

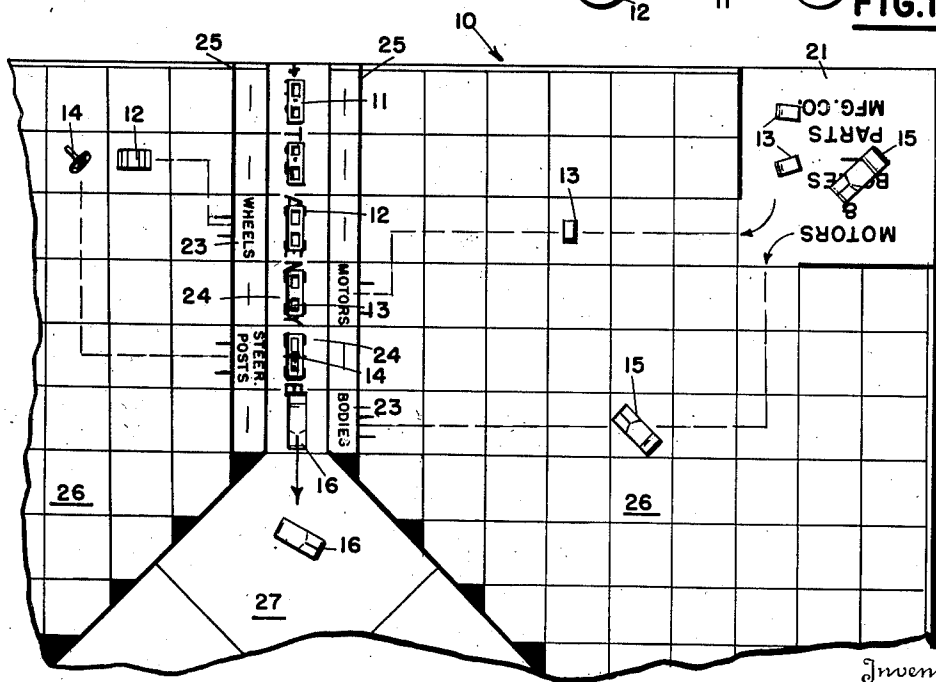
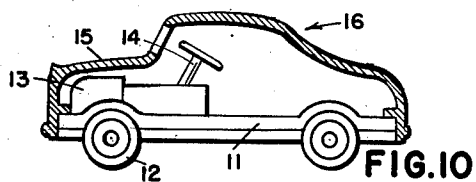
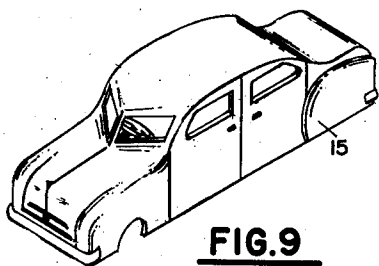
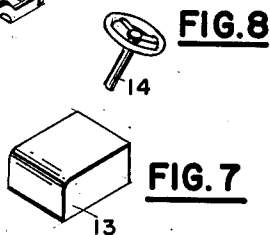
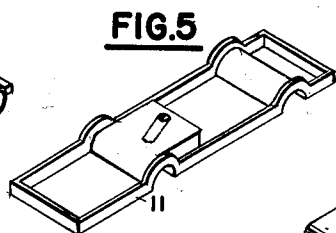
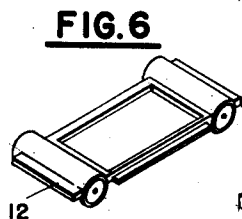
Dec. 2, 1952

