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[54] **POLITICAL SCIENCE BOARD GAME CONSTRUCTION**

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[52] **U.S. Cl.** ..... **273/134 AD**

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

[58] **Field of Search** 273/134

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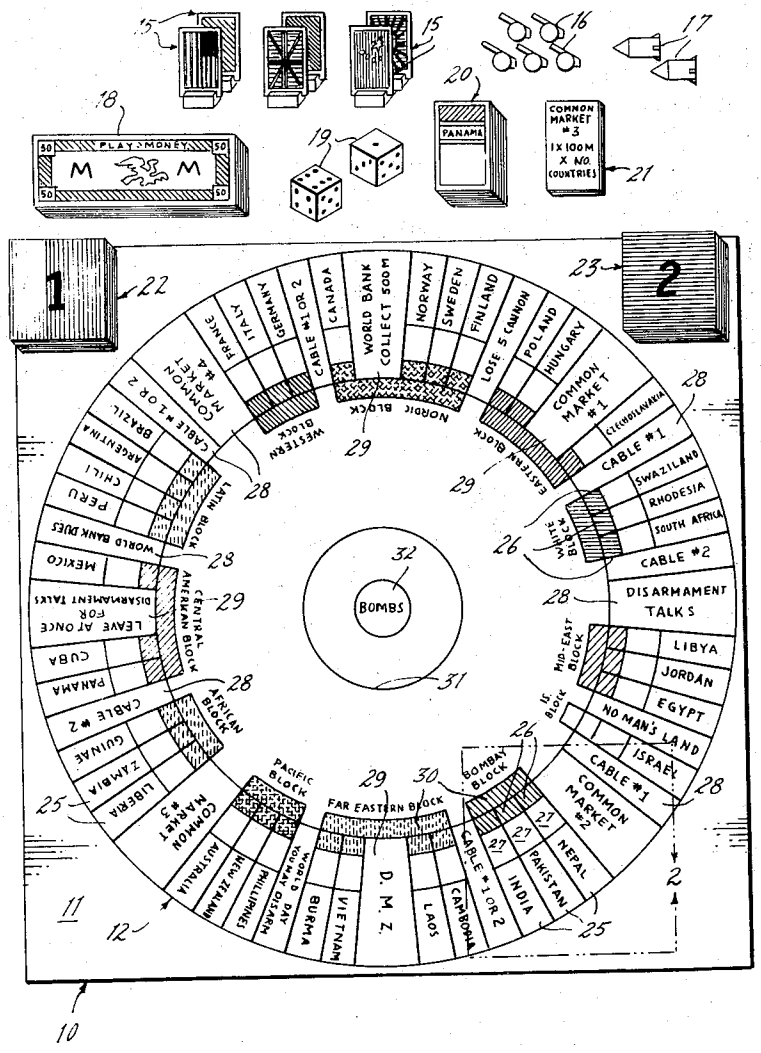
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[57] **ABSTRACT**

A game construction simulating international political science activity wherein a game board is provided with an endless path having country markings serially therealong, group markings respectively associated with groups of country markings, and incident markings along the path, for movement of playing pieces as indicated by chance means to the path markings, whereby the players are subjected to various mandatory and optional costs simulating the military and economic actions of actual world countries.

