

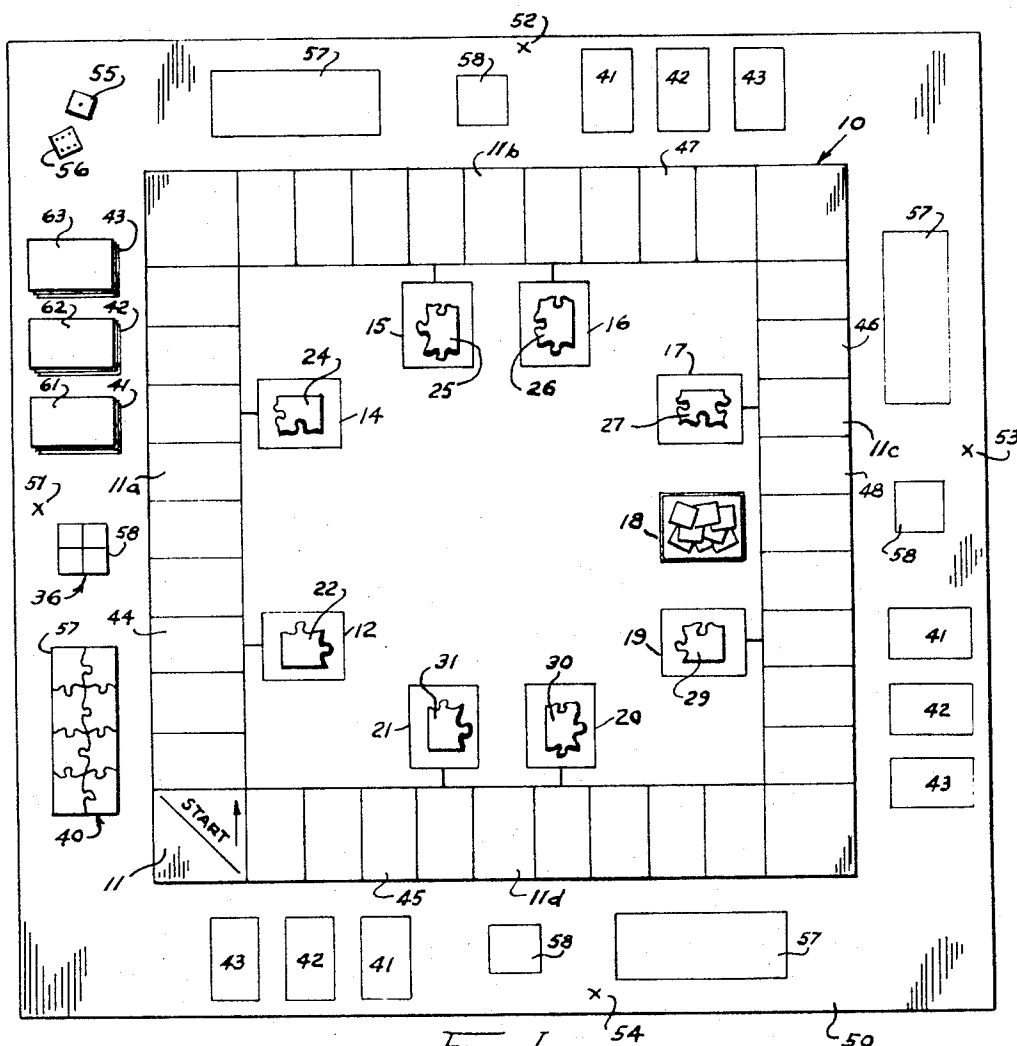
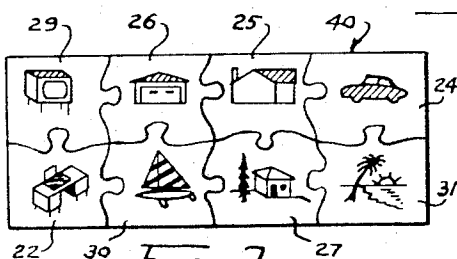
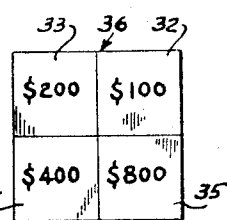
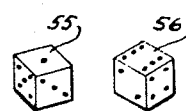
Sept. 23, 1969

