Nov. 9, 1954 G. Q. RIPLEY, JR 2,693,961

GAME APPARATUS

Filed June 14, 1951 2 Sheets-Sheet 1

FIG. 1

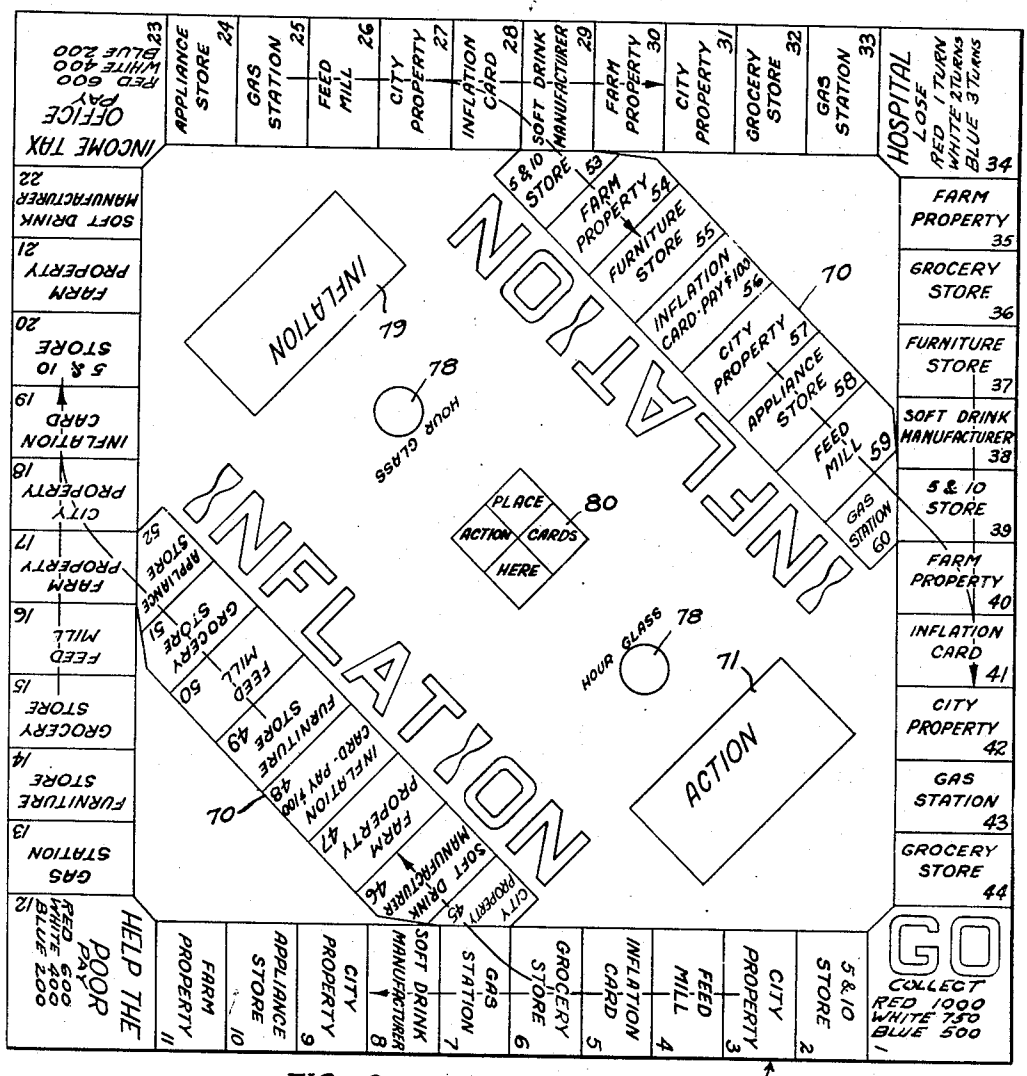
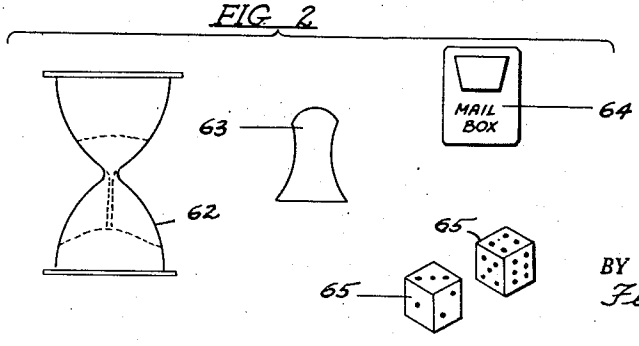