6 Claims, 8 Drawing Figures



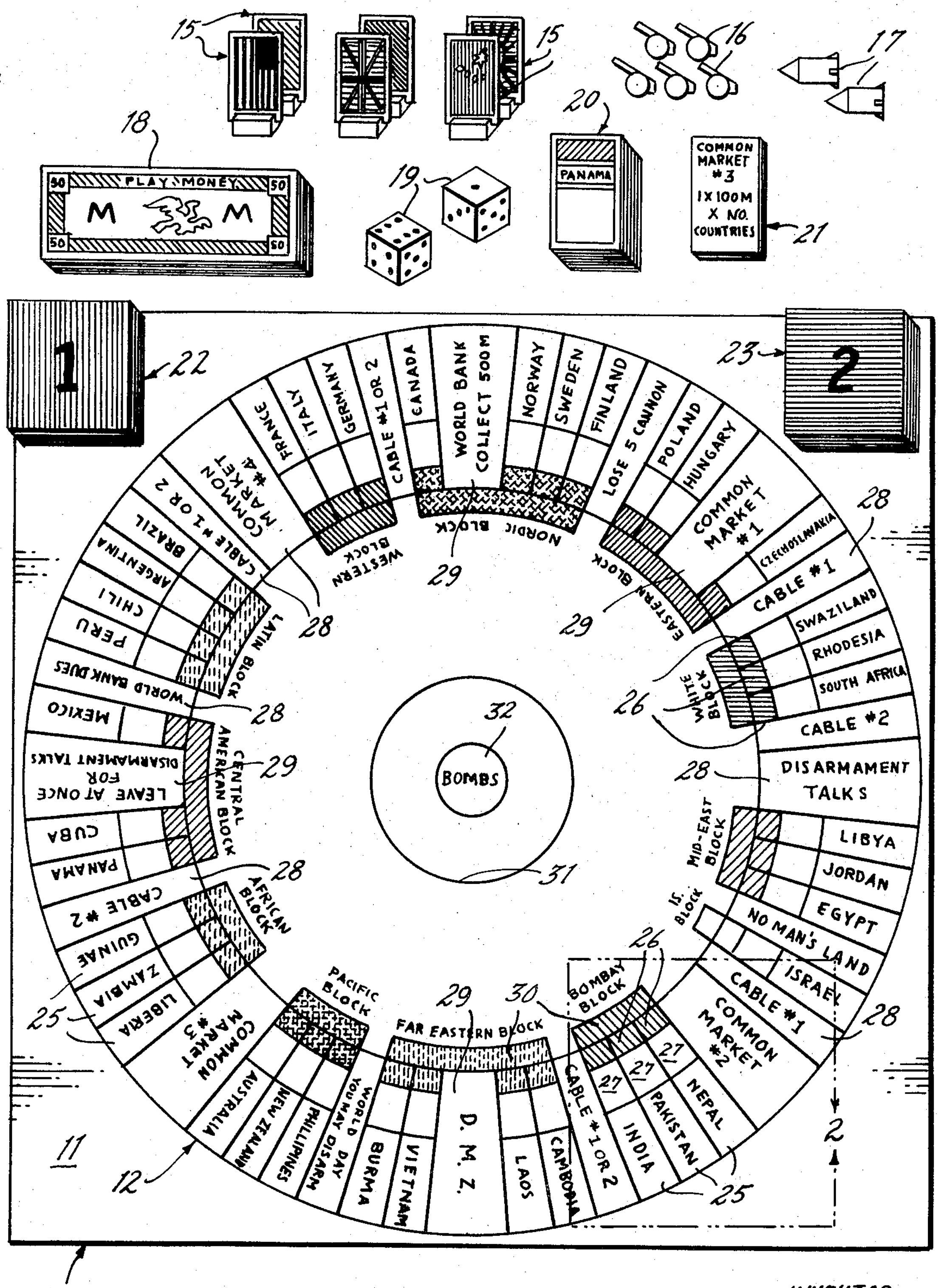


Fig.1

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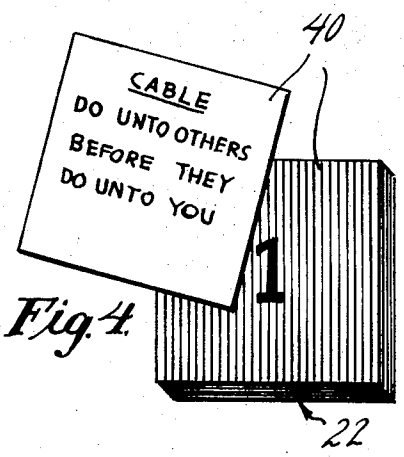


Fig. 4.

