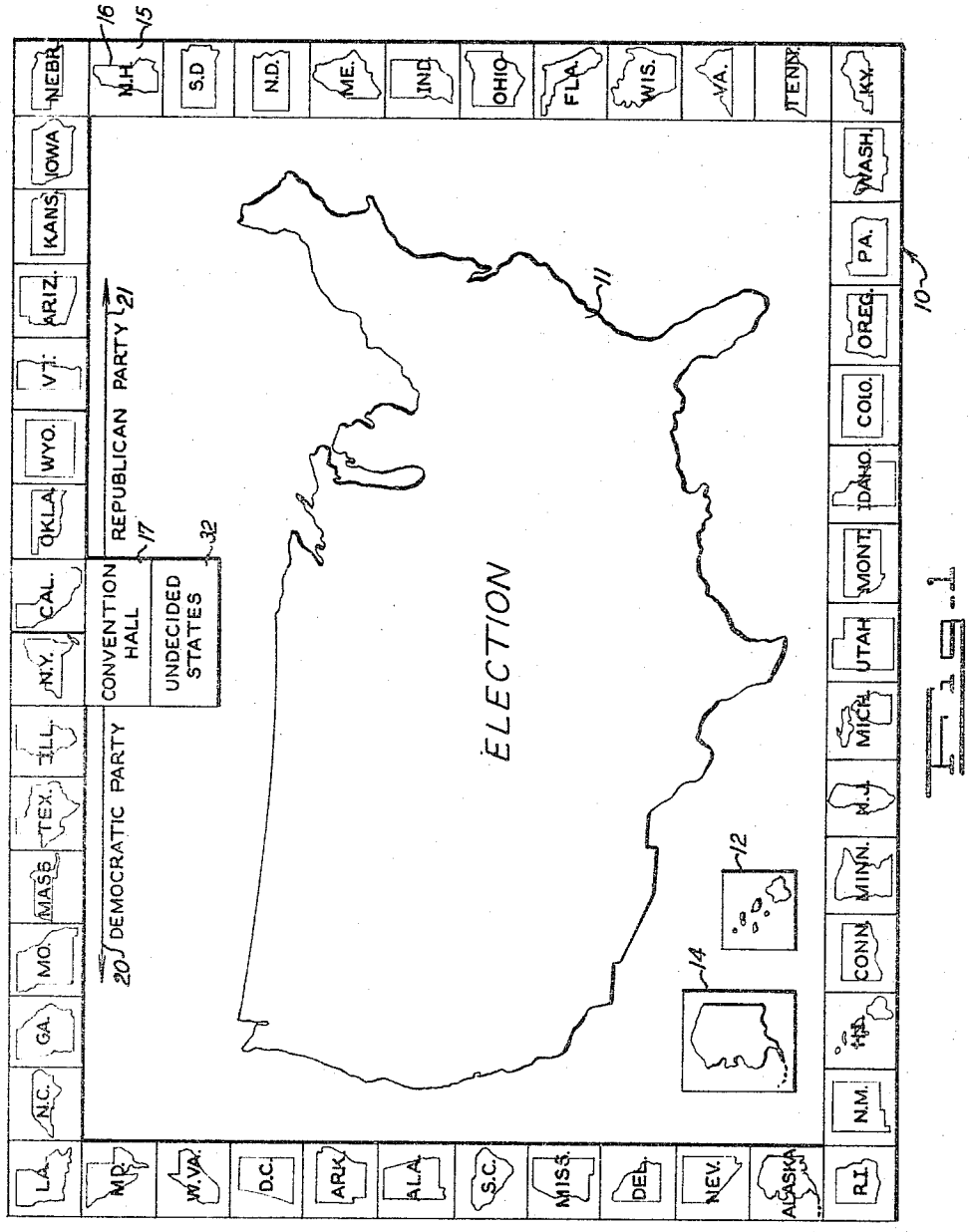
May 9, 1967 M. A. MacLEOD 3,318,601

APPARATUS FOR PLAYING ELECTION GAME

Filed June 2, 1964 2 Sheets-Sheet 1



INVENTOR

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APPARATUS FOR PLAYING ELECTION GAME