FIG. 2



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FIG. 3

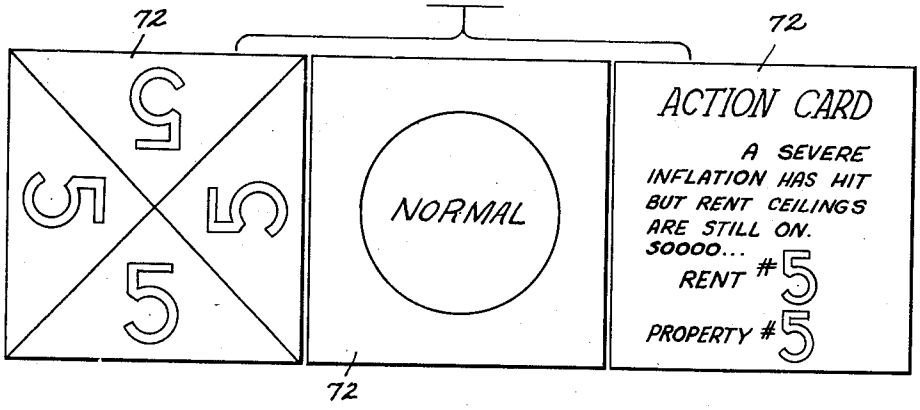
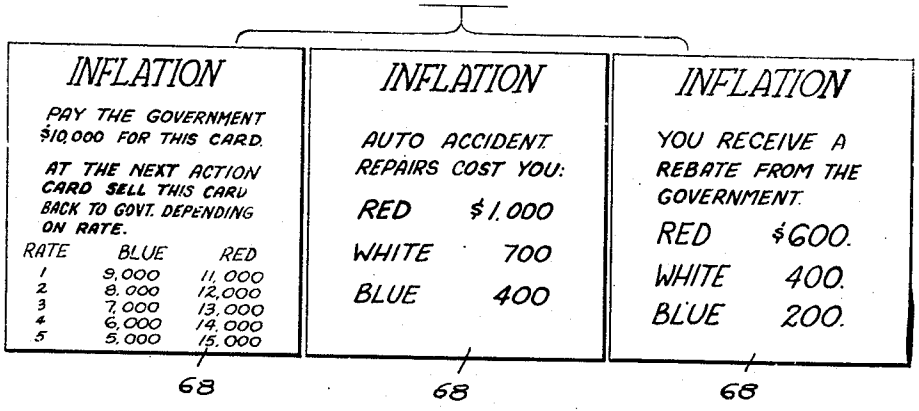


FIG. 4



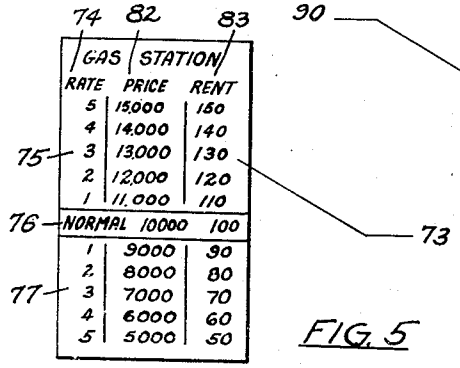


FIG. 5

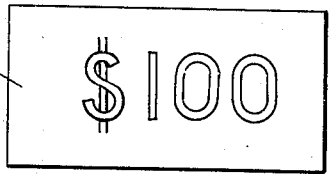


FIG. 6

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GAME APPARATUS

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Application June 14, 1951, Serial No. 231,451

4 Claims. (Cl. 273—134)

This invention relates generally to a game to afford amusement to the players and it relates more particularly to a game board and apparatus and accessories for use therewith designed as being educational and one which requires a certain amount of skill in the players while still being simple and easy to understand.

