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C. C. GOERTEMILLER

2,128,608

GAME

Filed June 7, 1937

FIG. 1.

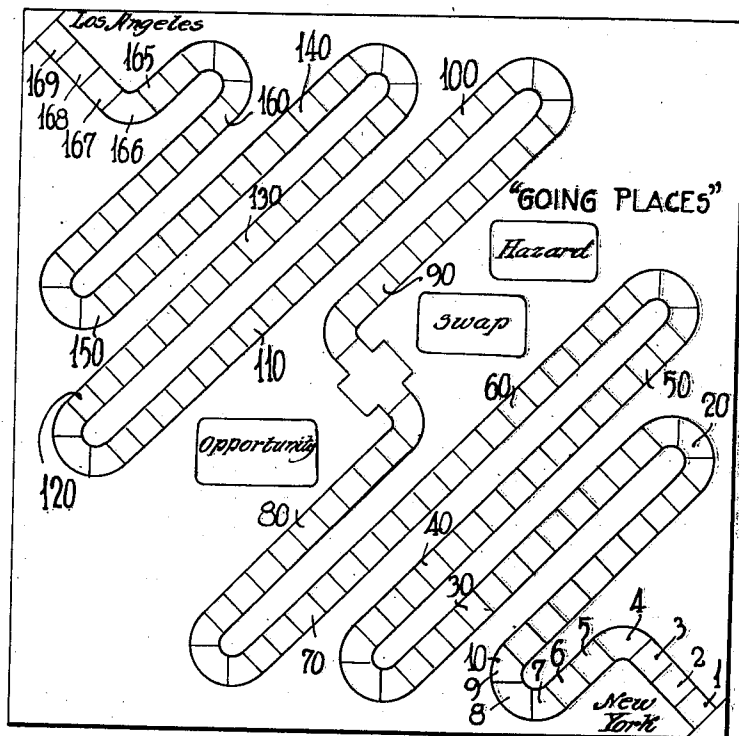


FIG. 3.

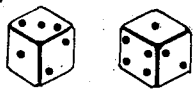


FIG. 2.

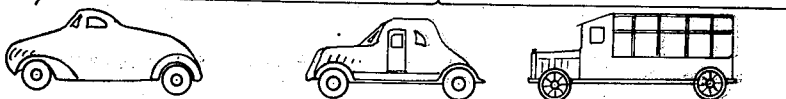


FIG. 4.

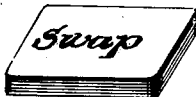
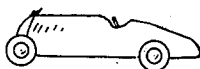


FIG. 5.

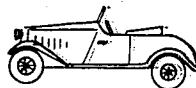


FIG. 6.



FIG. 7.



Inventor
Clarence C. Goertemiller
By Depe & Kirchner
Attorneys

UNITED STATES PATENT OFFICE

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GAME

Clarence C. Goertemiller, Big Stone Gap, Va.

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2 Claims. (Cl. 273-134)

My invention relates to games, and more particularly to a novel board game including a playing board and a plurality of playing pieces, one for each player, adapted to be advanced from a starting position to a goal or finish position.

An object of the invention is to provide means for advancing the pieces or elements of competing players along a predetermined, marked path in accordance with numerical values accruing successively to the players by reason of throws of dice or the operation of other chance means. The several pieces are successively advanced over a plurality of stations or spaces into which the path is divided, and certain of the spaces are inscribed with indicia requiring that a piece occupying any of said spaces be advanced or set back a certain definite number of spaces.

The game includes, among other novel features, means requiring, upon the happening of certain contingencies, the pieces of certain competing players to exchange places on the board.

The playing board simulates a geographical division of the United States, conveniently a transcontinental highway, and the pieces are formed in simulation of motor vehicles which traverse the highway in the same direction, all the competing pieces starting from the same point, which may be considered to be New York city, and the object of the game is to advance the pieces over the simulated highway to a goal point, which may be denominated Los Angeles. Each of the players starts with a definite sum of simulated or play money, and the game is won by that player whose piece first reaches the goal station or place while the player remains in possession of some of his money. At various places along the path of travel various penalties and advantages are encountered, some of which consist in the loss of money or the acquisition of money, and some of which involve delays in movement, or the advance or the setting back of the piece.

The chance outcome of the throw of the dice, or operation of equivalent means determining the progress of play, enhances the interest of the game, and the varying fortunes of the players involving the gain and loss of simulated money and the rapid or slow progress of the pieces, introduce novel and unexpected contingencies which render the game interesting and exciting. It is a feature of the game of no small importance that a player close to the goal and apparently certain of winning the game may unexpectedly suffer a serious set-back, which may under some circumstances result in a corresponding gain for one of his opponents, so that the outcome of the game

remains in doubt as long as no player has actually reached the goal.

