

[54] BOARD GAME APPARATUS

[76] Inventor: Harold L. Straitwell, Jr., 9484
Church Rd., Grosse Ile, Mich. 48138

[22] Filed: Dec. 8, 1971

[21] Appl. No.: 206,106

[52] U.S. Cl. ... 273/134 AD, 273/134 C, 273/134 D
[51] Int. Cl. A63f 3/00
[58] Field of Search 273/134

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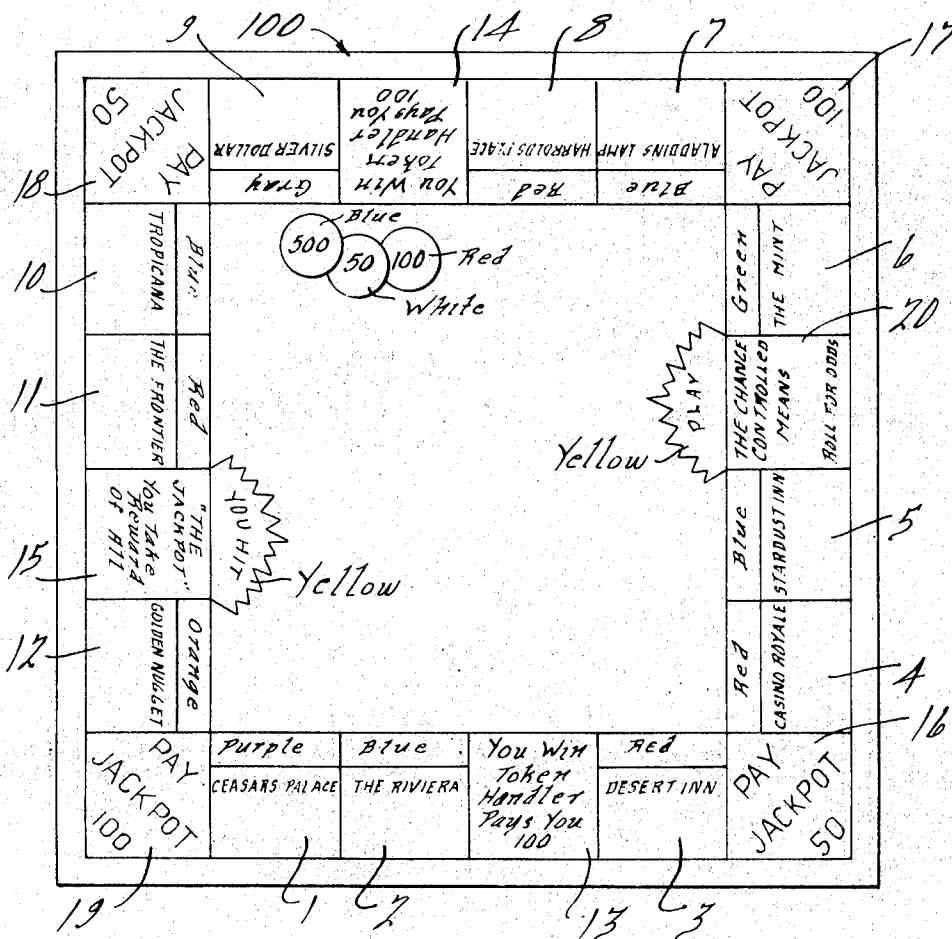
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Primary Examiner—Delbert B. Lowe
Attorney—J. King Harness et al.

[57] ABSTRACT

A novel chance controlled game apparatus means comprised of a game board with a multiplicity of positions thereon, a multiplicity of chance controlled means for determining the conditions of the various players in the game, a plurality of tangible reward means for determining a particular player's status in the game, a plurality of game piece marker means, and a plurality of position identification means.

4 Claims, 8 Drawing Figures



BOARD GAME APPARATUS

BACKGROUND OF THE INVENTION

This invention broadly relates to a novel game. More particularly this invention relates to a novel game for play by any number of persons between two and about six and more and which game is chance controlled and utilizes a game board.

Accordingly, a primary object of this invention is to provide a novel game apparatus means.

Another object of this invention is to provide a novel game which is chance controlled and which is played by between two and about six persons.

Another object of this invention is to provide a novel game apparatus means which includes game board means, a plurality of chance controlled means for determining conditions of the particular players within the game, a plurality of tangible reward means for determining a player's status in the game, and a plurality of game player piece marker means, with the game being new and highly enjoyable for play by individuals ranging from adults to children.

Another object of this invention is to provide a novel game wherein there is one surviving fortunate player at the end of the play of the game with the surviving player being the winner.