T. P. HOUSLEY
GAME BOARD

2,620,192

Filed Sept. 3, 1949

2 SHEETS—SHEET 1



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2 SHEETS—SHEET 2

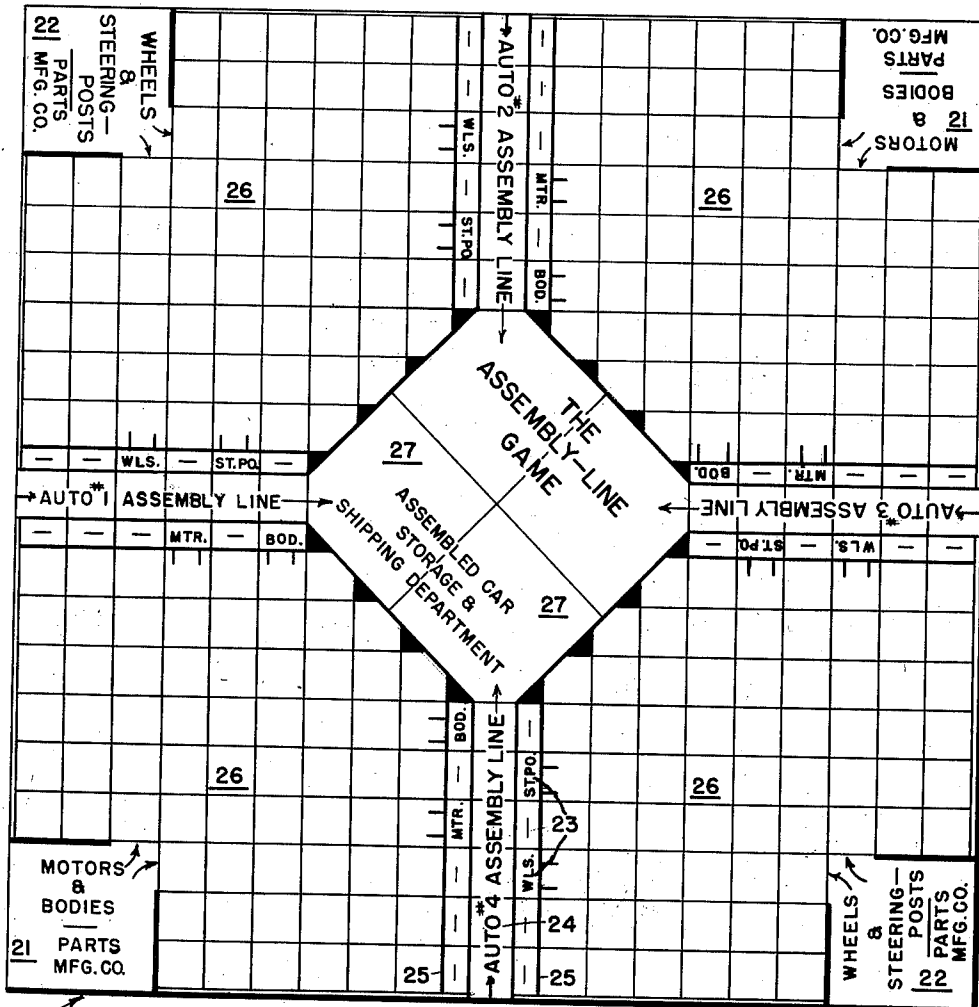


FIG. 1

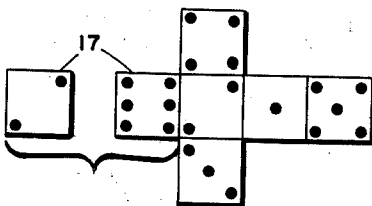


FIG. 3

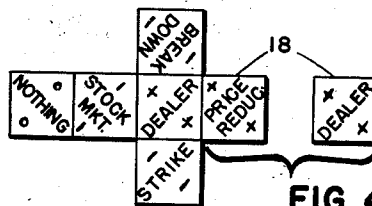


FIG. 4

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2,620,192

GAME BOARD

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3 Claims. (Cl. 273-134)

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This invention relates to a game and has for an object to provide a game wherein the players simulate competing manufacturers in the assembly or construction of automobiles or other assembly line products in a market wherein there is keen competition for the raw materials or parts used in the manufacture of the automobiles or other products.

A further object of this invention is to provide a game wherein both chance, skill, and judgment enter into the play in a manner similar to that in actual business.

A further object of this invention is to provide a pair of dice, one of which is a numbers die, and the other of which has indicia representing different simulated business conditions, and the skill and judgement enters in the manner that the player makes use of the indicia to either advance the game piece he believes most appropriate under the conditions of the play, or to retard one of the playing pieces of either one of the other players.

A further object of this invention is to provide a game board so laid out that each player can control all of his pieces, and wherein certain of his pieces are subject to reverse control by his neighboring player on one side, and the others of his pieces are subject to reverse control by his other neighboring player, and yet, when such reverse control is exercised, it may turn out to be actually advantageous to the player.