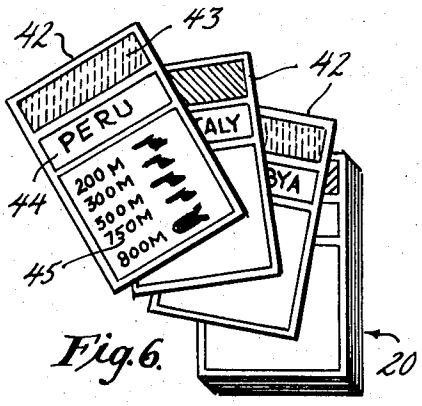


Fig. 6.

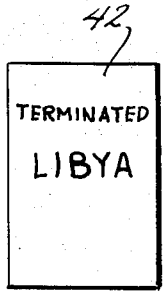


Fig. 7.

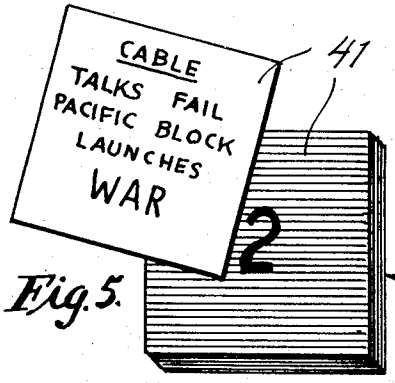


Fig. 5.

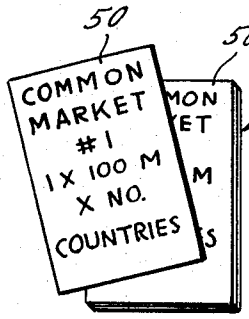


Fig. 8.

