G. GINGRAS.

GAME.

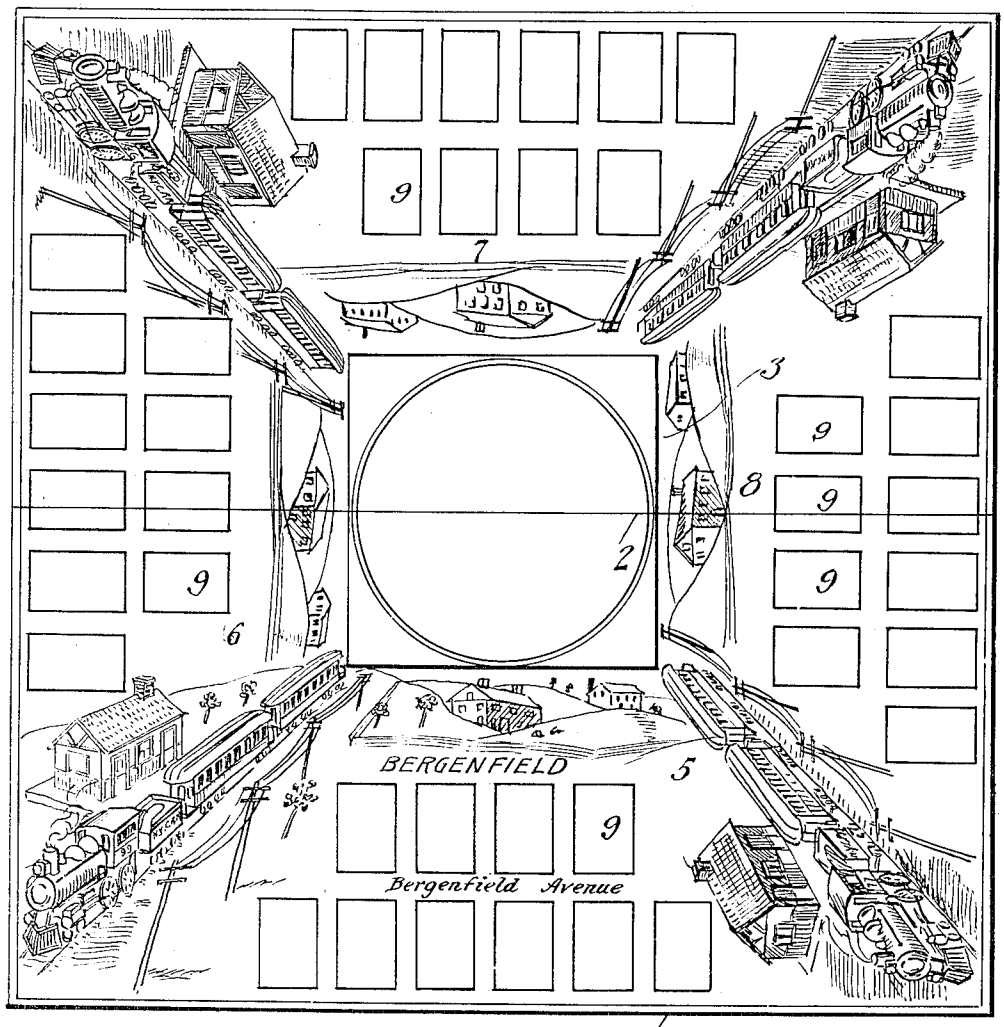
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2 SHEETS—SHEET 1.

Fig. 1.



Witnesses

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2 SHEETS—SHEET 2.

