second grouping 20 includes nine piles of tokens, each pile having a value of 50 thous. The third grouping 21 includes ten piles of tokens, each pile having a value of 5 thous. The total value of all of the groupings is 1000 thous.

FIG. 3 is illustrative of section 25 of the game board 11 (see also FIG. 4). The alpha-numeric symbols O-8, U-9, and S-10 identify section 25 and are coded symbols for the series of OUS games to be played in conjunction with section 25. Section 25 is divided into three primary parts.

The Power Card Arena 26 serves as the area within which the O-8 game is played. The O-9 game, U-Bet, is played in the central part of section 25. The part includes the necessary symbology and grid 27 for playing games in accordance with the rules of the O-9 game. Part 27 includes a plurality or rows and columns. Rows 28, 29, 30, 31, 32 and 33 correspond to one of the players of the O-9 game. Column 34, identified as the green area, defines the odds corresponding to an all green roll of the dice. Column 35 corresponds to the odds for an all yellow roll of the dice. Column 36 corresponds to the odds for an all pink roll of the dice. Column 37 corresponds to the odds for a roll of the dice showing green, yellow and pink. Columns 38 and 39 match one another and are indicative of the players participating in the O-9 game.

Part 40, identified as the Show-Down spot, defines the area within which the O-10 games is to be played. Part 40 is divided into four divisions, 41, 42, 43 and 44. Division 41 corresponds to an all green roll of the dice. Section 42 corresponds to an all yellow roll of the dice. Section 43 corresponds to an all pink roll of the dice. Section 44 corresponds to a green, yellow and pink roll of the dice.

In the following description of the power cards illustrated in FIGS. **5–14**, the alpha-numeric symbology associated with each of the cards will be used to identify the cards rather than further numerical indicia. It is believed that such identification will obviate confusion from possible misidentification.

The O-1 power card shown in FIG. **5** is termed the Upper-Over. This card permits a player to increase his own score by as many points as can be obtained by playing the U-1 game of section **1**. Card O-1 is subservient to cards **O-8, U-9,** and **S-10.**

The U-2 power card shown in FIG. **6** is termed the Under-Downer. Card U-2 permits a player to decrease another player's score by an amount determined by playing the U-1 game associated with section **1.** Card U-2 is subservient to card **O-8, U-9,** and **S-10.**

The T-3 card shown in FIG. **7** is termed the Trespasser. Card T-3 permits a player to suspend a game and begin a new game against any other player. Card T-3 is subservient to cards **O-8, U-9,** and **S-10.**

The R-4 power card termed the Reverser is shown in FIG. **8.** Card R-4 permits a player to switch scores with an opposing player. Card R-4 is subservient to cards **O-8, U-9,** and **S-10.**

The A-5 power card, termed the Abolisher, is shown in FIG. **9.** Card A-5 permits a player to reduce another player's score to zero. Card A-5 is subservient to cards **O-8, U-9,** and **S-10.**

The power card G-6 termed the Grabber is shown in FIG. **10.** Card G-6 permits a player to freeze the scores by ending further playing in the game in progress. Card G-6 is subservient to cards **O-8, U-9,** and **S-10.**

The E-7 power card termed the Equalizer is shown in FIG. **11.** Card E-7 permits a player to increase his score to equal that of any other player. Card E-7 is subservient to cards **O-8, U-9,** and **S-10.**

The O-8 power card, termed the $O_1U_2T_3R_4A_5G_6E_7R$ is shown in FIG. **12.** Card O-8 has the power of any of cards **O-1, U-2, T-3, R-4, A-5, G-6, E-7,** at the player's option. It is subservient to cards **U-9** and **S-10.**

The U-9 power card termed the Undoer is shown in FIG. **13.** Card U-9 cancels or nullifies the effect of any other card played, except another U-9 card or a **S-10** card.

The S-10 power card termed the Superswitcher is shown in FIG. **14.** Card S-10 provides a player with two options. Under option A, the player can reverse the power of any other card except another S-10 card. Under option B, a player can place himself into any bank game in progress within section **15** of the playing board.

The card **45** shown in FIG. **15** represents the obverse side of each of the cards shown in FIGS. **5 – 14.** They are termed the Outrageous Payment Cards. There are 100 Outrageous Payment Cards segregated into 10 groups, each of which groups corresponds to one of the power cards identified above.

Each of the dies shown in FIGS. **16***a*, **16***b*, and **16***c* are color-coded in the following manner. Each face representing numbers **1, 2,** and **3** is colored pink. Each face representing numbers **4** and **5** is colored yellow, and each face representing number **6** is colored green. With this color combination, it becomes obvious that there is a greater probability of rolling one or more pink sides than a yellow or a green side. Similarly, there is a greater probability of rolling a yellow side than a green side.