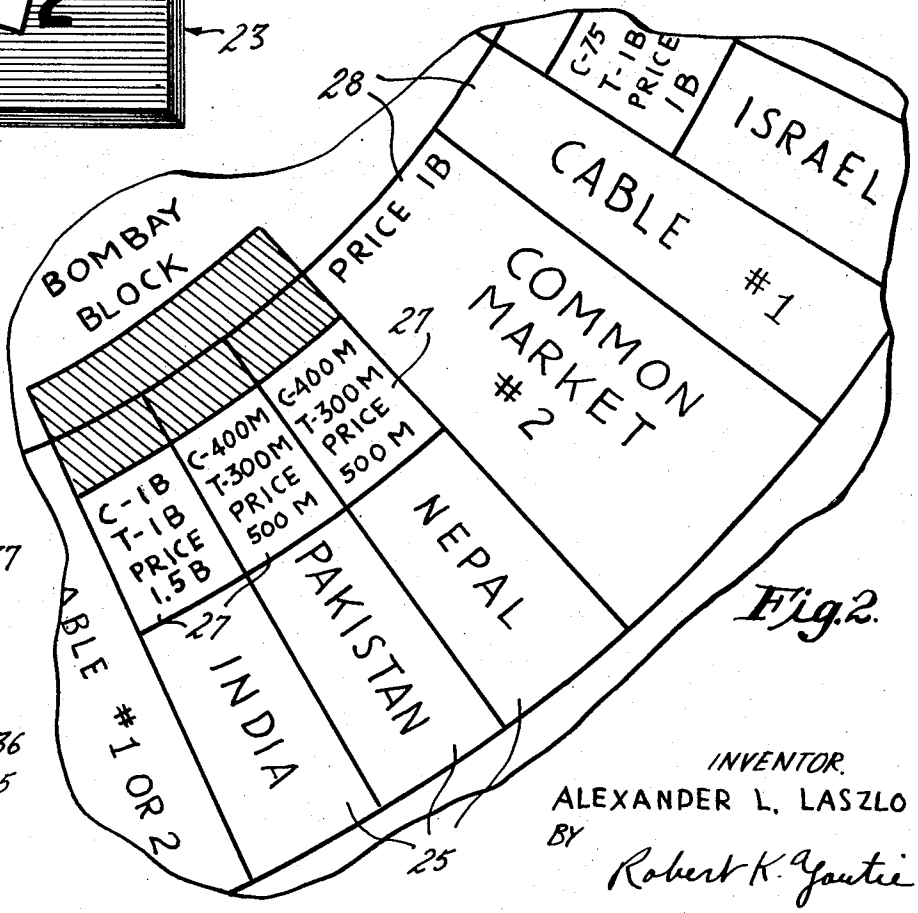


Fig. 2.

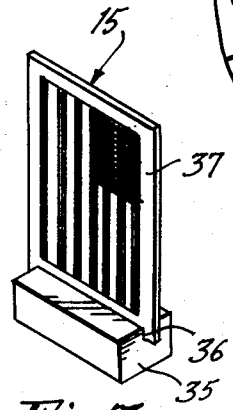


Fig. 3.

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POLITICAL SCIENCE BOARD GAME CONSTRUCTION

BACKGROUND OF THE INVENTION

As is well known, there have been proposed in the prior art a variety of games simulating international political activity. However, such prior games have not found wide or lasting acceptance, primarily by their lack of simulated reality. For example, prior political science games were wanting in versatility, and extent and scope of simulated international situations, the prior games being oriented either primarily toward economics or toward the military, without the possibility of balance and interchange therebetween.

SUMMARY OF THE INVENTION

Accordingly, it is an important object of the present invention to provide a political science game construction which overcomes the above-mentioned prior art difficulities, affording a highly realistic simulation of international activity, presenting interesting and absorbing situations and possibilities oriented toward economics and military actions with the elements of self-determination and chance, all in a comprehensive and versatile manner accurately simulating actual international political activity.

It is a further object of the present invention to provide a political science game having the advantageous characteristics mentioned in the preceding paragraph, which is extremely simple in construction and use, capable of being played by persons of widely differing ages and intellectual levels, and which is well adapted to meet practical conditions of manufacture, distribution and use.

Other objects of the present invention will become apparent upon reading the following specification and referring to the accompanying drawings, which form a material part of this disclosure.

The invention accordingly consists in the features of construction, combinations of elements, and arrangements of parts, which will be exemplified in the construction hereinafter described, and of which the scope will be indicated by the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a top perspective view showing a game construction of the present invention and illustrating the several component parts thereof apart from the play of the game.

FIG. 2 is an enlarged fragmentary view showing the area generally bounded within the line "2" of FIG. 1, enlarged to illustrate detail. FIG. 3 is a perspective view illustrating in greater detail a playing piece of the present invention.

FIG. 4 is a perspective view illustrating certain of the instruction cards of the present invention, with one such instruction card reversed to show the instructions printed thereon.

FIG. 5 is a perspective view illustrating another group of instruction cards, with one of such group inverted to illustrate the instructions marked thereon.

FIG. 6 is a perspective view illustrating the country cards of the instant invention, one such card being illustrated in detail for clarity of understanding.

FIG. 7 is a view illustrating one of the country cards reversed, to show the other side thereof.

FIG. 8 is a perspective view illustrating an additional group of instruction cards, one such card being illustrated in detail.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now more particularly to the drawings, and specifically to FIG. 1 thereof, a game construction of the present invention is illustrated therein as including a game board **10** adapted to rest on a suitable generally horizontal support, and having an upper surface **11** on which to play the instant game. The playing surface **11** is marked by an endless path **12**, which may advantageously be of generally circular configuration, as illustrated, but may assume other suitable closed or endless configurations.