Other and further advantages and features of the invention will be apparent from the following detailed description of a preferred form of embodiment.

In the accompanying drawing, which forms part of this application for letters patent,

Figure 1 is a plan view of the playing surface;

Fig. 2 is a side elevational view of a group of pieces;

Fig. 3 is a perspective view of a pair of dice used to determine the measure of advance of the several pieces across the playing surface;

Figs. 4, 5 and 6 are perspective views of decks of cards used in the playing of the game as hereinafter explained; and

Fig. 7 is a perspective view of a stack of the scrip or play money used in playing the game.

The playing surface of Fig. 1 is conveniently provided on a rigid board or the like, which is printed, lithographed, or otherwise inscribed with a path traversing the board from one corner to the diagonally opposite corner. For economy of space, and to make the path relatively long with relation to the dimensions of the board, the path may be convoluted or rendered circuitous. I prefer the type of path shown in the illustrated embodiment of the board, but obviously the shape of the path may be varied without affecting the principle of the game. The path is divided into a multiplicity of stations or spaces. The endmost spaces are respectively the start and finish. The start may be given the name of one end of a transcontinental highway, for example New York, and the finish may be given the name of the city at the other end of such highway, for example Los Angeles. The intermediate spaces are inscribed with various notations, suggested forms of which will be given hereinafter.

Each of the players selects a playing piece from the group shown in Fig. 2. These pieces are conveniently made in the form of automobiles and are distinguished in any convenient way, as by difference in color or difference in body style.

The board contains, as is shown in Fig. 1, spaces for decks of cards. In the illustrated embodiment of the game I show three such decks of cards denominated respectively, "Swap", "Hazard", and "Opportunity". Preliminarily to beginning play of the game, these decks are shuffled and placed face down in the spaces provided for them. Conveniently, the back of each card is inscribed with one of the words "Swap", "Hazard", or "Opportunity" to indicate the deck to which it belongs.

The supply of simulated or play money is included as part of the playing equipment, as shown in Fig. 7. This money consists of a plurality of sheets of paper, each of which is inscribed with its particular denomination. Conveniently the bills may be provided in denominations of \$1, \$5, \$10, \$20, \$50 and \$100.

The game may be played by two or more players. Each selects a piece from the group shown in Fig. 2, and each piece may be known by the name of some popular make of automobile. For example, let it be supposed that the game is played by four players and that the automobiles selected are respectively a Ford, a Chevrolet, an Oldsmobile and a Packard. The players are each given the same amount of scrip money, say \$1,000, and the remainder of the money is left in the stack shown in Fig. 7, and becomes the bank. The players determine in any way, as for example by rolling the dice, the order in which they are to make plays, and the pieces of the several players are all placed on the starting space designated New York. The players then throw the dice in order and each player advances his piece or car a number of spaces equal to the spots turned up on the dice.

As has been previously indicated, certain of the spaces bear indicia stating instructions which must be followed by the player whose car comes to rest on such space. Others of the spaces are blank. In the embodiment illustrated in the drawing, one hundred and sixty nine spaces are shown. Designating these spaces in numerical order, beginning with the starting space or "New York" as space No. 1 and ending with the finish space or "Los Angeles" as space No. 169, suggested indicia for the spaces may be given as follows:

- Space No.
- 1—"New York city".
 - 2—Blank.
 - 3—"Buy gas and oil \$15".
 - 4—"Advance five spaces".
 - 5—"Hazard".
 - 6—"Philadelphia. Illegal parking. Pay \$25 fine".
 - 7—"Opportunity".
 - 8—Blank.
 - 9—Blank.
 - 10—"Hazard".
 - 11—Blank.
 - 12—"Buy gas and oil \$15".
 - 13—"Go to Philadelphia".
 - 14—Blank.
 - 15—"Baltimore—take three day boat ride. Pay \$75 expense".
 - 16—"Opportunity".
 - 17—Blank.
 - 18—"Advance three spaces".
 - 19—Blank.
 - 20—"Buy gas and oil \$25".
 - 21—"Swap".
 - 22—Blank.
 - 23—"Wheeling—pay hotel \$25".
 - 24—Blank.
 - 25—"Swap".
 - 26—Blank.
 - 27—"Hazard".
 - 28—Blank.
 - 29—Blank.
 - 30—"Columbus—win \$250 at race track".
 - 31—Blank.
 - 32—"Swap".
 - 33—"Opportunity".
 - 34—Blank.