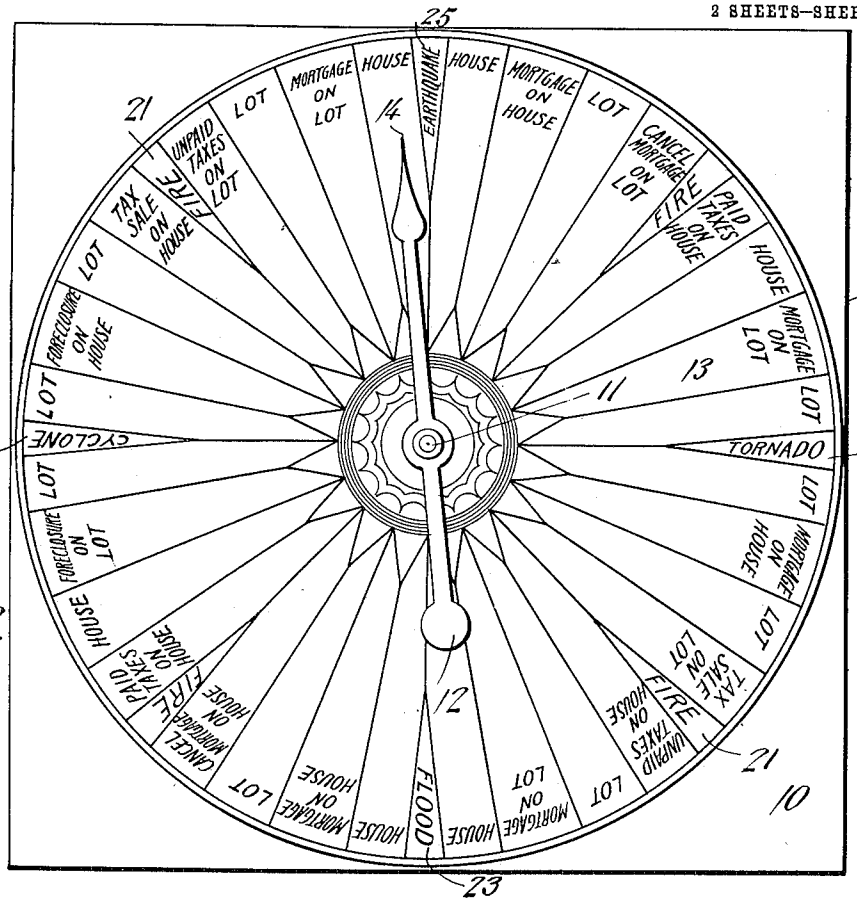
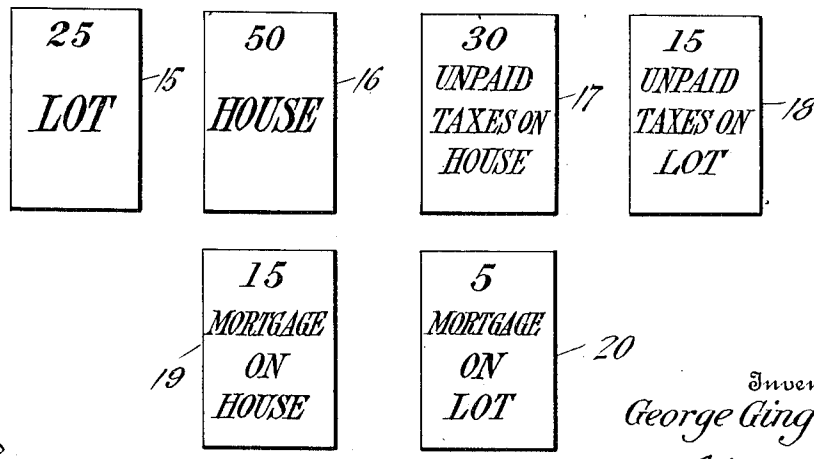


Fig. 2.

Fig. 3.



Witnesses

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UNITED STATES PATENT OFFICE.

GEORGE GINGRAS, OF BERGENFIELD, NEW JERSEY.

GAME.

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To all whom it may concern:

Be it known that I, GEORGE GINGRAS, a citizen of the United States of America, residing at Bergenfield, in the county of Bergen and State of New Jersey, have invented certain new and useful Improvements in Games, of which the following is a specification.