Additionally, the apparatus of the instant game includes a plurality of playing pieces, each designated **15**, for movement about the endless path **12** of board **10** in a manner to be described more fully hereinafter. Simulated armaments are also shown in FIG. 1 as apparatus of the instant invention, including cannons **16** and bombs **17**. A medium of exchange, such as simulated money **18** is provided, as are chance means, such as dice **19**. A plurality of country cards **20** are provided, as are a plurality of common market cards **21**, and separate groups of cable cards **22** and **23**.

Considering now the game board **10** in greater detail, the generally endless path **12** is subdivided into a plurality of spaces or regions, each representing a different country of the world, and therefore referred to as country markings **25**. The country markings **25**, each carrying the name of a different country of the world, are arranged in a row or series about the endless path **12**, and are further located and arranged so that countries in proximity to and associated with each other under actual world conditions are similarly located in proximate relation with each other along the board path **12**. For example, it will appear in the lower right-hand corner of FIG. 1 that the countries Nepal, Pakistan and India are located in side-by-side contiguous relation with respect to each other. The country markings **25** may each extend generally radially having its outer end region provided with a name marking, and its inner end region provided with a color marking, as at **26**, characteristic of the group or block of country markings. An intermediate space **27** of each country marking space **25** is provided with information or indicia concerning costs pertaining to a player whose playing piece lands or rests on the associated country marking, as will appear more fully hereinafter.

In addition to the country markings **25**, there are provided along the path **12**, between certain of the country markings **25**, a plurality of incident markings characterizing incidents of international affairs. The incident markings may include a plurality of "cable number **1**, " a plurality of which are located in spaced relation about the path **12**, and may also include a plurality of spaced regions marked "cable number **2**," as well as additional spaces marked "cable number **1** or **2**." Other incident markings may include "disarmament talks," "world bank dues," and other incidents of international relations. The incident markings **28** described above are each located between separate groups of country markings **25**. However, additional incident markings **29** may be located within certain groups of country markings. For example, the incident marking

"D.M.Z." is located within the far eastern block or group at the lowermost region of the path **12**, and the incident marking "world bank collect **500M**" is located within the Nordic group or block uppermost as seen in FIG. **1**. Other incident markings **29** may be located within or outside of a country marking group. For example, "common market" markings are located both within and without country marking groups or blocks.

Each country marking group or block is further provided with a group or block marking, as at **30**, extending entirely across the respective country marking group, and including an incident marking **29** located within such group.

Centrally within the endless path **12**, there may be a circle marking **31**, concentric with the path, and centrally thereof the marking "bombs" designating an armament or bomb storage space **32**.

Referring now to FIG. **3**, there is shown therein one of the playing pieces **15**, which may include a base or block member **35** of a stable configuration, having its upper side formed with an upwardly opening slot or groove **36**, for receiving therein a playing piece card **37**, which may be marked to represent a particular foreign country, as by a country flag or emblem.

In FIG. **4** are shown a plurality of incident cards, each being designated **40**, and each having a numeral "**1**" on one side thereof. These are "cable number **1**" cards, and in play of the game may be placed in a stack as shown in FIG. **1**, with the numeral "**1**" uppermost, to conceal the information or indicia on the undersides of the cards. As shown in FIG. **4**, one of the incident cards **40** has been reversed to expose the instructions printed thereon. Of course, a great variety of different instructions may be applied to the cable cards.

Similarly in FIG. **5**, there is a group of cards **41**, being the cards of "cable number **2**" group having the numeral "**2**" on one side, and being provided on the other side with instructions, as illustrated, having the characteristics of foreign affairs. The group **23** of cable cards **41** may similarly be placed on the playing surface **11** with the instructions concealed, for use in play of the game.