While the game has been illustrated as simulating the manufacture of automobiles, it may equally be used to simulate the manufacture of other types of assembly line products, such as boats, airplanes, railroad cars and locomotives, and household appliances, as radios, kitchen and laundry equipment, television sets, etc.

A further object of this invention is to provide a game having a game board which may be played on by from two to four players, and having playing pieces either symbolically or actually representing the different units in the actual assembly of an automobile, which pieces are so constructed that they are actually assembled during play and actually simulate a completed automobile when so assembled.

A further object of this invention is to provide a game board which may be made up in the size and shape of a conventional card table cover, to

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be fitted on a card table and played thereon, but also may be made to played on any table.

With the foregoing and other objects in view, as will hereinafter become apparent, this invention comprises the constructions, combinations and arrangement of parts hereinafter set forth, claimed and illustrated in the accompanying drawing, wherein:

Fig. 1 is a plan view of the game board of this invention.

Fig. 2 is an enlarged fragmentary view of the gameboard with some pieces in play thereon.

Fig. 3 is a plan and laid out view of the spotted numbered, or chance die.

Fig. 4 is a plan and laid out view of the business hazard die.

Fig. 5 is a perspective view of the "frame" game piece.

Fig. 6 is a perspective view of the "wheel" game piece.

Fig. 7 is a perspective view of the "motor" game piece.

Fig. 8 is a perspective view of the "steering posts" game piece.

Fig. 9 is a perspective view of the "body" game piece.

Fig. 10 is a sectional elevational view of the game pieces assembled into a finished automobile.

The purpose of the game is to be the first to assemble the requisite numbers of completely assembled automobiles, usually agreed on as five.

The parts of the game consists of the gameboard 10 having the playing surface laid out as illustrated, and the playing pieces consisting of the frame or chassis 11, the wheels 12, the motors 13, and steering posts 14 and the bodies 15, all of which, when properly assembled according to the rules of the game, make up the completed automobile 16. In addition there are the two dice, the chance number indicia die 17 and the business hazard die 18, bearing business hazards indicia thereon as illustrated, and described hereinafter in the rules of the game. When five automobiles 16 are set as the winning number, then it is practical to provide the following numbers of each of the game pieces of parts; forty chassis or frames 11, thirty-six wheels 12, thirty-two motors 13, thirty-two steering wheels or posts 14 and twenty-four bodies 15.

Each player assumes the identity of a manu-

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facturer and instead of "Auto #1" etc. any automobile trade name may be substituted on the gameboard, as manufactured, four different names being used.

The Assembly-Line game is best played by four players, so that the general conditions for all players are equalized. If less than four, one player should operate two assembly lines.

The spirit of the game

In the playing of Assembly-Line you will experience the thrill of mass-production of automobiles. You will meet and overcome problems of supply which simulate those that actual producers experience to keep their assembly lines moving. And, too, you will try out many of the business principles employed in conducting actual business, and see before your eyes how they apply and work out.

In the game you are a businessman. You will assemble automobiles and determine the movement of parts to your assembly-line. You will be helped or hindered in this business both by normal hazards in business as shown on the hazard die, and also by the competitive actions of the other three business men.

Object of the game

The game consists of moving parts from the parts manufacturing plants 21 and 22 (located in the corners of the board to the left and right of each player) to the assembly stations 23 alongside each player's assembly-line 24. The area 26 in between is called the "en route" area.

Then it consists of moving parts from the assembly stations 23 onto the chassis on the assembly-line 24; and then moving the assembly-line 24 forward to deposit assembled automobiles 16 in the storage and shipping department (center diamond) 27.

Each player's automobile factory 25 is bounded by the heavy lines which encompass the assembly-line 24 and the assembly stations 23.

The business man who assembles a predetermined number of cars 16 first, wins the game. A good number for this goal is five, but it may be whatever number the players mutually agree upon—any number from one to twenty-one.