The invention relates to a game apparatus in which the various details of structure are particularly designed for the playing of a game of instructive and amusing character, in which the various plays are made in accordance with and controlled by ordinary real estate transactions.

The main object of the present invention is, therefore, the provision of a game apparatus for the playing of a game in accordance more or less with genuine real estate transactions, whereby the players in addition to the amusement derived from the chance element of the game, are more or less instructed in the details of real estate transactions.

A further object is the provision of means forming a part of the game apparatus whereby the possible play is controlled by chance and its effect upon the final counting or score is strictly in accordance with fact, that is if a player having played a "lot" card has a credit of a certain number of points and if his next succeeding card should be a "house" card, thereby increasing the value of his lot, his points correspondingly increase, while if, instead of a "house" card chance should dictate that he must play a "mortgage on lot" card, reducing the value of his lot in fact, his counting points are correspondingly reduced.

The invention in its preferred form of details will be described in the following specification, reference being had particularly to the accompanying drawings, in which:—

Figure 1 is a plan of the game board, the separable chance controlling indicator being shown in outline. Fig. 2 is an enlarged plan of the chance controlling indicator. Fig. 3 is a view illustrating one card of each of the distinctive sets of cards used in the game.

Referring particularly to the accompanying drawings, the improved game apparatus is shown to comprise a game board 1, which may be constructed of any appropriate material, and is preferably designed for folding on a median line 2, as is usual in this type of board.

On the playing surface of the board, either by direct printing, or by securing thereon an appropriately printed sheet are certain characters and representations for the playing of the game. In the form illustrated, which it is to be understood is the preferred form the representation presents a central space 3 for the reception of the chance controlled play indicator 4. This indicator which will be later described is entirely separate from the game board proper, and is positioned in the space 3 when playing the game, the separate capability of the indicator providing for a proper and compact folding of the board. The representation on the playing face of the board further provides four distinctive spaces 5, 6, 7 and 8, which will be hereinafter termed playing fields, and which for the purposes of the game are known as and preferably lettered to indicate different towns or cities, as shown in connection with the field 5. Between the adjacent fields, which are each arranged centrally of one edge of the preferably square board, and also between the fields and indicator receiving space, the playing surface of the board may be ornamented or covered with appropriate designs, such as illustrated, the ornamental designs being uniform or distinctly different, and in the latter instance may indicate some prominent industry or the like of the particular adjacent town or city.

Each field is divided by suitable rectangular lines to present a series of blank spaces 9, there being ten such spaces indicated in each field shown, though it is to be understood that I contemplate the use of any desired number of blank spaces that may be found advantageous. The spaces 9 in each field indicate the "lot" possibilities of that field, that is so far as the game is concerned there is a possibility of the player owning the number of lots in the town or city corresponding to the number of spaces.

In conjunction with the game board as described, the game apparatus includes a series of cards, divided into six distinctive sets each containing a number of cards corresponding to the total number of spaces 9 on the game board, in this instance forty.

Each set of cards is distinctive in the data contained thereon and in the number of counting points indicated on the card, so that the distinctive cards not only have a particular playing value, but also a particular counting value. As previously stated there are six distinctive sets of cards, the cards of one set being marked "Lot," and also marked to indicate 25 points in counting value; the cards of the second set will be marked "House" and have a counting value of 50 as indicated on the card; the cards of the third set will be marked "Unpaid taxes on house," and have an indicated counting value of 30; the cards of the fourth set will be marked "Unpaid taxes on lot," and have an indicated counting value of 15; the cards of the fifth set will be marked "Mortgage on house" and have an indicated counting value of 15; and the cards of the sixth set will be marked "Mortgage on lot" and have an indicated counting value of 5.