Filed June 2, 1964 2 Sheets-Sheet 2

ALA. 10	ALASKA 3	ARIZ. 5	ARK. 6	CAL. 40
COLO. 6	CONN. 8	DEL. 3	D.C. 3	FLA. 14
GA. 12	H.I. 4	IDAHO 4	ILL. 26	IND. 13
IOWA 9	KA 7	KY. 9	LA. 10	ME. 4
MD. 10	MASS 14	MICH. 21	MINN. 10	MISS. 7
MO 12	MONT. 4	NEBR. 5	NEV. 3	N.H. 4
N.J. 17	N.M. 4	N.Y 43	N.C. 13	N.D. 4
OHIO 26	OKLA. 8	OREG. 6	PA. 29	R.I. 4
S.C. 8	S.D. 4	TENN. 11	TEX. 25	UTAH 4
VT. 3	VA. 12	WASH. 9	W.VA. 7	WIS. 12
WYO. 3				

31

Fig. 3

BALLOT		TOTAL	
STATE	ELECTRAL VOTE	REPUB.	DEMO.

30

Fig. 8

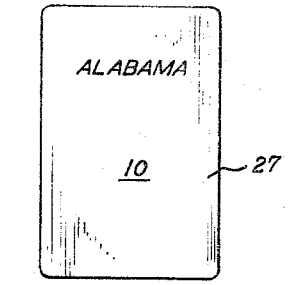


Fig. 2



Fig. 4

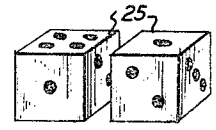


Fig. 6

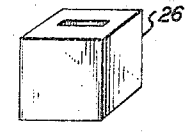


Fig. 7

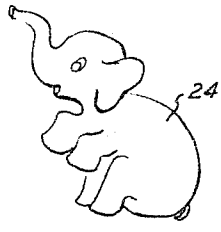


Fig. 5

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APPARATUS FOR PLAYING ELECTION GAME

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Filed June 2, 1964, Ser. No. 371,985
8 Claims. (Cl. 273—134)

This invention relates to an improved game apparatus and particularly to game apparatus for a type of game which simulates an election for the President and Vice President of the United States. Patents No. 1,907,255 of May 2, 1933, to Herman Ferrari, Jr., and No. 1,616,-216 of February 1, 1927, to Irving L. Dempsey, are prior art examples of similar game apparatus. However, while such prior art is instructive on the electroal college system, there is no correlation between elections simulated by such apparatus and actual elections in the sense that there is no provision for a nexus between the probabilities of how the vote of any given State will be registered in the game and the probabilities of how such State's vote will register in the national election, based upon past experience.

It is thus an object of this invention to provide apparatus by which a game may be played which is instructive in that the players are reminded of the number of the electoral votes for each State and at the same time carry with it the excitement of election returns which tend, at least to some degree, to be correlated with actual expected election returns based upon past presidential elections.

It is a further object of this invention to provide apparatus to simulate a presidential election wherein the States are so grouped that, in accordance with the probabilities of the play, States considered more or less identified with one or the other of the major political parties for the purposes of a presidential election are likely to be credited to the players taking the side of the political party involved.

It is yet a further object of this invention to provide apparatus for a game wherein pieces are moved by each side initially on different spaces having different average values and so placed that one side will have available to it winning strategies not similarly available to its opponent.

The invention is illustrated in preferred embodiments in the accompanying drawings, in which:

FIGURE 1 is a plan view of the game board which constitutes part of the invention;

FIGURE 2 shows a sample playing card with indicia specifically for the State of Alabama;

FIGURE 3 shows the indicia which appear on each playing card for each State and the District of Columbia;

FIGURES 4 and 5 illustrate playing pieces which may be used to represent the major political parties;

FIGURE 6 shows a pair of dice which constitute a part of the invention;

FIGURE 7 is a perspective view of a marker which is part of the invention; and

FIGURE 8 shows a scorekeeping card which may be provided with the invention.