Distribute the parts

Deposit equal number of parts in the four corner parts manufacturing plants 21 and 22: Bodies 15 and motors 13 in two diagonal corners 21, as marked on the playing board, and wheels 12 and steering posts 14 in the other two corners 22. Colors of the bodies 15 are varied so as to simulate regular automobile production. Put equal assortment in the two body parts manufacturing plants 21. Place three frames 11 on each assembly-line 24 on the three spaces nearest the edge of the playing board, and the remainder of the frames 11 in the center diamond 27.

Start to play

The player who rolls the highest number on the spotted die 17 starts the game. He rolls then both the hazard die 18 and the spotted die 17, for his first turn. The playing thereafter goes to the left.

Select from the parts manufacturing plants 21 and 22 the part you judge you will need first in making automobile assemblies 16 on your assembly-line 24, and move it toward your line the number of spaces shown on the spotted die.

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At the same time be directed by the instructions indicated by the hazard die 18. Thereafter select parts in the order you judge your line will be in greatest need. The parts must arrive at their respective assembly stations 23, as marked on the playing board, alongside your assembly-line 24.

Rules

1. Parts may move along any selected path in the "en route" area 26 to the assembly lines 24, except diagonally, but must stay in the quarter of the playing board it starts out in. A part cannot cross an assembly-line 24.

2. One right angle turn (and only one) may be made by a part in any one move of the part.

3. A part must be moved the total number of spaces as shown on the die 17 or else the part cannot be moved, but the player must move some part. When you cannot move a part to your advantage in the "en route" 26 areas adjacent to your assembly-line 24, you have the opportunity to move one of your competitor's parts, in the other "en route" 26 areas, to his disadvantage. You may even move his part all the way back into his parts manufacturing plant 21 or 22.

4. A part may move across a space occupied by any other part, but it may not stop on an occupied space in the "en route" area 26.

5. In the assembly stations adjacent to the assembly-line, similar parts may be piled up to a total of three each. Parts may be stored only in their respective assembly stations 23.

6. Parts stored in the assembly stations are Safe, and cannot be moved by any other player as can be done with parts in the "en route" areas 26.

7. A part may be moved through its assembly station 23 right onto the assembly-line 24, if the count on the spotted die 17 and the spaces to be moved correspond, and provided that less than three parts are in storage in that assembly station at the time.

8. No chassis 11 may move from an adjacent assembly station 23 until equipped with the proper part from that station 23. No part may be assembled to any chassis 11 except when at the assembly station 23. When all chassis 11 are equipped with parts from the adjacent assembly station 23, the line is said to be "readied" to move forward in accordance with Rule 9.

9. *Movement of assembly-line.*—In the "en route" area 26 one part must move the full count shown on the die 17, but in the assembly factory area 25 a number of parts, equal to the number on the die 17, must each be moved one space. Each part moved from an assembly station 23 and assembled to a chassis 11 on the assembly-line 24 counts one. A move forward one space of the whole "readied" line counts one. Thus, for example, with 5 spots showing on the die 17, you may assemble three parts to chassis 11, move the whole "readied" line forward one space, and then assemble one more part to a chassis then alongside the assembly stations 23. Or, you may move any other such combination of moves to equal the number on the die.

The full count on the die 17 must be used up inside your assembly factory 25 if you make any move there.

The assembly-line 24 may be moved forward only when the whole line is "readied." When it is moved forward, one space at a time, add a new frame 11 on the end of the line. There must be no breaks in the line. Assume that the chassis 11 are on an endless chain,

The hazard die

The number of spaces moved are as shown by the spotted die 17. The special die is the business hazard die 18, and specifies the business conditions affecting your move, and are as follows:

Strike.—Your assembly-line men have gone on Strike. For this turn you must not do any assembling nor move your assembly-line 24, nor move parts into your assembly stations 23.

Price reduction.—Your car Price Reduction Policy has brought you more orders. Take another turn on die 17. Do not reroll the business hazard 18 die on this extra turn.

Break-down.—Your parts manufacturing plants 21 and 22 have suffered Machinery Break-down. For this turn you must not start any more parts from the parts manufacturing plants 21 and 22.

Stock Market.—Your stock on the Stock Market has taken a sharp drop in anticipation of lower future earnings. Move only one space regardless of the number shown on the die.

Dealers.—The service policy of your Dealers has improved the customer demand for your automobiles. Take two more turns of die 17. Do not reroll the business hazard die 18 on these two extra turns.