The primary object of each of the players of the game is to win all of the money, that is, 1000 thous. When one player or the bank has amassed all of the money, the game ends.

As alluded to in the above description of the apparatus employed in playing the game, there are three primary subgames. These subgames are identified as the OUT games, the RAGE games, and the OUS games. The combination of OUT, RAGE, and OUS games define a cycle of games. The cycles of games continue until one player or the bank acquires all the money.

The first game, O-1, of the OUT set of games is played as follows. Each player throws the dice **4, 5,** and **6.** Each of the dice will have one of the colors, green, yellow or pink, as the showing color. The combination of colors displayed will correspond with one of the rows of column **3** in FIG. **1.** The player is then awarded the number of thous depicted in column **7.** In example, a roll of green, yellow and pink will provide the player with 111 thous. Each player rolls the dice until he rolls a combination of colors corresponding to a row marked Stop in column **9.** Should two of the players have identical rolls, all previous rolls are cancelled and the players begin to roll the dice anew. The player receiving the greatest amount of points is identified as number one with the succeeding players being ranked in diminishing order. The first game within the set of OUT games is now completed.

The second game, U-2, of the OUT set of games now proceeds. The purpose of the U-2 game is that of distributing the OUTRAGEOUS PAYMENT CARDS in accordance with the roll of the dice. The highest ranked player from the O-1 game rolls first. The roll of the dice corresponds to one of the rows within column **3** and the number within column **8** determines the number of OUTRAGEOUS PAYMENT CARDS that the player is to receive for distribution to other players. Each player rolls the dice until he rolls a combination of colors corresponding to a row marked STOP in column **9.** The player then distributes received cards one at a time as far as they go to number one first, number two, ect. He may examine power side of OUTRAGEOUS PAYMENT/POWER CARDS and distribute the cards as he wishes, but he must distribute first card to number one, etc. The succeedingly ranked players roll the dice in turn and receive and distribute their designated number of OUTRAGEOUS PAYMENT CARDS. When all players have received their cards, the U-2 game is completed.

The third game, T-3, of the OUT set of games begins with the highest ranked player rolling the dice first. The roll of the dice, corresponding to one of the rows of column **3,** determines the number of points he is to receive, as depicted on column **7.** The number of points received correspond to the number of thous awarded to the player. Each player rolls the dice one. The succeedingly ranked players then throw the dice to determine the number of points awarded to them and the amount of thous which each player may collect. When all of the players have rolled the dice, the T-3 game is completed.

On completion of the OUT set of games, the players commence to play the RAGE set of games. The RAGE set of games are depicted on section **15** of gameboard **11.** The RAGE games are transactional games in that the players negotiate to transfer OUTRAGEOUS PAYMENT CARDS in return for thous. The transactions

may be between individual players or between a player and the bank. Each transaction can be initiated only during a player's turn. The transactions must be secret or may be public.

The ranking player may select and play any one of the RAGE games, or he may pass. After the game selected by the ranking player has been played, or after he has passed, the other players in descending rank may select a game or pass.

Each player has two options under the R-4 game. Under option *a*, the player proposes to exchange a given number of cards for a given number of thous. If the proposal is accepted by another player, the transaction is completed. If the other player does not accept the proposal, the proposing player loses his turn. There may not be a counter proposal. Under option *b*, a player may place a given number of OUTRAGEOUS PAYMENT CARDS face up within box **17.** In return, the player will receive 10 thou per card from the bank. If there are an insufficient number of thous in the bank, the transaction cannot be completed and the player loses his turn. When all players have transacted or attempted to transact an exchange of cards for thous, the R-4 game is completed.

In the A-5 game, there are two options. Under option *a*, a player may propose to auction a given number of cards to the highest bidding player. On receipt of a bid, and the resulting exchange, the proposing player's turn is completed. Under option *b*, a player may propose that the bank auction a specified number of new cards from box **16** or used cards from box **17** to the highest bidder. The number of cards to be auctioned is determined subsequent to the completion of the bidding under the rules of the U-1 game. After all the players have elected and completed either option a or option b, the A-5 games are completed.

In the G-6 games, each player may elect option *a* or option *b*. Under option *a*, a player may propose to receive a given number of OUTRAGEOUS PAYMENT CARDS in exchange for a specified number of thous from another player. If the other player accepts the proposition, the transaction is completed. If the proposition is not accepted, the proposing player looses his turn. Under option *b*, a player may withdraw a card from the pile of OUTRAGEOUS PAYMENT CARDS in box **16** or box **17** in exchange for every ten thou that the player puts into the bank. When all of the players have elected either option *a* or option *b* and completed or attempted to complete their transactions, the G-6 games end.