The game board **10** which is made of any suitable material is provided with a map **11** of the United States, including the Hawaiian Islands **12** and Alaska **14**. Surrounding the map **11** are spaces **15**, each of which contains a further map **16** of each voting jurisdiction in the electoral college, such as a map of New Hampshire, for example, and the name or initials of one of the States or the District of Columbia, thus providing **51** spaces in all which are distributed in an endless sequence about the edge of the board **10**. A starting point **17** which is denoted "Convention Hall" on the board, but for

which any other suitable term may be employed, is located adjacent two of the spaces for the states, New York and California. Also provided on the board **10** are a pair of arrows **20** and **21** to indicate the direction the pieces are to move. The pieces comprise small figures of a donkey **22** and an elephant **24**. Moves in the game are governed by a suitable random means to produce numbers corresponding to the number of spaces the pieces **22** and **24** move in accordance with the rules of the game comprising a pair of dice **25**. Markers **26** more or less in the form of a ballot box are provided for the purpose of showing the votes of those States which have been taken by one or another of the players. A deck of **51** cards is provided, each card **27** having on one side the name of the State and the number of electoral votes of such State, as shown in FIGURES 2 and 3. The other side of each of the cards is similar in design to every other card so that when the cards are face down it is impossible to determine the indicia on the other side. A tally card **30** may also be provided for keeping score, although this may be accomplished on any sheet of paper or the like. The directions accompanying the apparatus should also include the indicia **31** of electroal votes for each State, as shown in FIGURE 3, in a convenient form so that the players will have a ready reference to determine the number of electoral votes for each State. It will be understood that this also may be set forth on the board **10** or in any other suitable manner.

It will be noted that the board **10** also has a space **32** which is called "Undecided States" for purposes which will subsequently be described in the play of the game.

The game is played by two sides. Each side takes its choice whether to be either the Democratic or Republican Party candidates running for President or Vice President of the United States, such parties being currently the major political parties of this country from at least a numerical standpoint. Since the game is based on our present electroal system in which there are 538 electors, the first side to obtain a majority of the electoral votes is the victor.

From the disclosure of the apparatus, a number of variations of play of the game will occur to one skilled in the art. However, with no intention to limit the scope of the invention beyond those set forth in the claims and equivalents thereof, two methods of play will be described.

In the first method, the cards **27** are shuffled, and 24 of the cards are dealt face down to each side with the remaining three cards placed face down on the box **32**. The dice **25** are then rolled by each side to determine which will move first, with the side having the highest roll starting first. The dice are then rolled in turn and each side moves its respective piece **22** or **24** with the piece **22** representing the Democratic Party going to the left as indicated by arrow **20** and the piece **24** representing the Republican Party moving to the right indicated by the arrow **21**. A piece is moved in the direction indicated the number of spaces that appears on the dice. When the piece lands on a space in accordance with the throw of the dice, that side then checks to see if it has the State in which the pieces has landed (the District of Columbia being also considered a State for this purpose). If so, that side then removes such card from its hand, marks such State on its tally card **30** and places a marker **26** on the space to show that it has been taken. However, if such side does not have the State indicated on the space in its hand, its piece merely remains on the space until the next time it rolls the dice. A number of markers **26** are provided so that each side may appropriately mark the States which it has taken. These markers may be differentiated by suitable indicia such as color. For example, the color red might be used by the side having the piece **22** whereas

the color green might be used by the side having the piece **24**.

In the event that one side rolls doubles, that is, each die having the same number of spots shown on its upper side, whatever State is landed upon may be taken irrespective of which side holds the card, and such side may immediately roll again. However, it may not be taken in the event that it has already been taken or if neither side holds the card—in which case the card is, of course, in the box **32**. Also, each time a side passes the starting point **17**, that is, past the space with California for the Democratic candidates or past the space marked New York for the Republican candidates, it is given a free roll and may take whatever State it subsequently lands upon, if it is not already taken or the card is in box **32**, irrespective of which side has the card. When either side receives a total of 10 States, it may draw the top card from the box **32** and add same to its hand. Also, the first side to receive 15 States may add the top card from the box **32** to its hand.