Other objects, features, and advantages of the present invention will become apparent from the subsequent description and the appended claims taken in conjunction with the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 illustrates a game board in accordance with one embodiment of the invention;

FIG. 2 illustrates a plurality of game player piece marker means;

FIG. 3 illustrates a chance controlled means of which a plurality are used in the game;

FIG. 4 illustrates three stacks of reward tokens or award chips used in playing the game;

FIG. 5 illustrates a plurality of position identification card means;

FIG. 6 illustrates a cube shaped means or chance controlled means used in playing the game;

FIG. 7 illustrates a different type of cube shaped means or chance controlled means used in playing the game; and,

FIG. 8 illustrates a plurality of chance setting means or odds setting means for use in the game.

DESCRIPTION OF PREFERRED EMBODIMENTS

The invention should not be taken as limited by the following description which is illustrative only.

A description of the invention discovered and disclosed herein is as follows. Two, three, four, five, or six persons (and more under certain conditions) may play the game. The object of the game is to be the remaining fortunate player when the game is concluded.

FIGS. 1-8 illustrate the game apparatus means for playing by a number of persons. The game board 100 displays twelve different residence or abode positions designated 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, and 12, which positions are generally located around the periphery of the game board. The game board also includes three win positions designated 13, 14, and 15; and, four pay positions designated 16, 17, 18, and 19; and, one play the chance controlled means position designated 20.

FIG. 2 illustrates six game position marker means designated 201, 202, 203, 204, 205, and 206, which marker means are colored red, blue, orange, green, yellow, and gray, respectively. These marker playing pieces are selected by the players at the start of the game to mark the playing positions of each player on the game board 100.

FIG. 3 illustrates a cube shaped means or chance controlled means (six of which may actually be used in the game, or as many as needed depending on the number of players in the game) and this chance controlled means is marked on its six side faces with the numerals one through six. This chance controlled means 300 as shown in FIG. 3 is used at the start of the game to determine who the first player to take a turn will be and also to determine who will be the token handler or chip handler for distributing awards which are won for example in connection with the play of a player who reaches position 20 on the game board for the purpose of playing that position's chance controlled means; and this chance controlled means 300 is used to determine the number of positions moved by a player on the game board when that player takes a turn and also this chance controlled means 300 is used to determine the odds when playing against the chance controlled means position 20 on the game board 100.

FIG. 4 illustrates a plurality of chips or tokens designated 400, which as shown are divided into three stacks of blue chips 401, red chips 402, and white chips 403. These chips or tokens are used to settle rearward transactions or loss transactions between players of the game, abodes in the game, and the chance controlled means transactions which occur as a result of a player's arriving at position 20 on the game board 100. The presently preferred game apparatus includes 22 blue chips, 82 red chips, and 46 white chips. The game apparatus may also include (not shown) a token handler's box or a reward box or container divided into separate compartments for the purpose of holding the chips or tokens, and the other various game pieces.

FIG. 5 illustrates a plurality of abode cards (some of which are shown in phantom) designated 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, and 512 used to identify the residence holder of a particular abode space 1, 2, 3, etc., on the game board 100. These abode cards are placed in front of the holding player playing the game for easy viewing by all opposing players.

FIG. 6 illustrates another cube shaped means or chance controlled means designated 600 and this chance controlled means 600 is used to determine the winner between a player and a residence or abode, with four faces of the die being marked with the letter A to indicate abode and with two faces being marked with the letter P for player. One of the two P's is encircled in red as indicated on the face 601.

FIG. 7 illustrates another cube shaped means or chance controlled means designated 700 with the six faces of the cube being used to determine the reward amounts won or lost by a player and the six faces are marked as follows: 200, 200, 100, 100, 50, and 250, with the face marked 250 also being encircled in red as shown at 701.

FIG. 8 illustrates odd maker pieces 801 and 802 used in the game and being marked red and yellow respectively as shown in FIG. 8. As presently preferred 18 of these odds maker pieces are used in the game with half

being marked yellow and the other half being marked red. The yellow odds markers indicate odds of two to one and the red odds makers indicate odds of four to one as used in playing the game. The odds makers are available to each player in the game, by the player turning over a certain amount of reward tokens in order to receive the desired odds maker. A yellow odds maker can be received by a player who turns over reward tokens amounting to 500 points as explained hereinbelow and a red odds maker is available to a player who turns over 1,000 points in reward amounts as will be explained in more detail hereinbelow. A player may upgrade his yellow odds maker to a red odds maker by turning over an additional 500 points in reward tokens, as will also be explained in more detail below.