L. M. MULLIGAN
BOARD GAME APPARATUS WITH SELECTIVELY USABLE HAZARD
AVOIDING CHANCE MEANS

3,468,540

Filed March 23, 1965

3 Sheets-Sheet 1



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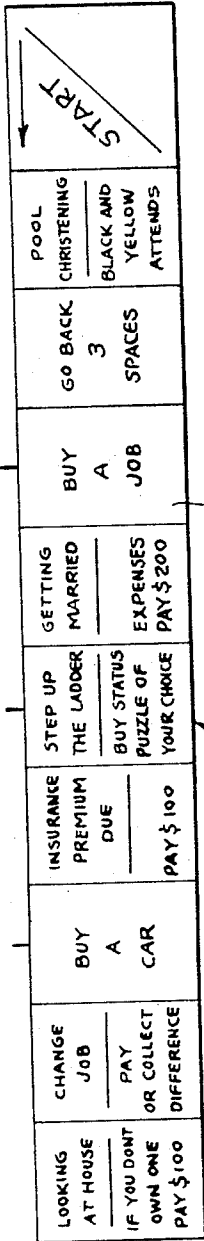


Fig. 1A

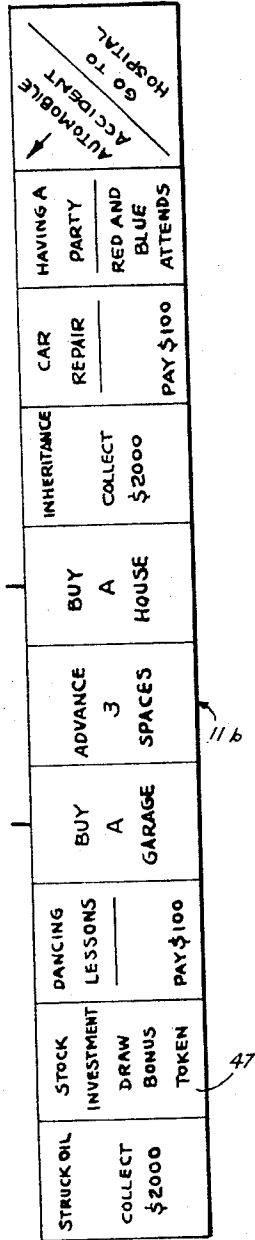


Fig. 1B

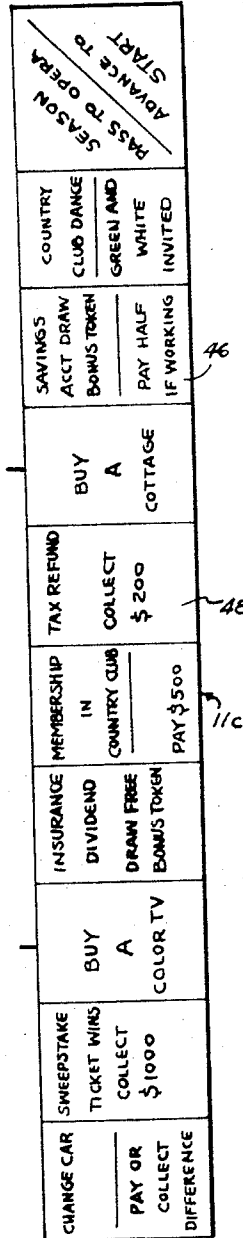


Fig. 1C