The first side to receive a majority of the votes, that is, 270 votes, wins the game. From an inspection of the board, it will be appreciated that the States which in the last election or the last several elections have tended to vote for the Republican presidential candidate are grouped to the right of card **10**, whereas those States which have tended to vote Democratic are grouped to the left. Accordingly, there will be a tendency for the side representing the Republican party to pick up more of its votes from States which would normally be expected to register their vote for the Republican candidates, whereas there is a like tendency for the Democratic side to pick up States which more probably would register their votes for the Democratic candidates. Moreover, the States have been so located by reason of the number of electoral votes that the States which are picked up by the additional throw after passing the starting point **17** will tend to average the same number of electoral votes for either side.

It will be understood that a game played in such manner is entirely dependent on the distribution of the cards when they are dealt and placed in box **32**, and upon the throw of the dice. However, a second method of playing the game with the apparatus illustrated and described gives an interesting example of how an element of strategy may be introduced into the game which in some ways is not unlike that which may occur in actual elections.

In the second method, as in the first, there are two sides, one representing the Democratic Party and the other representing the Republican Party. However, instead of a single piece **22** or **24**, each side has two like pieces. The side to start the game is determined as before by a roll of the dice for the highest number which appears on the dice. The cards for the States Indiana, Iowa, Kansas, Maine, Nebraska, New Hampshire, North Dakota, South Dakota, and Vermont are removed from the deck of cards and given to the side representing the Republican Party. The cards for the States Georgia, Louisiana, North Carolina, South Carolina, and Mississippi are removed and given to the side representing the Democratic Party. The remaining cards are then shuffled and three cards are dealt to each side so that neither side will know what three cards the other side has, with the remaining cards being placed in the space **32** or otherwise set aside since they will not again be used in the game. Each time the dice are thrown for a side, such side may move either of its pieces the total number of spaces shown on the dice. The sides alternate unless a side rolls doubles, in which case it gets an extra roll. When a piece lands on a space, unless that space corresponds to a card held by the other side or unless there is already a marker **26** thereon, the space may be taken and its vote recorded on the tally card **30** for the side involved, with an appropriately colored marker **26** being placed on the space. However, if a piece of one side lands on a State of a card held by the other side, upon a showing of such card, the State involved may not be taken unless

on the next succeeding throw the other side throws a 2, 3, or 12, in which case the vote of the State involved will be considered as an upset and will be taken by the side having its piece thereupon. Of course, as before, if the State is already taken as indicated by marker **26** thereon, it cannot be taken again by either side.

In the second method, inspection of the board **10** will disclose that the States on the Democratic side of the board have a higher average electoral vote value than those set forth on the Republican side. However, indicia for States having a significantly higher than average electoral vote on the Democratic side are intentionally bunched near the starting point **17** or opposed thereto in a lower portion of the board. In contrast, on the Republican side, the indicia for States having a larger than average electoral vote, such as Ohio or Pennsylvania, are located in positions where they are more likely to be picked up by judicious moving of the pieces by the side representing the Republican Party. It will be understood that indicia for the States of Texas and Illinois are in position where it is improbable, although still possible, that they will be picked up the first time around by the pieces of the Democratic Party. Indicia for the States having the largest electoral votes (California and New York) are located in the first positions from the starting point where they cannot be picked up the first time around, since the number 2 is the lowest which can be registered by the dice.