In the E-7 games, each player may elect option *a* or option *b*. Under option *a*, a player may propose to exchange a given number of cards for another given number of cards with another player. If the other player accepts the proposition, the transaction is completed. If the proposition is not accepted, the proposing player loses his turn. Under proposition *b*, a player receives an OUTRAGEOUS PAYMENT CARD from the new card pile in box **16** for every OUTRAGEOUS PAYMENT CARD he deposits within the used card pile in box **17.** After all the players have completed or attempted to complete either option *a* or option *b*, the E-7 games end.

Following the completion of the RAGE games, the games depicted within section **25** of game board **11** are played. These games are identified collectively as the OUS games and are games of confrontation.

The OUS games are called confrontation games because they permit the ranking player to select his opponents and to select the game which he and his opponents are to play. As such, the ranking players may attempt to acquire all the opposing player's thous at a high risk or simply to acquire a portion of them at a lower risk. The three games forming the OUS game are individually identified as **O-8, U-9** and **S-10.**

The **O-8** game may be referred to as the most OUTRAGEOUS game of all. In the OUS game, the highest ranking player is in a position of power. He may elect to play either the O-8 game (Blitz Ball), or **S-10** (Show-Down). In addition, the ranking player may select any one of the other players as his primary opponent. For strategic reasons, the selected opponent should be a player having the greatest number of thous. If the ranking player elects to play the **O-8** game, the game proceeds as follows.

The ranking player throws the dice, scoring one hundred points for each green showing, 10 points for each yellow showing, and one point for each pink showing. The player continues to roll the dice until they come up such that they all show green, yellow, pink, or one green, one yellow and one pink. When the latter happens, the ranking player's turn is finished.

After the ranking player has completed his turn, the opposing player has the option of paying off, playing a power card, or passing. If the ranking player should make 1,000 or more points during a series of rolls, a "blitz" occurs, which blitz halts the game at the end of the series of rolls.

The highest number of points garnered, less the opponent's points, determines the amount of payment under the "OUTRAGEOUS Payment Rule." The OUTRAGEOUS Payment Rule states that the opposing player must pay thous at the rate of one thou per point until his thous are exhausted. Thereafter, the opposing player can cancel the remaining debt by giving the winner one OUTRAGEOUS Payment Card.

In the Blitz Ball game, **O-8,** the ranking or opposing player may elect to pass his turn for as many times as he wishes. If three consecutive passes are made by one or the other player, the game terminates. The game may be terminated by a player playing card **G-6,** the Grabber, provided that its power is not undone by the **U-9** card, the Undoer. In addition, a player may play a **T-3** card, the Trespasser. If played, the opponent must either pass or play his **U-9** card, the Undoer. If the opponent passes, a new game of Blitz Ball commences and the player playing the **T-3** card becomes the offensive player. The new defensive player may now play a **T-3** card to return the game to its original status. A further option available is that of playing the **S-10** card, the "Superswitcher." The **S-10** card provides the card playing player with the power to switch the game from Blitz Ball to any bank game he wishes. The playing of the Blitz Ball game is suspended until completion of the bank game.

The second game within the OUS set of games shown in section **25** in FIG. **4** is identified as the **U-9** game. This game is played by one or more of the players simultaneously with the playing of the **O-8** game by the ranking player and his opponent.

The players make bets with the bank by placing any number of thous upon one of the spots in grid **26.** Each of the remaining players selects his row corresponding to his ranking and places his thous within that row and

in the column corresponding to the expected payoff. The payoff, if warranted by the dice, follows each roll. The ranking player and his opponent may also place one or more of their thous on rows **27** or **29**, respectively, and in the column that they wish to bet. As may be determined from grid **26**, a bet within column **34** pays at the rate of one hundred to one for all green; column **34** pays at the rate of 10 to one for all yellow; column **36** pays at the rate of one to one for all pink; and column **37** pays at the rate of one to one if the dice show the combination of green, yellow and pink.

The third game of the OUS set of games shown in section **25** of FIG. **4** is the **S-10** game, Show-Down. It is a straight dice game without the keeping of any score. The **S-10** game is played within part **40** of section **25**. Part **40** includes boxes **41** corresponding to green, box **42** corresponding to yellow, box **43** corresponding to pink, and box **44** corresponding to the combination of green, yellow and pink.

The ranking player may choose to play the **S-10** game rather than the **O-8** game on completion of the RAGE games, or another player may choose to play it by playing an **S-10** card. The player electing the **S-10** game, ranking player, has the option of selecting the opposing player, provided that the opposing player has at least one thou. The size of the bet is determined by whichever of the two players has the lesser amount of thous. The amount is bet by both players in one of divisions **41, 42, 43,** or **44,** as selected by the opposing player.