- 35—"Go to jail two days".
- 36—Blank.
- 37—"Indianapolis speedway—pay \$50 expense".
- 38—"Opportunity".
- 39—Blank.
- 40—Blank.
- 41—"Swap".
- 42—"Hazard".
- 43—Blank.
- 44—"St. Louis—pay hotel \$25".
- 45—Blank.
- 46—"Swap".
- 47—"Opportunity".
- 48—Blank.
- 49—Blank.
- 50—"Kansas City—pay hotel \$25".
- 51—Blank.
- 52—"Swap".
- 53—"Buy gas and oil \$40".
- 54—Blank.
- 55—"Topeka—pay hotel \$25".
- 56—"Hazard".
- 57—Blank.
- 58—"Opportunity".
- 59—"Swap".
- 60—Blank.
- 61—"Abilene—pay hotel \$25".
- 62—Blank.
- 63—"Swap".
- 64—Blank.
- 65—"Purchase two tires \$50".
- 66—Blank.
- 67—"Pike's Peak—pay \$50".
- 68—"Swap".
- 69—Blank.
- 70—"Hazard".
- 71—"Swap".
- 72—Blank.
- 73—"Denver—pay hotel \$25".
- 74—"Opportunity".
- 75—Blank.
- 76—"Swap".
- 77—"Hazard".
- 78—Blank.
- 79—"Rocky Mt. Park—pay hotel \$25".
- 80—Blank.
- 81—"Swap".
- 82—Blank.
- 83—Blank.
- 84—"Opportunity".
- 85—"Continental Divide".
- 86—"Hazard".
- 87—Blank.
- 88—Blank.
- 89—"Salt Lake City—pay hotel \$25".
- 90—"Opportunity".
- 91—Blank.
- 92—"Swap".
- 93—Blank.
- 94—"Hazard".
- 95—Blank.
- 96—Blank.
- 97—"Salt Lake Desert—pay \$50 road service".
- 98—Blank.
- 99—Blank.
- 100—"Opportunity".
- 101—Blank.
- 102—"Swap".
- 103—Blank.
- 104—Blank.
- 105—"Battle Mountain—pay \$20 towing charge".
- 106—Blank.
- 107—"Swap".
- 108—Blank.
- 109—"Hazard".

- 110—Blank.
 111—"Opportunity".
 112—Blank.
 113—Blank.
 5 114—"Reno—hazard".
 115—Blank.
 116—"Buy gas and oil \$30".
 117—Blank.
 118—"Return to Salt Lake City".
 10 119—Blank.
 120—"Opportunity".
 121—Blank.
 122—"Hazard".
 123—"Lake Tahoe—pay \$50 expense".
 15 124—"Swap".
 125—Blank.
 126—"Opportunity".
 127—"Hazard".
 128—Blank.
 20 129—"Sacramento—pay hotel \$25".
 130—"Swap".
 131—Blank.
 132—"Hazard".
 133—"Opportunity".
 25 134—Blank.
 135—Blank.
 136—"Swap".
 137—Blank.
 138—"Golden Gate Bridge—pay \$50 expense".
 30 139—Blank.
 140—Blank.
 141—"Hazard".
 142—"Two day detour".
 143—Blank.
 35 144—"Swap".
 145—Blank.
 146—"Opportunity".
 147—Blank.
 148—"San Francisco—pay hotel \$25".
 40 149—Blank.
 150—"Opportunity".
 151—"Hazard".
 152—"Swap".
 153—Blank.
 45 154—"San Jose—pay hotel \$25".
 155—"Hazard".
 156—"Buy gas and oil \$30".
 157—"Swap".
 158—Blank.
 50 159—"Santa Barbara—two day stopover—pay \$100 expense".
 160—Blank.
 161—"Hazard".
 162—"Opportunity".
 55 163—Blank.
 164—"Hollywood—take three - day try in movies—pay \$200 expense".
 165—Blank.
 166—"Swap".
 60 167—Blank.
 168—"Hazard".
 169—"Los Angeles".

for example, a car come to rest on space No. 3, \$15 must be paid by that player to the bank. Upon occupying, for example, space No. 30, the player receives \$250 from the bank. Certain of the spaces indicate delays of various numbers of days, and each day's delay is understood to mean a passing of one turn or throw of the dice. Thus, a player whose piece comes to rest on space No. 35, bearing the direction "Go to jail two days", loses two throws of the dice.

Players whose pieces come to rest on spaces marked "opportunity", "hazard" or "swap" must lift a card from the top of the appropriate deck, shown in Figs. 4, 5 and 6, and follow the directions indicated on that card. The card is thereupon returned to the bottom of the deck, face down. The "swap" cards indicate which of the other cars is to exchange places with the car of the player drawing the "Swap". If a prescribed swap is incapable of performance, as for example because the car with which the exchange is to be made is not participating in the game, no exchange is made, but if the exchange can be performed, the two cars involved exchange places, unless the two players involved in the swap elect to substitute for the indicated exchange of positions a transfer of such sum of play money as may be agreed upon at the time. In this way a player may avoid a disadvantageous swap by paying to his opponent involved in the swap whatever price that opponent demands. This swapping and the possibility of its avoidance I conceive to be a novel and valuable feature of the game, because it keeps in doubt the outcome of the game until one player actually wins. It frequently happens that a particular car is within easy reach of the goal, when exchange must be made with a car which is far from the goal.