It will be appreciated that the side having the Democratic Party must determine whether it will be to its advantage to keep one piece at the starting point **17**, "Convention Hall," until a 2 or 3 is thrown in order to pick up Illinois or Texas votes while the other piece continues in random fashion about the board or to bring out both pieces immediately with the idea of picking up as many as possible of the higher average value States on the Democratic side as soon as possible before the side representing the Republican Party has an opportunity to do so. On the other hand, there is no advantage for the side having the Republican Party to keep one of the pieces at starting point **17**, and such side should under normal circumstances attempt to move both of its pieces selectively to pick up the States having substantially higher than the average number of votes as soon as possible or to place one of its pieces in a position wherein it can hope to pick up one of the high-vote-value States appearing at the top of the board **10**. Much depends upon the strategy employed by the other side, and also upon the three cards which are picked up in the shuffle. Moreover, the strategy and tactics will often have to be adapted from time to time depending upon the throw of the dice. However, it will be apparent that, broadly speaking, the strategy of either side will be concentrated on picking up as soon as possible the votes of those States which it does not hold a card for, and of such States, it will prefer those which have a large electoral-vote-value to those which have a smaller electoral-vote-value. To accomplish this, one of the pieces may be maneuvered to a position whereby a likely throw of the dice will bring it on the State desired. In doing this, by necessity the other piece will be required to move in a more or less random fashion and thus we see that at times certain States may more or less be ignored in preference to other, depending upon how the pieces are located on the board with respect to untaken States. But nevertheless the States for which a side has a card cannot be ignored, since upset in one or several of these might spell the difference between defeat and victory.

It will be understood that because of the particular manner in which States have been laid out on the board **10**, each side will be presented with inherently different strategy problems.

The foregoing detailed description has been given for clearances of understanding only, and no unnecessary

limitations should be understood therefrom, for modifications will be obvious to those skilled in the art.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent of the United States, is:

1. Game apparatus comprising a game board having an endless series of at least fifty-one outlined spaces with a United States jurisdiction having electoral college votes indicated in each of said spaces, a starting point being provided adjacent said series of spaces, the spaces proceeding in sequence in one direction from said starting point having indicated thereon jurisdictions having a greater number of average electoral votes than those indicated on the spaces proceeding in sequence in the other direction from said starting point, the first space following in both directions from said starting point containing indicia of the two jurisdictions having the highest number of electoral votes, the arrangement of spaces being such that a player returning to the spaces adjacent his starting point after traversing the series may move on to the aforesaid high-value space of his opponent, at least two distinctive playing pieces, each of said playing pieces indicating a major political party, a plurality of cards, each of said cards designating a jurisdiction having electoral college votes with the number of electoral college votes corresponding to said jurisdiction indicated thereon, chance means including random number producing means incapable of indicating a number less than two and operable to present integral numbers selectively at random to indicate movement of said playing pieces on said series of spaces, said random means comprising a pair of dice, and a plurality of markers to place on said spaces to indicate that the electoral votes thereon have been won by one or the other of the players.

2. Game apparatus in accordance with claim 1, wherein there are also provided scorekeeping means.

3. Game apparatus in accordance with claim 1, wherein direction indicating means are included denoting that in the play of the game said pieces are moved in opposite directions.

4. Game apparatus in accordance with claim 3, wherein said random means randomly provides integral numbers within the series of 2 through 12 with probability of numbers occurring intermediate in said series being greater than the probability of numbers occurring near either end of said series of numbers.

5. Game apparatus in accordance with claim 4, wherein most of said first mentioned spaces represent jurisdictions which have voted for candidates of one major political party in recent past national presidential elections while the second mentioned spaces represent jurisdictions which mostly have voted for the candidates of the other major political party in recent national presidential elections.

6. Game apparatus in accordance with claim 3, wherein the second space in sequence from said starting point on the side having the higher average number of electoral votes has indicated therein a jurisdiction having at least double the average number of electoral votes of all of said jurisdictions.

7. Game apparatus in accordance with claim 6, wherein the third space in sequence from said starting point on the side having the higher average number of electoral votes has indicated therein a jurisdiction having at least double the average number of electoral votes of all of said jurisdictions.

8. Game apparatus in accordance with claim 1, wherein said board has represented thereon a map of the United States and the indications comprise a map of one of said jurisdictions on each of said spaces.

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DELBERT B. LOWE, *Primary Examiner.*