In connection with the game board and cards I use a chance controlled play indicator, 4, including a board or backing 10 centrally provided with a pivot stud 11 having a pointer 12 rotatably mounted thereon, the face of the board 10 being by suitable printing, or the securing of an appropriately printed sheet thereto, divided into a series of spaces 13 with any one of which the indicating terminal 14 of the pointer 12 may register in the rotation of said pointer on its pivot. The spaces 13 which are radially arranged bear distinctive characters or letters to indicate certain plays to be made by the player, for example, certain of the spaces bear similar playing data as that of the "lot" cards 15; other spaces bear similar playing data as that of the "house" cards 16; other spaces bear similar playing data as that of the "unpaid taxes on house" cards 17; other spaces bear similar playing data as that on the "unpaid taxes on lot" cards 18; other spaces bear similar playing data as that on the "mortgage on house" cards 19; while other spaces bear similar playing data as that on the "mortgage on lot" cards 20. The respective spaces on the indicator thus described are not uniform in number, it being found desirable, though I intend no limitation in this respect, to have the "lot" spaces exceed in number any of the other spaces, and the remaining distinctive spaces correspondingly graded in number. In addition to the spaces described there are certain remaining spaces 13 which are dissimilar from any of the cards and are yet given a distinctive playing value. For example, there are several spaces marked "Fire," as 21; a space marked "Tornado" as 22; a space marked "Flood" as 23; a space marked "Cyclone" as 24; and a space marked "Earthquake" as 25. These particular spaces 21, 22, 23, 24 and 25 are much smaller than the remaining spaces in order to reduce the probability of the indicator terminal registering with such spaces as compared with the probability of its registering with the remaining larger spaces.

In playing the game, each player is given a due proportion of the cards of each set, there being preferably given each player a number of each of the distinctive cards corresponding to the number of spaces in his field. Each player is assigned a field or town, and having decided in any way which player is to lead said player will spin the pointer 12 and control his play by the indication in the particular space with which the terminal 14 of the pointer registers when said pointer comes to rest. In order to make the initial play the pointer must rest in registry with a space marked "Lot," and unless successful in this particular the player loses his turn and the next player operates the indicator. Assuming the first player to have been successful in having the pointer stop on the space marked "Lot," such player will take one of the "lot" cards 15 and place it on one of the spaces 9 in his particular field. We will assume the playing continued until each player has several "lot" cards on his field. The next player in order will then, we will assume, have his next play indicated by the pointer to be a "house" card 16. Having a "lot" card on his field he can play the "house" card on the "lot" card, or in other words build a house on his lot. It will be noted by this play that the particular player has increased his counting points, as with a "lot" card exposed he is entitled to but twenty-five points, while with a "house" card covering the lot card and therefore exposed, he is entitled to fifty points, as indicated on the "house" card. We will assume the next player instead of securing the "house" play, will have the pointer stop on "Mortgage on lot." Having a "lot" card exposed, he must play thereon a "mortgage on lot" card, and hence reduce his points from twenty-five to five. If a player having a "house" card exposed should have his play indicated as "mortgage on house," he must play on such "house" card the "mortgage on house" card, and so reduce his points from fifty to fifteen. The other cards are similarly played, in each instance reducing the number of points with respect to the card on which they are played.

If the indicator should stop at the space marked "Fire" at least one of the exposed "house" cards must be removed from the board, the assumption being that the house was destroyed by fire. If "Flood" is indicated as the play all exposed "house" cards must be removed from the board. If "Tornado" or "Cyclone" is indicated as the play,

a certain additional number of exposed "house" cards must be removed from the board, as for example, three such cards for "tornado" play and two such cards for "cyclone" play. If "Earthquake" is indicated at the play all exposed "house" cards together with all the underlying "lot" cards must be removed from the board on the theory that an earthquake would practically destroy all real estate value even of the lots.