The group **20** of country cards, each being designated **42**, is colored in one region **43** corresponding to the colored region **26** of the country marking **25**, and provided in another region **44** with indication of the country, as by the country name. Additionally, each country card **42** is provided with a listing of costs in dollars, as in the region **45**, according to the armaments of the particular country at a particular time. In the embodiment shown in FIG. **6**, the cost for the country Peru being armed with a single cannon is $200,000,000, being armed with a pair of cannons is $300,000,000, being armed with three cannons is $500,000,000 and being armed with four cannons is $750,000,000. Additionally, the cost for the country Peru when armed with a bomb is $800,000,000. On the reverse side of each country card **42**, see FIG. **7**, is the name of the country to which that card refers, and the terminology or word "terminated," which indicates the country no longer exists, as will appear more fully hereinafter.

The common market card group **21**, see FIG. **8**, includes a plurality of cards **50**, which indicate the cost payable by a player to the owner of the common market, being shown as $100,000,000 times the number of countries owned by the owner of that common market.

Referring again to the playing surface **11**, see FIG. **2**, it will there be observed that each country marking **25**, in the medial space **27**, is provided with information or indicia as to costs. For example, the costs pertinent to India are $1,000,000,000 for one cannon; $1,000,000,000 tribute; and a price of $1,500,000,000. The corresponding costs are imprinted in each country marking. Also, each incident marking capable of being purchased is provided with the price of purchase, as "common market number **2**" costing $1,000,000,000, see FIG. **2**.

Considering now the manner of play, including the general strategy and specific rules. The objective of the game is for each player to act as a word power and extend this power and influence so as to build up strong financial resources and/or maintain military strength. In general, this is accomplished by acquiring as many power blocks or groups of countries as possible, either by purchase or negotiation, and arming these countries and blocks if deemed necessary.

The game may be won peacefully by playing strictly on an economic basis; or by playing on a combined economic and military basis; or by playing on a nuclear level employing the bomb. However, use of the bomb can have disastrous results.

As noted hereinbefore, each country marking along the path **12** is imprinted with a "price," for which the country marking may be purchased, if unowned, by a player whose playing piece rests on the particular country marking. Also imprinted on each country marking is a cost of tribute, designated "T," the amount required to be paid to the owner of the country marking by a player whose playing piece rests on the country marking. The cost of tribute when a playing piece lands on a wholly owned power block or country marking group, which is unarmed, is double that designated "T."

Also imprinted on each country marking is the cost of a cannon, designated "C." Upon a country marking being armed with one or more cannons, having been purchased by the owner at the cost designated "C," the tribute required of a player resting on the country marking is indicated on the respective country card **42**. Also indicated on each country card **42** is the tribute required when that country marking is armed with a bomb.

The common market markings may similarly be purchased by a player whose playing piece rests on the particular marking, by paying the price imprinted thereon. All such payments, as for country markings, common market markings and arms are paid to the world bank. A tribute payment is required of any player whose playing piece rests on a common market marking to be paid to the owner of the common market marking, the amount being determined by the number of country markings owned by the owner multiplied by a predetermined figure. If more than one common market marking is owned by one player, the tribute is double that recited above.

The cable cards **40** and **41** carry dispatches or messages from home and signal the coming of events which can greatly change the scope of the game. The cable card instructions must be followed. One set of cable cards, say those designated "**1**" may have instructions based on a protagonist strategy, while the other set of cable cards, those designated "**2**," may be based on an-

tagonist strategy. However, either set of cable cards may present situations of war.

Preparatory to play of the instant game, the instruction cards **22** and **23** are placed in inverted condition on the board, as shown in FIG. **1**, and the players roll the dice to indicate the first player, who also may first choose his playing piece or token **15**. The players' turns and selection of playing pieces may proceed counterclockwise.

One player is elected president of the world bank, and distributes the medium of exchange or currency **18**, giving each player an equal amount, $20,000,000,000 having been found satisfactory, in a specific proportion of billion and million dollar bills.

The bombs are placed on the central bomb region **32** of the playing surface **11**.