In play, the ranking player, or the opposing player at the ranking player's option, throws the dice until they all show green, yellow or pink or until the three dice show green, yellow and pink. If the final roll of the dice corresponds to the division in which the bets are placed, the dice-rolling player wins, otherwise, the other player wins. Simultaneously, any of the other players may play in the **U-9** game against the bank. Their payoffs or losses will occur simultaneously with the payoff or loss of the Show-down game.

The **S-10** game also has an option. If the ranking player and the bank are the only two entities having any thous, the ranking player may challenge the bank. The amount of the bet and method of play are similar to that described above. In addition, if at any time after the OUS games, all of the thous are held by a player and the bank, that player may play Show-Down with the bank. Further, any player playing an **S-10** card during a Blitz Ball game can switch to any one of the above-discussed bank games. One of the bank games that he may wish to choose is that of Show-Down with the bank.

As the series of games may terminate at any time, when a player or the bank is in possession of all of the thous, there exists a further option exercisable before or after a game of Show-Down. The option available is that of converting a player's power cards to thous by placing the power cards in box **17** of section **15** and obtaining thous from the bank. The rate of exchange between the player and bank is that of 10 thou per card deposited. Thus, it is possible to prevent the termination of a series of games by any player having any remaining power cards.

The playing of any power cards by any player is solely at the player's option. With the power vested in the different cards, the player may rearrange or redirect the course of action of any one of the **O-1, U-2, T-3, R-4, A-5, G-6, E-7, O-8, U-9,** or **S-10** games at his discretion. Thus, it is incumbent upon the players to familiarize themselves with the various options permissible during any one of these games. There are 100 power cards divided into 10 groups, each of which groups corresponds to one of the cards shown in FIGS. **5 – 14.** These groups of cards may be grouped into three distinct groupings in response to their power or order of play. The **O-1, U-2,** and **T-3** cards are associated with the OUTRAGEOUS decision dice play shown in section **1** of game board **11.** The **R-4, A-5, G-6,** and **E-7** cards can be used to generate an automatic effect on the score of any games played within section **15** of game board **11.** The **O-8, U-9,** and **S-10** power cards are special power cards. With these cards, a player may elect options which affect or change the individual games being played at the time.

While the principles of the invention have now been made clear in an illustrative embodiment, there will be immediately obvious to those skilled in the art many modifications of structure, arrangement, proportions, the elements, materials, and components, used in the practice of the invention which are particularly adapted for specific environments and operating requirements without departing from those principles.

I claim:

1. A game device for a plurality of players and embodying property acquisition sub-games, transaction sub-games and confrontation sub-games, said game device comprising in combination:

a. a game board, said game board being divided into three playing sections;

b. a plurality of dice for indicating one of a plurality of combinations in response to a roll of said dice;

c. a first one of said sections comprising:

i. alpha numeric indicia representative of games determining the initial standings of each of the players;

ii. a grid for determining the amount of property to be distributed to a player in response to a roll of said dice, said grid comprising a first column listing all possible rolls of said dice, and a second column listing the numerical value of the property to be distributed to each player corresponding to each roll of said dice;

d. a second one of said sections comprising alpha numeric symbology representative of a plurality of individual transaction sub-games available to the players and an envelope defining the boundaries of a bank for storing the property which is not in the possession of one of the players;

e. a third one of said sections comprising alpha numeric demarcations for identifying a plurality of confrontation sub-games resolved by rolling said dice; and

f. a plurality of power cards having written information disposed on each side, each of said cards providing a player with the power to alter the course of play in accordance with the written information; whereby, the property distributed to each of the players in said first section, the transactions conducted in said second section and the confrontations resolved in said third section may be altered by use of one of said power cards.

2. The device as set forth in claim **1** further including a grid disposed within said third section, said grid in-

cluding a plurality of rows, each of said rows including unique indicia for identifying one of the players, a plurality of columns, each of said columns including further unique indicia for identifying a specified roll of said dice, and markings disposed at the intersection of each of said rows and columns for defining a payment ratio, said grid defining in totality one of the confrontation sub-games.

3. The device as set forth in claim **2** wherein said third section includes a plurality of lines of demarcation for segmenting said third section into a plurality of discrete areas, said plurality of areas defining another of the confrontation sub-games.

4. The device as set forth in claim **2** wherein said third section includes a further line of demarcation for defining the place of play of a further one of the confrontation sub-games.

5. The device as set forth in claim **1** wherein each of said dice includes first indicia disposed upon one face, second indicia disposed upon each of two faces and third indicia disposed upon each of three faces.

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