In order to play the game, as presently preferred, each player is issued starting award chips or tokens at the start of the game to use for settling award wins or award losses which occur during the game. The starting reward values given to each player at the start of the game consist of: two blue chips having a numerical value of 500 points apiece; 12 red chips having a numerical value of 100 points apiece; and, six white chips having a reward value of 50 points apiece, to equal a total starting reward value for each player of 2,500 points.

For purposes of identification each person playing the game is termed a player as such and "the player" is the person who is taking his turn at that point in the game. A player is referred to as the residence or the abode when another player lands on his residence or abode space on the game board 100. The chance controlled means indicated by position 20 on the game board is backed by reward points or tokens indicating same in a token or chip box (not shown) used in the game and this terminology is also used to indicate chance controlling device means used to determine wins or losses of points by a player when taking a chance at an opponent's residence or abode so to speak as used in the terminology of this game.

It is to be understood that the chance controlled means or devices as referred to herein can be comprised of a spinning arrow, or cube shaped means, or other random chance selecting means which are adaptable for use in playing the game described herein. The chance controlled means of position 20 on the game board 100 comes into play against a player in turn only occasionally and under one of two circumstances: (a) when a player's marker piece lands on the game board space designated 20, or (b) when a player in the normal game progress happens to utilize the chance controlled means of FIG. 6 and FIG. 7 in such a manner that the combination of P circled in red and 250 points circled in red appears on the chance controlled means of FIGS. 6 and 7 after they have been utilized and come to rest.

The token handler or chip handler used to handle the distribution of reward points in the game is a player selected at the start of the game to control all transactions in the game such as: (1) shuffling and distribution of the abode cards of FIG. 5 at the start of the game; (2) issuing the starting chips or tokens in the proper amount of value points at the start of the game; (3) redistributing or changing the chips and tokens for various amounts of points when required; (4) paying out and collecting reward points for losses or wins by the chance controlled means relating to transactions which occur when a player lands on position 20 of the game

board 100; and, (5) passing out odds makers or changing the value of odds makers when receiving the proper amount of reward points in chips or tokens from a player in the game.

Setting up the game is carried out as follows. First, the token handler or chip handler and the first player to take a turn in the game are determined by utilization of the chance controlled means 300 of FIG. 3 with the high number being the player to start the game and with a run off of the chance controlled means 300 being used to break ties. The high number also determines which player will be the token handler or chip handler in the game for the chance controlled means related to position 20 on the game board 100.

Second, issuance of the starting stakes or reward points to each player in the game is made in the amounts explained above with no further stakes or reward points being issued throughout the game by the token handler or chip handler.

Third, the issuance of the abode cards of FIG. 5 is made by the chip handler shuffling the twelve abode cards face down and then dealing them evenly among the players. With five players the odd two abode cards are placed face up on the game board spaces related to those two cards and the first player landing on either or both of these spaces during play claims that or those abode cards and abode positions on the game board 100.

Fourth, at the start of the game and immediately after each winning transaction which occurs when a player lands on the win position 15 on the game board, each player must turn over one white chip amounting to 50 points which turned over points are placed on the win positions 13, 14, and 15 of the game board.

Playing the game is carried out as follows. First, for the moves to be made, each player places his game piece marker 201, 202, etc., on the game space 20 at the start of the game. Play on the game board 100 is in a clockwise direction around the various positions. The first player, who is also the chip handler or token handler, rolls his cube 300 and advances his marker to the left in a clockwise direction the number of spaces equivalent to the number of eyes showing on the cube 300. A roll of six eyes on the cube 300 indicates that the player must move six spaces, and also that he must settle possible wins or losses and roll an extra turn or turns as often as a roll of six occurs. The only exception to this is when the player is required to play out his chances against the chance controlled means if he should land again on position 20, after which time should the player land on position 20 he finishes his chances at that point and his turn is ended.

A player landing on the spaces marked "pay jackpot" must pay into the jackpot space on the game board the points amount indicated. The transaction of turning over a certain number of points in equivalent chips or tokens 401, 402, 403 must be made before the game progresses to the next player's turn.

A player landing on a space or position marked "you win," such as position 13 or 14, collects the amount indicated in points from the token handler or chip handler.

The player landing on the space or position 15, marked "you hit the jackpot," collects the entire jackpot, that is he collects the entire rewards in chip points and any possible abode cards.