Starting from the "world bank collect" marking, the players proceed in succession to throw the dice and move in a clockwise direction the indicated spaces or markings about the path **12**. Two or more playing pieces may rest on the same space at the same time. In accordance with the particular space on which a player's token rests, the player may be entitled to purchase the particular space or marking if unowned, or may be obliged to pay tribute to an owner, or pay dues, draw a cable card, or go to disarmament talks.

If a player throws doubles on the dice, he is entitled to another turn, without any limit.

The playing pieces **15** may be marked to represent the world powers, such as the United States, Great Britain, Russia, Red China, Japan, and Vatican City. Each time a player lands on or passes the world bank marking, the banker pays $500,000,000 to that player.

While a player whose playing piece lands on an unowned country marking has the right to purchase the country marking, he is not required to do so. A country marking cannot be armed, as by the purchase of cannons or bombs, until an entire country marking group or block is owned by a single player. When a power block or country marking group is owned by a single player, the tribute exacted from others is double, and the block may be armed, whereby the owner may exact an increased tribute, as indicated on the country cards. The country cards owned by any player are placed in front of that player face up, as seen in FIG. **6**, and if the owner fails to collect tribute before the next player rolls the dice, the tribute may not be collected.

When a playing piece lands on a cable space marking, the player must take the top cable card **40, 41** as designated by the space, and follow the instructions on the card, after which the card is returned face down to the bottom of the pile. At least one of the cable cards is a bomb card enabling the player to obtain a bomb which may be employed to arm any one of the player's power groups, either as a defensive or offensive measure. Such a cable card may be kept until needed or returned to the bottom of the card pack, if the player wishes to avoid nuclear escalation. When a cable card **40, 41** is drawn with instructions for a power block or country marking group to attack, and if that particular power block or group is unowned, no war takes place and the card is returned to the bottom of the stack.

All instructions imprinted on a marked space must be followed by a player whose playing piece lands on the space to the extent that the player is capable. For example, the requirement to give up five cannons requires that the player give up as many cannons as he has, if less than five. If a playing piece lands on "leave at once for disarmament talks" the player must spend 3 weeks at the talks (losing three of his regular turns). If the player prefers, he may disarm and give up at least five cannons or one bomb, returning them to the world bank without compensation, and may be freed from further disarmament talks to take his regular turn. The player may also sell additional armaments to the world bank at their purchase price, such sold armaments being required to remain out of use until that player passes the world bank. During a player's stay in disarmament talks he cannot collect any tributes whatsoever for any of his countries and is subject to attack from any other world power block. He must also attack if called upon to do so by a cable card.

Any player whose playing piece lands on a space marked "disarmament talks" may stay as long as he wishes to discuss disarmament, or just rest until his next turn. If he chooses to remain on the space marked "disarmament talks" he may not collect tributes, is subject to attack, and must attack if forced to do so.

A player landing on the "world day" space may disarm any number of weapons by returning them to the world bank and receive double the purchase price. However, no armaments may be rebuilt by this player until passing the world bank.

Players whose playing pieces land on "D.M.Z." and "no man's land" do not receive any benefits of any kind. These are just free resting places.

The banker holds all country cards, cannons and bombs, and keeps bank funds separate from his personal funds. The bank never goes broke, as it may issue scrip when necessary by writing on blank paper.

A player may not build more than four cannons or one bomb per country marking, and may arm any or all of the countries within his power block.

If a power block is directed by a cable card to attack, that block can only attack a power block wholly owned by another world power or player. An unowned power block may not attack or be attacked. The attacker must choose a power block to be attacked, and the power block having the greatest number of cannons wins. The winner of a war is entitled to own the conquered power block, but must return all cannons used by him and his opponent to the world bank, for which he receives no compensation. These properties may be rearmed by the winning power at any time.

If an attacker has no choice but to attack a group stronger than himself, he must forfeit his attacking power block to the power block he attacked and return his cannons to the world bank. If the power block chosen to be attacked does not wish to engage in war it may pay a tribute to the attacking power block based on the net worth of all countries including armaments in the attacking power block.