If the indicator should note "Cancel mortgage on lot," one exposed "mortgage on lot" card should be removed; if the indicator should note "Cancel mortgage on house," one exposed "mortgage on house" card should be removed; if the indicator should stop at the space marked "Tax sale on lot," one exposed "unpaid taxes on lot" card, together with the "lot" card beneath must be removed from the board, as the indication means that the lot was lost through non-payment of taxes; if the indicator should note "Tax sale on house," one exposed "unpaid taxes on lot" card, together with the "house" and "lot" cards beneath must be removed, as the indication means that the lot and house upon which it stands is lost through non-payment of taxes; if the indicator should note "Foreclosure on lot," one exposed "mortgage on lot" card, and the accompanying "lot" card must be removed; if the indicator notes "Foreclosure on house," one exposed "mortgage on house" card including both the "house" and "lot" cards beneath must be removed; if the indicator should stop at the space marked "Paid taxes on lot," one exposed "unpaid taxes on lot" card should be removed; and if the indicator should stop at the space marked "Paid taxes on house," one exposed "unpaid taxes on house" card must be removed from the top of the "house" card.

The game continues in the manner described until any one player has all of the spaces 9 in his particular field covered with at least one card, when the game is at an end and each particular player adds up the total points on the uppermost or exposed card on each space so occupied and the total represents his score. The player having the largest score is supposed to win the game, while the player having all of his spaces occupied by a card though he may not necessarily win the game is nevertheless supposed to own the town and may if desired be given an additional number of points for such fact, and it is from this characteristic that I contemplate the name of the game and apparatus as "Own-a-town, real estate game."

It will be understood that the indicated details of cards and plays are merely illustrative of a simple type of the game, and that I contemplate increasing the variety and possibility of plays, with corresponding cards, confining however all plays and indicating cards to data in accordance with details affecting real estate transactions. The specific details of the board, as such, is also merely illustrative, as I contemplate as within the spirit of the invention the printing of the indicator details directly on the board surface, and the application of the indicator removably or connectedly applied thereto. Furthermore, the playing surface may consist of a flexible section which can be rolled or folded.

What is claimed is:—

1. A game apparatus including a game board presenting a series of blank spaces, distinctive cards designed to be arranged in superimposed relation in said spaces, the playing data of each card controlling the play of such card, whereby any card with particular playing data can only be used for playing upon another card of predetermined playing data.

2. A game apparatus including a game board presenting a series of blank spaces, distinctive data cards designed to be arranged in superimposed relation in said spaces, the playing data of a particular card determining which particular card of distinctive playing data can be played thereon.

3. A game apparatus including a surface presenting a series of blank spaces, a series of distinctive cards bearing playing data indicative of real estate transactions to be arranged in superimposed relation in said spaces, playing data of one card indicating which of the remaining cards of distinctive playing data may be played thereon.

4. A game apparatus including a game board presenting a series of blank spaces, a series of cards bearing distinctive playing data to be arranged in superimposed relation in said spaces, each of said cards bearing final scoring data.

5. A game apparatus including a game board presenting a series of blank spaces, a series of cards bearing distinctive playing data to be arranged in superimposed relation in said spaces, and a chance controlled play indicator to indicate which particular card only may be played.

6. A game apparatus including a game board presenting a series of blank spaces, a series of cards bearing distinctive playing data to be arranged in superimposed relation in said spaces, and a chance controlled play indicator to indicate which particular card only may be played, said indicator indicating additional plays requiring the withdrawal of a certain card or cards from counting position in the spaces.

7. A game apparatus including a game board presenting a series of blank spaces, a series of distinctive cards bearing playing

data and adapted to be arranged in superimposed relation in said spaces, the playing data of the respective cards being indicative of real estate transactions, and each card having indicated scoring points corresponding to the value of such playing data thereon in the real estate transactions.

In testimony whereof I affix my signature in presence of two witnesses.

GEORGE GINGRAS.

Witnesses:
E. HOWARD FOSTER,
KATHERINE FOSTER.