My game is generally played for amusement by two to six persons at one time. It teaches the players the consequences of chance in life, it teaches them bargaining, and it teaches them timing to perform particular business operations during a normal, inflationary, or deflationary period. My game teaches a player to encounter various misfortunes or successes and, as in life, acquire additional wealth or losses according to his skill and an element of chance. It teaches them the consequences of inflation and deflation. It creates suspense and interest.

It is, accordingly, an object of my invention to provide a game board and apparatus for use therewith which is simple in construction, economical in cost, economical in manufacture, which affords amusemuent to the players, which is educational, and which may be learned in a minimum of time.

Another object of my invention is to provide a game board and accessories for use therewith, including an hourglass for indicating the time the players have for rolling dice to make any moves on the board, and cards to be drawn by a player upon the completion of a time limit.

Another object of my invention is to provide a game which acquaints the players with the fortunes and misfortunes of life during periods of inflation, deflation, and normalcy.

Another object of my invention is to provide a game in which the time for playing may be easily shortened or lengthened as desired.

Other objects of my invention will become evident from the following detailed description, taken in conjunction with the accompanying drawings, in which

Fig. 1 is a plan view of the playing board;

Fig. 2 is a consolidated view of the playing pieces for use in conjunction with the board shown in Fig. 1;

Fig. 3 is a side elevational view illustrative of action cards used in conjunction with the game board shown in Fig. 1;

Fig. 4 is a side elevational view of the inflation or chance cards used in conjunction with the game board shown in Fig. 1;

Fig. 5 is a side elevational view illustrating one of the property cards used in conjunction with the game board shown in Fig. 1; and

Fig. 6 is a side elevational view illustrative of the money used in conjunction with my novel game.

The game board and accessories for use therewith for my novel game includes a playing board **61** and various playing pieces for use thereon shown in Fig. 2 including an hourglass **62** for timing, playing men or tokens **63** of different colors, mail boxes **64** of different colors, and a pair of conventional dice **65**. The game board **61** has a continuous path therearound with divided spaces numbered 1 to 60 inclusive, each space bearing indicia to designate a particular type of property, an opportunity to take a chance or inflation card **68** as shown in Fig. 4, or the requirement to pay to help the poor, pay a tax, pay a hospital bill, or spend time in the hospital or collect a given amount of money from the government representative. The board **61** has diagonally extending paths

70 on opposite sides thereof so that a player may change his path of movement of his token **63** around the board if he so desires.

Action cards **72** shown in Fig. 3 are disposed in the box **71** in the center of the board **61** and are taken by a player at predetermined intervals to determine the rates of property values of the property upon which his token **63** is sitting at the time or the amount of rent to be charged. The action cards **72** are either blue to denote a depression, red to denote an inflation, or white to denote a normal period. Some action cards are colored and only have the rate numeral thereon as shown by the card **72** on the left of Fig. 3 while others have certain indicia thereon and the numerals or some other part of the card will be colored as shown on the card on the right of Fig. 3, the numerals being colored differently.

Property cards **73** shown in Fig. 5 are provided for each type of property, the card **73** illustrated in Fig. 5 being for a gas station. Column **74** denotes the rate which is set forth on the action cards **72**. The lower part **77** of the property card is colored blue to designate deflation to correspond to the blue action cards **72**, the normal portion **76** of the property cards **73** corresponds to the white action cards **72** designated normal and shown in the center of Fig. 3, and the upper part **75** of the property card **73** is colored red to designate inflation and to correspond to a red action card **72**.

The circular spaces **78** are provided in the center of the game board **61** to place an hourglass **62** thereon. The action cards **72** are disposed in the box **71** face down, the hourglass **62** is seated in one or the other of the spaces **78**, the inflation cards **68** are disposed in the box **79** face down, and the action cards **72** are placed in the space **80** face up after they have been drawn by a player.