The "Hazard" cards bear various indicia constituting penalties to be assessed. Suggested indicia for these cards may include such directions as:

Return to nearest town for repairs;
 Pay attorney's fee \$75;
 Pay premium on fire insurance \$75;
 Pay road service \$80;
 Accident—pay \$250 damages;
 Flat tire—pay \$10 road service;
 Return to New York for board meeting;
 Pay \$50 speeding fine;
 Other and further legends of similar import may of course be borne by the "hazard" cards.
 The "opportunity" cards contain various legends indicating advantages to the player. Suggested legends for these cards are as follows:
 Found \$150 cash;
 Received interest from bonds \$50;
 You win \$350 on sweepstakes;
 Advance to next city;
 You receive \$275 from sale of real estate;
 Accident—receive \$100 damages.
 Other and further legends of like import are borne by the rest of the cards in the "Opportunity" pack.

It may be incorporated in the rules that a player throwing "doubles", i. e., the same number on each of the dice, is given a second throw. After each throw the player making the throw advances his car the number of spaces indicated by the number thrown. The player must conform to the direction given by the space on which his car comes to rest. It being understood that the inscribed spaces bear some such indicia as is suggested by the foregoing list, it will be observed that unless a car comes to rest on a blank space, the player will be awarded a certain advantage or assessed a certain penalty. Should

It frequently happens during play of the game that a player's fund of scrip money becomes exhausted. In this event his car must be returned to the starting point, whereupon he is paid \$1,000 from the bank and he starts anew. A player whose funds are not exhausted but who must return for any reason to the starting point receives an additional \$500 from the bank.
 Any number of cars may occupy the same space simultaneously.

Two players whose cars are involved in a swap

make the exchange prescribed but ignore any penalty or advantage indicated by the spaces occupied after the exchange.

In every case the number of days involved in a penalty or advantage is interpreted to mean as many throws of the dice.

All payments are made to and received from the bank, and a player is not permitted to advance his piece when he becomes devoid of money. Such a player must return to the starting point, as has been indicated.

The object of the game of course is to reach the goal while still in possession of funds, and the first player to advance his piece to the goal while remaining in possession of some money wins the game.

The foregoing rules are largely suggestive and may of course be modified within wide limits without affecting the essential spirit of the invention. What I conceive to be a novel and important feature of the invention is, as is pointed out in the appended claims, the inclusion of directions to exchange playing pieces of the several players upon the happening of certain contingencies. Convenient means for indicating when a piece is to be exchanged with another is an indication displayed on certain of the spaces indicating that an exchange is to be made. Convenient means for indicating the nature of the exchange, and incidentally whether or not the player drawing the exchange may be absolved from it by reason of impossibility of performance, consists in the deck of cards shown in Fig. 4 each of which indicates the particular car with which the exchange is required to be made. Obviously the mechanics of indicating exchanges as suggested herein and as shown in the illustrated embodiment may be modified without affecting the principle of exchanging pieces.

It will be obvious that the suggested rules may

be altered within wide limits. An interesting variation in the rules proposed hereinabove consists in segregating in a special, separate account all monies paid as penalties by the players. The amount of money in this account may be awarded the winner.

I claim:

1. A game apparatus adapted to be played by a plurality of players each having a movable playing piece and each normally operating in turn means for indicating the number of spaces said piece is to be moved across a playing surface, said game apparatus comprising a playing board having a marked path of travel comprising a plurality of distinct spaces including a starting space and a goal space, indicia carried by certain of the spaces requiring that a piece occupying one of said spaces exchange places with the piece of another player, and chance means separate and distinct from said indicia for designating, upon consultation by a player, the specific other piece with which said player's piece is to exchange places.

2. A game apparatus adapted to be played by a plurality of players each having a movable playing piece and each normally operating in turn means for indicating the number of spaces said piece is to be moved across a playing surface, said game apparatus comprising a playing board having a marked path of travel comprising a plurality of distinct spaces including a starting space and a goal space, indicia carried by certain of the spaces requiring that a piece occupying one of said spaces exchange places with the piece of another player, and chance means comprising a deck of cards separate and distinct from said indicia, for designating, when one of said cards is consulted by a player, the specific other piece with which said player's piece is to exchange places.

CLARENCE C. GOERTEMILLER. 40