The payoff of award points in the game is as follows. A player whose game piece marker **201**, **202**, etc., lands on an abode space controlled by another player must chance against that player's abode. The particular player who is playing in that instance rolls both of the cubes **600** and **700** to determine the winner and the amount of the payoff of award points. After the roll the player collects from or pays a certain amount of points to the abode in the amount shown on the cube **700**. The paying of these points in chips must be made before the game progresses to the next player.

A player whose game piece marker lands on the game board space indicating "play the chance controlled means" must take his chances as follows. This involves rolling his cube **300** to determine the odds multiple for paying of points and then rolling the cubes **600** and **700** to determine the winner and the amount of points to be transferred. The winner of this chancing collects the amount of points shown on the cube **700** times the number of eyes shown on the spotted cube **300**.

A win for the player is paid off in points by the chip handler from the award box and a win for the chance controlled means is paid off to the award box by the player through the chip handler. The award box can be any suitable container means for this purpose.

A player chancing at an opponent's abode may roll a special combination of the cube **600** and the cube **700** which reads P circled in red and 250 points circled in red.

Such a readout requires an additional chance by the player as follows: (a) the player collects 250 points from the opponent's abode and then, (b) the player must chance against the chance controlled means indicated by the position **20**, and to do this he must roll his cube **300** to determine the odds multiple for paying the points and then he must roll the cubes **600** and **700** to determine the winner of the points and the amount of the paying of points to be made. Wins or losses by the chance controlled means are again transacted by the player who has been designated the chip handler or token handler for the transactions of transferring points between players.

A player chancing against the chance controlled means **600** and **700** may fortunately or unfortunately roll the special combination again of the P circled in red and the 250 points designation circled in red and this requires an additional chance by the player against the chance controlled means **600** and **700** after the player collects the 250 points (times the odds multiple obtained by rolling the cube **300**) from the chip handler. This process repeats itself as many times as necessary if the special combination readout occurs again.

Increasing the odds involved in the game may be carried out as follows and this is an optional technique for advanced players to increase the challenge and excitement of the game discovered and disclosed herein.

Any player in his turn and before rolling his cube **300** may purchase odds maker pieces such as **801**, **802** from the chip handler to increase the take at his abode(s). Odds maker pieces **801**, **802**, benefit only the abode. Odds makers do not benefit the player even when he wins at an opponent's abode which possesses an odds maker. Odds maker pieces **801**, **802** are available from the chip handler, as presently preferred for the play of this game, as follows: (a) the yellow odds maker designated **802** which indicates two to one odds doubles the

abode winnings of points and cost 500 points in equivalent amounts of chips **401**, **402**, or **403**. (b) The red odds maker indicates four to one odds and quadruples the abode winnings and these red odds makers cost 1,000 points in equivalent amounts of chips or one yellow odds maker as a trade-in plus 500 points in chips. At no time can more than one odds maker piece **801** or **802** of either color occupy a single abode space on the game board **100**. The odds maker pieces **801**, **802** may be obtained by a player as explained above in any order desired and placed on the player's own abode(s) spaces where desired. The odds maker pieces once obtained by a player cannot be removed from an abode space for payoff of points, trade, or otherwise. The only exception of this is when a yellow odds maker is surrendered with an additional 500 points in chips to the chip handler in exchange for a red odds maker piece. Variations of the above may be made, but as presently contemplated this is the preferred technique for playing the game.

Making a payoff of points in the game is carried out as follows. First, all payoffs must be made in full before play progresses to the next play. The chip handler makes all payoffs for losses or wins by the chance controlled means technique which occurs when a player lands on position **20** of the game board **100**. Third if a player or an abode has insufficient chips to payoff the points lost, in full, then the following rules apply: (a) the player loses to the abode and the player must pay off by forfeiting one or more of his abode cards (loser's choice) to the winning abode owned by the winning player in the particular instance involved, with the following preferred rules controlling. One abode card is paid if the abode has no odds maker piece present thereon. With two through four players in the game, two abode cards are paid off if the abode has a yellow two to one odds maker present thereon. With five or six players in the game, one abode card is paid off if the abode has a yellow two to one odds maker present thereon. With two through four players in the game, four abode cards are paid off if the abode has a red four to one odds maker present thereon. With five or six players in the game, two abode cards are paid off if the abode has a red four to one odds maker present thereon. Abode cards forfeited and their represented abodes must remain intact with any existing odds maker left on the abode space of the game board **100**. If the player has fewer abode cards than required to settle the loss, or must forfeit his last abode card in settling the loss, then that player must drop out of the game. All remaining chips of that player go to the winning player's abode.