If a power block attacks another power block where the total number of cannons is equal, the contest becomes a draw whereby both players return to the world bank all cannons on the involved power blocks.

If an attacking power block is not armed and engages in an attack with another unarmed power block, the contest is declared a draw and each player continues the game.

The final decision of paying tribute or fighting a war in any dispute involving cannon warfare rests with the party attacked.

Cannons may be returned at any time for full purchase price unless confronted directly with war.

A player owning a country marking group or power block may, at any time, purchase from the bank nuclear armaments in the form of a bomb, which is used to defend from attack and as an offensive weapon should one choose to so employ it. A power group having a bomb is immune from any cannon attack no matter how large and can only lose to a larger bomb power group. Bombs must be used if owned, except in a confrontation between completely equal nuclear powers (having the same number of bombs not including cannons), in which the attacker and the attacked agree to terminate both power groups completely. This means all arms of the power groups are returned to the world bank and the country cards are turned over to indicate the countries no longer exist. All terminations are permanent.

If a power block armed with one or more bombs attacks a power block which is unarmed or armed only with cannons, the attacking block loses one bomb and terminates the attacked power block. The cannons are returned to the world bank and the attacker places the attacked country cards face down at his position. These countries are terminated, being no longer in existence, and can actually be a detriment to the winning power block. In contrast, cannon warfare results in the winning player extending his sphere of influence and acquiring additional tribute producing countries.

The game may be played until one player completely controls the entire board, or may be terminated by a time limit, the winner in the latter case being the player with the greatest financial resources, including money and the original purchase price of all his unterminated countries not counting armaments and subtracting $2,000,000,000 for each terminated country that he holds. Common market cards have no value.

While the military action has been discussed above in detail, it should be understood that a player may win by economic power alone, without any military activity. Specifically, a player holding only country cards of incomplete power blocks or groups, and holding common market cards, does not have to arm as he is free from attack so long as he does not own a complete country marking group. However, he can win the game by acquiring sufficient financial resources.

From the foregoing, it is seen that the present invention provides a game construction which very comprehensively and accurately simulates political science activity in international affairs, and which otherwise fully accomplishes its intended objects.

Although the present invention has been described in some detail by way of illustration and example for purposes of clarity of understanding, it is understood that certain changes and modifications may be made within the spirit of the invention.

What is claimed is:

1. A world-wide political science game construction involving diplomacy and armament escalation comprising a board having a playing surface, a single endless path marked on said playing surface, a plurality of different country markings corresponding to countries of the world located on said path in serial relation therealong, the country markings corresponding to adjacent countries of the world being located in proximity along said path, a plurality of group markings on said surface each adjacent to a respective group of country markings of associated world countries, a plurality of different incident markings located on the path interposed between certain of the country markings, a plurality of separate playing pieces corresponding to world countries and independently movable along said path for resting on said country and incident markings, chance means for determining the amount of playing piece movement along said path, indicia means indicating the costs pertinent to resting on a country marking, a medium of exchange for paying said costs, simulated armaments for purchase with said medium and association with said country markings, an armament zone located centrally within the space bounded by said path on said board for supporting the simulated armaments prior to purchase, said indicia means indicating the costs pertinent to resting on a country marking having different amounts of armaments, and a plurality of different instruction cards, to afford instructions to players whose playing pieces rest on certain of said incident markings.

2. A political science game construction according to claim **1**, certain of said incident markings being located between said group markings.

3. A game construction according to claim **1**, said indicia means comprising initial markings on said surface associated with respective country markings.

4. A political science game construction according to claim **3**, said indicia means further comprising country cards corresponding to said country markings, and additional markings on said country cards.

5. A political science game construction according to claim **4**, said additional markings indicating the costs of resting on an armed country marking.

6. A political science game according to claim **3**, said initial markings indicating the costs of resting on, purchasing and arming country markings.

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