The game board **61** has spaces thereon defining a continuous path numbered one to sixty inclusive. The starting space 1 is designated "Go." Spaces 2, 20, 39, and 53 are designated "Five and Ten Stores," spaces 3, 9, 18, 27, 31, 42, 45, and 57 are designated as "City Property," spaces 4, 16, 26, 50, and 59 are designated as "Feed Mills," spaces 5, 19, 28, 41, 48, and 56 are designated as "Inflation Cards," spaces 6, 15, 32, 36, 44, and 51 are designated as "Grocery Stores," spaces 7, 13, 25, 33, 43, and 60 are designated as "Gas Stations," spaces 8, 22, 29, 38, and 46 are designated as "Soft Drink Manufacturers," spaces 10, 24, 52, and 58 are designated as "Appliance Stores," spaces 11, 17, 21, 30, 35, 40, 47, and 54 are designated as "Farm Property," and spaces 14, 37, 49, and 55 are designated as "Furniture Stores." Space 12 is designated as "Help the Poor," space 23 is designated as "Income Tax Office" and space 34 is designated as "Hospital." The above designations are only illustrative.

During the time that a player is throwing the dice, opportunities for trading, selling, leasing, and any of the other business transactions in ordinary life or simulating same are provided by my novel game.

The game apparatus required for playing my novel game comprises the game board **61**, an hourglass **62**, preferably a conventional three minute hourglass, six men or tokens **63** of different colors, one for each player, for moving around the spaces 1 to 60 inclusive, when six persons are playing, ninety mail boxes **64** of six different colors, thereby making six sets of fifteen mail boxes each of different colors, each player getting fifteen mail boxes of the color corresponding to his token **63**, sixty action cards **72** divided into red, white, and blue colors and with rates from 1 to 5 in the red and blue colors and some with indicia or instructions thereon, fifty chance, fortune, or inflation cards with notations thereon simulating the fortunes and misfortunes of life and designating the payment or receipt of money in accordance with the property rates and color of one of the action cards **72**; fifty property cards **73** as shown in Fig. 5 to correspond to property designated in the spaces 2 to 4, 6 to 11, 13 to 18, 20 to 22, 24 to 27, 29 to 33, 35 to 40, 42 to 47, 49 to 55, and 57 to 60 on the game board **61**; and six hundred thousand dollars in fanciful money illustrated by the one hundred dollar bill **90** shown in Fig. 6.

The action cards **72** are red, white, and blue to correspond with the red, white, and blue sections **75**, **76**, and **77**, respectively, of the property cards **73** and the red and blue colored cards **72** also designate the rate as shown in column **74** of the property card **73**. Column **82** on the property cards **73** shows the price of the property in accordance with the rate shown on a red or blue colored action card **72** and in column **74**, column **83** on the property cards **73** shows the rent to be paid if the property is occupied by another player in accordance with the rate shown on a red or white colored action card **72** and the rate column **74**. The fortune or inflation cards **68** shown in Fig. 4 designate whether a player is to pay out money for an accident or the like, whether he is to receive a rebate from the government, whether he is to pay the government a certain amount of money, or any other fortune or misfortune which he might have in everyday business life. Some of these cards have designated rates and designated red, white, and blue colors to correspond with the property colors and rates on the action cards **72** to determine the amount to be paid or to be received according to whether it is a period of inflation, deflation, or normalcy. The notations on the action cards **72**, the chance or inflation cards **68**, and the property cards **73** are merely illustrative and it will be evident that many changes may be made while still maintaining the spirit of my invention.