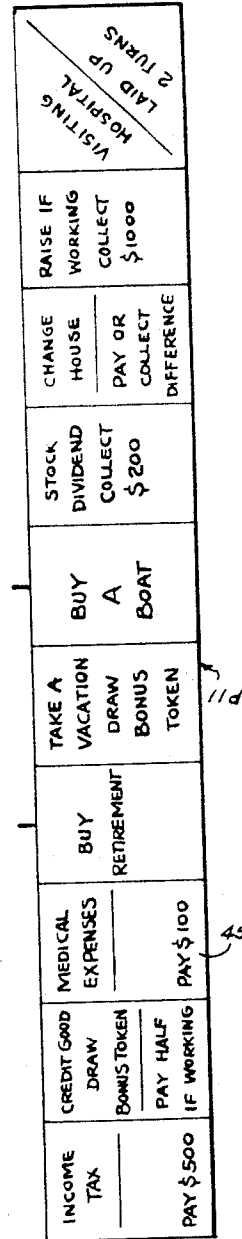


Fig. 1D

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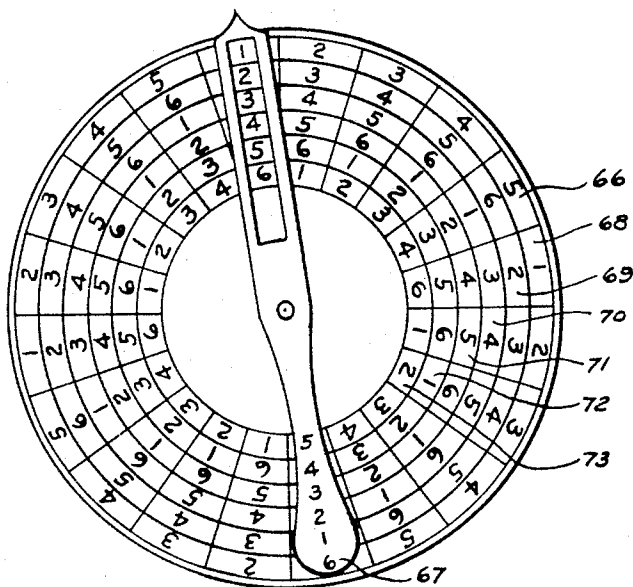


Fig. 4A

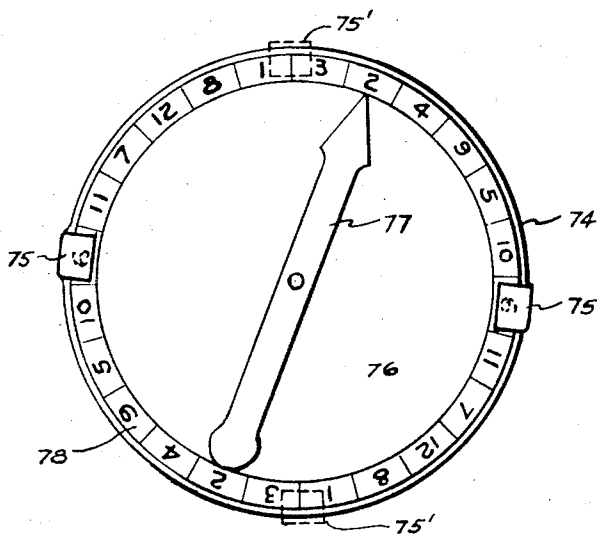


Fig. 4B

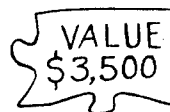


Fig. 7

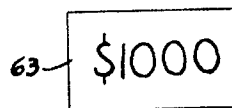
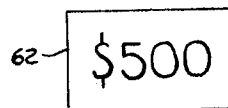
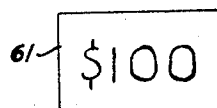