(b) The presently preferred rules which govern the condition when a player loses to the chance controlled means as a result of landing on position **20** on the game board **100** are as follows. With two through four players in the game, the player must pay off by forfeiting any two of his abode cards to the chip handler (at the loser's choice) with any existing odds makers intact. With five or six players in the game, the player must pay off by forfeiting any one of his abode cards to the chip handler (at the loser's choice) with any existing odds makers intact. The chip handler places the abode card or cards face up on the representative abode space on the game board **100**. The next player to land on such abode space during the game progress claims that abode card and that particular abode with any existing

odds maker intact. If the player is forfeiting his last abode card, then that player must drop out of the game. All of his remaining points go into the jackpot space on the game board 100.

If a player owes because of landing on the positions 16, 17, 18, or 19, namely the "pay the jackpot" positions, then the player must pay off in points by forfeiting one of his abode cards (at the loser's choice) to the jackpot with any existing odds makers intact. The next player to land on the position 15 which is the "jackpot you take reward of all" position, that is, space 15 on the game board 100, claims the entire jackpot plus any abode cards and any existing odds maker pieces present. If the player is forfeiting his last abode card, then that player must drop out of the game. All of that player's remaining points or chips go into the jackpot.

If an abode landed on by a player loses to that player, then the abode must payoff by forfeiting to that player the abode card representing the abode when the loss occurs, with any existing odds maker pieces intact. If the abode is forfeiting its last abode card, then the player losing that abode must drop out of the game. All remaining chips go to the winning player.

The end of the game is determined in one of two fashions. First, the game ends when only one player remains, all other players having been required to drop out of the game, or, second, the game ends after a predetermined playing time expires and the winner is determined by the player holding the most points represented by his chips 401, 402, and 403, and the value of his odds maker pieces 801, 802.

It is to be understood that the game apparatus means discovered and disclosed herein is to be played only for rewards or awards in the form of points or chips and a certain amount of points assigned to the various odds maker pieces disclosed hereinabove.

While it will be apparent that the preferred embodiments of the invention disclosed are well calculated to fulfill the objects above stated, it will be appreciated that the invention is susceptible to modification, variation, and change without departing from the proper scope or fair meaning of the subjoined claims.

What is claimed is:

1. A game apparatus for playing by at least two persons comprising:
 - a. game board means for positioning thereon certain pieces used in playing the game said board means being comprised of approximately 20 different positions thereon peripherally positioned generally around the sides of the game board, certain of said positions having thereon different identification indicia
 - b. at least two, six-sided, cube shaped means for determining die readings by the persons playing the game, one of which is marked similarly on two adjoining faces thereof with indicia signifying the person playing said one cube shaped means at the time with the remaining faces being marked with indicia signifying the opposition to said person, the second of which is marked on its respective six

sides with the indicia 50, 100, 100, 200, 200, and 250,

- c. at least a third, six-sided, cube shaped means marked on its respective sides with indicia standing for the numbers 1, 2, 3, 4, 5, and 6, for determining the number of said positions moved by a player when a player in the game takes a turn,
 - d. a plurality of chips, used for determining whether a player's status in the game is one of the following; even with the other players, behind the other players, and ahead of the other players,
 - e. two or more game player's piece marker means for indicating a player's position on the game board,
 - f. a number of position identification card means, for distribution to the players for indicating certain positions on the game board possessed by a particular player, and bearing generally the same indicia as on said positions.
2. The game apparatus of claim 1 wherein, 12 of said 20 positions have said identification indicia thereon, said indicia being in the form of different abode indicating means for showing a name of a particular abode related to a particular position.
 3. The game apparatus of claim 1 wherein, said one cube shaped means marked similarly on two adjoining faces has one of said faces marked with a colored ring.
 4. A game apparatus for playing by two or more, comprising:
 - a. game board means for positioning thereon certain pieces used in playing the game said board means being comprised of at least approximately 20 different positions thereon peripherally positioned generally around the sides of the game board, certain of said positions having thereon different identification indicia
 - b. at least two chance controlled means for determining movements on the game board by persons playing the game, one of which is marked with indicia signifying the person playing and also marked with indicia signifying the opposition to said person, the second of which is marked with indicia indicating the amount of reward numbers won by a player or the opposition,
 - c. at least a third chance controlled means for determining the number of said positions moved by a player when a player in the game takes a turn,
 - d. a plurality of tangible reward means, used for determining whether a player's status in the game is one of the following; even with the other players behind the other players, and ahead of the other players,
 - e. two or more game player piece marker means for indicating a player's position on the game board,
 - f. a number of position identification means for distribution to the players for indicating certain positions on the game board possessed by a particular player, and bearing generally the same indicia as on said positions.

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