Nothing.—You have done Nothing, and no outside condition has done anything, to improve or disimprove your business. Just take what the die 17 shows.

Re-invest

You may re-invest the proceeds (cost plus profit) from the sale of a fully assembled automobile 16 from your stock of cars in your storage and shipping department 27.

To do so, return the parts of one (only one per turn) assembled automobile 16 to their respective parts manufacturing plants 21 and 22. This deducts one from your score. For this "plowing back" you may take twenty-one moves of parts distributed among one, two, three, four, or five parts and/or assembly-line moves. You may not move one part more than once, and the sequence of moves of your assembly-line 24 not more than twice.

A player may make this re-investment only after completing his regular turn and by calling "Reinvest" before the next player rolls the die for his turn.

Re-investing is best done when the distribution of parts in the "en route" areas is such as to assure a quick profit from the re-investment, by being able to divert available parts into your assembly-line 24, and thus assemble more automobiles 16.

Note.—The parts of assembled automobiles 16 may be returned to their respective parts manufacturing plants 21 and 22 at any time without advantage or penalty when it is to satisfy the need for additional parts, as when the goal for game is beyond the number of parts in the set. Removal of parts from the storage and shipping department 27 for this reason does not alter the player's score, and care must be exercised to keep the score count correct.

Try out business theories

You can get additional fun and interest in the playing of assembly-line by trying out several theories of doing business, as:

(a) Concentrate all your efforts and moves to supplying and operating your own assembly-line

and ignore and avoid the moves and plans of your competitors.

(b) Divert toward your assembly-line any of the parts "en route" that you can. Study to move the parts for your assembly-line in such a way as to lessen the likelihood of your competitors diverting them to their lines.

(c) Apply your major efforts to upsetting the plans of your competitors so as to check their progress and even to push them back. And apply your minor efforts to slowly and steadily supplying and operating your assembly-line.

(d) You will probably find that neither one of these business policies assures your success, and you could try out a policy which would be a composite of all of them. Or you could elect to apply parts of these policies only when special opportune advantages present themselves, or to inflict a disadvantage in retaliation for one you were made to suffer.

(e) You could study and develop a business policy especially suited to your personal likings and ideals, or in accordance with your beliefs of how business should be run.

While the preferred form of this game has been disclosed and illustrated, it is understood that changes in size, arrangement and constructions of parts may be made within the scope of what is hereinafter claimed without departing from the spirit of this invention.

What is claimed is:

1. A game board for a game simulating the assembly line manufacture of articles comprising a board having thereon four marginal edge portions, a central area intermediate said edge portions for the reception of assembled articles, assembly line paths each extending respectively from one of said marginal edges to said central area, each of said assembly line paths being divided into a plurality of alined blocks, sub-assembly stations disposed in spaced relation along opposite margins of each of said assembly line paths, and a plurality of parts areas respectively interposed between the outer ends of said assembly line paths and having connecting paths interposed on each side of said parts areas between said parts areas and said sub-assembly stations.

2. A game board for a game simulating the assembly line manufacture of articles comprising a board having thereon four marginal edge portions, a central area intermediate said edge portions for the reception of assembled articles, assembly line paths extending respectively from each of said marginal edges to said central area, each of said assembly line paths being divided into a plurality of alined blocks, a barrier section along each side of each of said assembly line paths, sub-assembly stations in spaced relation in said barrier sections and providing access to the assembly line paths, parts areas spaced from the outer ends of said assembly line paths, and connecting paths interposed on each side of said assembly line paths between said parts areas and said sub-assembly stations.

3. A game board for a game simulating the assembly line manufacture of automobiles from simulated components including chassis, wheels, motors, steering posts and bodies comprising a board having thereon four marginal edge portions, a central area intermediate said edge portions for the reception of assembled simulated automobiles, assembly line paths extending respectively from each of said marginal edges to said central area, each of said assembly line paths being divided into a plurality of alined blocks, a

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barrier section along each of said assembly line paths, sub-assembly stations in spaced relation in said barrier sections and providing access to the assembly line paths, spaced pairs of different parts areas respectively spaced from the outer end of said assembly line paths, and connecting paths interposed on each side of said assembly line paths between said parts areas and said assembly line paths.

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