Fig. 5



Fig. 6

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3,468,540

BOARD GAME APPARATUS WITH SELECTIVELY USABLE HAZARD AVOIDING CHANCE MEANS

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3 Claims

ABSTRACT OF THE DISCLOSURE

A game apparatus comprising a table mat with a game board disposed centrally thereof and having designated areas surrounding said board to receive puzzle parts and bonus tokens. The board has a peripheral path divided into a series of playing spaces, some of which have associated therewith a plurality of identical puzzle parts, and said board having associated therewith a receptacle for a plurality of bonus tokens. Some of said spaces have indicia imposing on the player obligations which render such spaces hazard spaces. Either of two chance devices may be used to determine the number of spaces to be moved, each device being constructed so that a player may elect to select by chance a number from a group of numbers which does not include a number which might cause the player's play piece to land on one of said hazard spaces. One device has a spinner rotating over concentric rings, all of which have the same series of numbers, with a different one of said series omitted from each ring. The other device comprises a spinner rotating over a series of numbers carried by a base disc which has means for selectively covering any one of said numbers.

The present invention relates broadly to a parlor game and more specifically to a financial game having a termination of play means.

Parlor games based upon financial principles in the past have been based on chance, skill and endurance as to period of play. People are in constant search for recreation activity to permit an exercise of their mental skill and yet still have part chance and a logical termination.

Accordingly, among the objects of the present invention is to provide a piece of parlor game equipment for use by young and old alike based on the capitalistic system of investment, acquisition, and private ownership.

Another objective of the invention is to provide a financial game simulating the goals of life with a logical conclusion being arrived at to terminate the game.

An object of the present invention is to provide an entertaining means for persons to beneficially occupy their spare time.

Also, an objective of the present invention includes the provision of game equipment capable of accomplishing the above objectives with a minimum of material cost and fabricating expense, and at the same time being composed of simple and ruggedly formed structures which will be durable in application.

Other objectives and advantages of the present invention will be apparent from the following detailed description and appended claims, taken in connection with the accompanying drawings which form part of the instant specification, and which are to be read in conjunction therewith, and in which like reference numerals are used to indicate like parts in various views.

FIGURE 1 is a layout view of the game board, table mat and associated equipment;

FIGURES 1A, 1B, 1C and 1D are enlarged views of the game board course sections;

FIGURE 2 is a layout view of a completed "Status" puzzle showing the various goals striven for in the game;

FIGURE 3 is a layout view of a completed bonus token square;

FIGURE 4 shows a pair of dice used as the means to determine player movement;

FIGURE 4A shows a dial used as an alternate means to determine player movement;

FIGURE 4B shows another form of dial used as an alternate means to determine player movement;

FIGURE 5 is a view showing the typical scrip money used with the game equipment;

FIGURE 6 is a perspective view of a playing piece used with the game equipment;

FIGURE 7 shows the back side of a "Status" puzzle part.

While the invention is susceptible of various modifications and alternate constructions, certain illustrative embodiments have been shown in the drawings and will be described below in considerable detail. It should be understood, however, that there is no intention to limit the invention to the specific forms disclosed, but on the contrary, the invention is to cover all modifications, alternate constructions and equivalents falling within the scope of the invention as expressed in the appended claims.

Referring generally to the figures, we have a flat rectangular game board 10 illustrated in FIGURE 1 and made in accordance with the principles of one form of the invention. This board 10 as shown is a one-piece construction, but in actual practice the board will probably be made up of hinged sections which can be folded into a small compact form. The board may be constructed of cardboard, "compoboard," wood or any other suitable material.

FIGURE 1 shows the game board 10 set-up with four players; however, there is no specific player number limit. The board 10 has a course 11 printed around its outer edge, made up of sections 11a, 11b, 11c and 11d, shown in FIGURES 1A, 1B, 1C and 1D, respectively, which are divided into various play spaces or squares. Inside course 11 are eight outlined areas 12, 14, 15, 16, 17, 19, 20 and 21. These outlined areas hold various elements which are used in the play of this game to make up the "Status" puzzle 40, as viewed in FIGURE 2. For the present illustration the puzzle 40 is made up of eight "Status" puzzle parts 22, 24, 25, 26, 27, 29, 30 and 31 which are initially positioned as series, meaning all of the same puzzle part, in outlined areas 12, 14, 15, 16, 17, 19, 20 and 21, respectively. The outlined area 18 holds bonus tokens 32, 33, 34 and 35 which make up bonus token square 36, as viewed in FIGURE 3.