In the playing of my novel game, from two to six players may play the game. One person is designated the representative of the government and he handles the money, mail boxes, property, and all of the transactions between players. He is also the official timekeeper of the hourglass. When the hourglass runs out, the timekeeper or government representative says "Action" or a like word. The person who represents the government may be a player in accordance with the desires of the other players of the game. The person representing the government gives each player a man or token **63** and mail boxes **64** or a like color as needed and a certain sum of money, such as when six players are playing, the sum usually given each player is ninety thousand five hundred fifty dollars. The dice **65** are first thrown by each player and the one who obtains the highest number by adding the total on the two dice starts the games and places his token **63** on space 1 designated "Go." The sixty action cards **72** are placed in box **71** designated "Action" on the board **61** face down and fifty inflation cards **68** are placed in box **79** designated "Inflation" face down. The hourglass **62** is then disposed on one of the spaces **78** designated "Hourglass" in the center of the board **61** with the granular material disposed in the upper part of the hourglass. The time to run the granular material through the hourglass is preferably three minutes. The hourglass **62** begins operating when a player starts throwing the dice **65**, which starts his token **63** around the spaces 2 to 60 on the board **61** from "Go." In moving around the board, if the player desires to take one of the diagonal paths **70**, he must so state by saying "Short Cut" before he reaches the diagonal path **70**; otherwise, he must take the outside path around the game board **61**. The dice **65** are thrown by successive players clockwise around the board **61** until the granular material in the hourglass **62** runs out. The first period that the dice **65** are thrown is a normal period, after which the next player then turns the hourglass **62** and takes an action card **72** from the space **71** and this determines whether the players are in a depression or deflationary period if it is blue, in an inflationary period if it is red, and in a normal period if it is white. The action card **72** is placed face up in the box **80**. The action card **72** designates how much the player must pay for the lease or purchase of property on which his token **63** is located after a throw of the dice upon inspection of the property card **73** relating to the particular property. The number showing on the dice **65** after a throw designates the number of spaces the player moves his token **63** around the board **61**. When a token **63** lands on any of the spaces 5, 19, 28, 41, 48, or 56 designated "Inflation Card," the player draws an inflation card **68** from the box **79** in the center of the board **61** whereupon he pays or receives mony from the representative of the government or does some other act in accordance with the showing on the inflation card **68**; however, when a token **63** lands on spaces 48 and 56, an extra one hundred dollars must be paid. The players

continue throwing the dice **65** and moving their tokens **63** around the board **61** until the granular material in the hourglass **62** has moved to the bottom thereof whereupon the representative of the government stops the play. The action card **72** face up in the box **80** determines whether the players are in an inflationary, normal, or deflationary period during the time that the hourglass **62** is operating. The next successive player then draws an action card **72** and he takes his turn in throwing the dice **65**. A player may finish his turn at the dice at any time before the hourglass **62** has run its course in which event he may say "Finished" or any other appropriate word. When a player says "Finished" before the hourglass **62** runs its course, the next player must immediately throw the dice to prevent a delay of the game for his own purposes.

If a player plays out of turn, it costs him one thousand dollars payable to each of the other players in the game. The player playing out of turn must also return his man to the position where he started from or his initial position. He must also undo any transaction that may have been consumated during the illegal turn.

When a double is shown on the dice, the player gets another turn. In the event that the double is double ones or double sixes, the token **63** is moved backward on the board **61** instead of forward; however, the player gets another turn for throwing the double.

All transactions take place during the time that a player has his turn. He may trade property during his turn of play with the dice. After throwing the dice and completing the transaction, he must say "Finished."

The token **63** must land on vacant property in order for the player to purchase it. If the token **63** lands on vacant property and the player does not buy it, he must pay ten per-cent of the property rate to the representative of the government. During the turn of the player, he may sell one piece of property to the government representative. Property sold to the government representative is at the present action rate in accordance with the showing of the action card **72** face up in the box **80** minus ten per-cent for a fair commission.

Property values are determined by the color, rate, and indicia shown on the action card **72** facing upwardly in the box **80**. The values shown on the action card **72** in the box **80** with reference to the property card **73** prevail until the next action card **72** is drawn.

If at any time a player has rent to pay or any other payment to be made and he does not have enough money to make the payment, he has lost to inflation and is out of the game. The remaining property which he has goes back to the government.

If all of the inflation cards **68** are used up before the end of the game, the used cards are shuffled and they are placed face down in the box **79** and used over again. The game limit is usually at the end of the drawing of sixty action cards **72** from the box **71** on the game board **61**. If a shorter game is desired, one card from each rate, namely, 1 to 5, in red and blue, and one normal card is withdrawn. In the event that the game does not go to a time when all of the action cards are drawn, the last player in the game is the winner.

At the end of the game limit, the players add up their money and also the property values of any property they hold in accordance with the normal property rate thereof. The player having the greatest amount of material wealth is the winner. He has shown the most and best skill to survive depressions, inflations, and normal periods.

The mail boxes **64** are utilized to place in a space designating a piece of property to denote the owner thereof when it is obtained by a player through barter or by purchase thereof. Whenever a token **63** lands on a property space that is owned by another player, the first player must pay to the owner the rent indicated on the property card **73** in accordance with the rate and color of the action card **72** in the box **80**. If the owner of the particular property has more than one of the same type of properties, the rent indicated is multiplied by the number of units owned. The space **12** designated "Help the Poor" and space 23 designated as "Income Tax Office" cost the player the amount designated therein corresponding to the property rate action card **72** in the box **80**. It costs the player five hundred dollars to get his token out of the hospital space 34 if he wishes to continue the throw of the dice in his turn;

otherwise, he must stay in the hospital space 34 during one, two, or three turns in accordance with the color of the action card **72** in the box **80**, this stay corresponding to a hospital stay in actual life. After leaving the hospital space 34, the token **63** must be started in space 1 without collection of money.

When the token **63** makes a turn of the board **61** and reaches the space 1 designated "Go," money is collected as designated therein in accordance with the action card **72** in the box **80**.

I have designated the colors red on the action cards **72** to mean danger because of inflation, white to mean normal times, and blue to be discouragement or depression.

Players must play the game in accordance with the colors and indicia shown on the action cards **72** and the money rate designated for each color. All money payable goes to the government representative from the inflation cards **68** and also from any board play. All money collectible such as from the inflation cards **68** comes from the representative of the government.

The spaces 1 to 60 inclusive are preferably colored differently with similar properties being colored alike. A suitable timing device other than the hourglass **62** and a suitable chance means other than the dice **65** may be utilized without departing from my invention.

It will be evident from the foregoing description that I have provided a novel game board and accessories for use in conjunction therewith which is simple to understand and play, which has great amusement value, which is instructive and educational, one which has a time limit, thereby making players pay attention to the game, and one which is very economical in cost and manufacture.

Various changes may be made in the specific embodiment of my invention without departing from the spirit thereof or from the scope of the appended claims.

What I claim is:

1. A game apparatus, in combination, comprising a game board, markers, dice, tokens, simulated money, action cards, property cards, and an hourglass, said game board having a continuous path delineated thereon, said path being divided into a plurality of spaces bearing indicia indicating property and over which said tokens are movable and on which said markers are placed

to designate ownership of the property by a given player, said tokens being movable along said path, said dice determining the number of spaces said tokens are to be moved by the players over said path, each property space on said path having a property card corresponding thereto, said property cards also showing information to be followed by the players as to sale price, rent, and rate of transaction as is governed or controlled by said action cards during the effective period of each said action card, each said action card having indicia indicating rates of percentage of value which govern the play of all players during the effective period of each said action card, said hourglass controlling the effective period of each action card.

2. The game apparatus recited in claim 1 wherein said continuous path has one of said spaces having indicia thereon indicating inflation and wherein inflation cards are provided, said inflation cards having indicia thereon requiring the performance of an action by a player, the performance controlling the play of said action cards, said inflation cards being drawn when a token rests on one of said spaces having indicia thereon denoting inflation.

3. The game apparatus recited in claim 1 wherein said path is in the form of a closed configuration.

4. The game apparatus recited in claim 1 wherein said path is in the form of a closed configuration and alternate transverse paths have indicia thereon designating property, said transverse paths being joined to said continuous path.

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