A table mat 50 may be used to play the game. Player station 51, as viewed in FIGURE 1, has a completed "Status" puzzle 40. Player stations 52, 53, and 54 show the table mat 50 design before play has started. Dice 55 and 56 are used to indicate the number of moves each player has for any one turn. This will be explained in detail below.

"Status" puzzle spaces 57 are used to position the "Status" puzzle parts as they are being assembled into "Status" puzzle 40. Bonus token square spaces 58 are used to position the bonus tokens as they are being assembled into bonus token square 36. Money spaces 41, 42 and 43 are used to stack the players' scrip money. For the purposes of the present illustration each player will receive a total of \$25,000 worth of scrip money in the amount of fifty \$100 scrip bills 61, ten \$500 scrip bills 62, and fifteen \$1,000 scrip bills 63, in spaces 41, 32 and 43, respectively.

The "Status" puzzle parts represent the various goals of life such as a job 22, car 24, home 25, two-car garage 26, cottage 27, color TV 29, boat 30, and retirement 31. The "Status" puzzle parts have different scrip money

values on their under side (see FIGURE 7). The "Status" puzzle parts are stacked in their individual outlined areas with their value side facing down and their playing side having their "Status" symbol facing up.

The bonus tokens 32, 33, 34 and 35 have various values indicated on one side. These tokens will be placed at random in the outlined area 18, where a plastic box may be provided, with their value side facing down. Each player will have an individual play piece 64, such as viewed in FIGURE 6.

One player will be selected to start the play and will roll the dice 55 and 56 and move his play piece 64 the number of course 11 spaces indicated. The player will perform or receive the indicated obligation or benefit, if any, shown on the space his play piece 64 lands on. When the player lands on a "Status" puzzle part space, such as "buy a job" space 44 shown in FIGURE 1A, and he has not already acquired this puzzle part, he will draw the top puzzle part 22 from area 12 and pay to the bank the indicated value. When a player lands on a bonus token space, such as space 47 seen in FIGURE 1B, he draws a bonus token from the box at 18 and pays the indicated value to the bank. During the play of the game, the player may cash in his bonus token for full value. A player can mortgage any of his "Status" puzzle parts by placing it face down in front of him and receiving one-half of its value from the bank. If four bonus tokens are acquired by one player he may turn them in to the bank and receive their combined value plus \$1,000 worth of scrip money.

The player having a turn rolls the dice once before passing, unless he rolls doubles, and then he performs the obligation or receives the benefit at the space landed on and rolls the dice again. If the space the player lands on requires a loss of turn, then the player that rolled doubles will not get his second roll. Other players will lose their next turn.

If a player lands on a space marked "pay," for example space 45 as viewed in FIGURE 1D, he pays the amount directed to the bank. A space marked "collect," such as space 48 as shown in FIGURE 1C, entitles the player to receive the indicated amount from the bank. If a player lands on a space marked "if working," such as space 46 as shown in FIGURE 1C, the restriction applies only to players with a job "Status" puzzle part 22. If a player does not have puzzle part 22 and lands on space 46 he must draw a bonus token and pay full value to the bank. In the event the puzzle part 22 is mortgaged, the player is entitled to the same benefits and obligations as a player having an unmortgaged puzzle part 22.

If during a turn a player passes the "Start" space he is entitled to receive \$500 of scrip money from the bank.

All players will have a color designated play piece 64. If any player lands on the space marked "Red and Blue Attends," "Green and White Invited," or "Black and Yellow Attends," for example, with "Green and White Invited" being illustrated in FIG. 1C just to the right of space 46, this obligates a player having a play piece of one of the colors specified to move immediately to the indicated space. The player required to move will not be entitled to collect the fee for passing the "Start" space if such a move takes him past it. Any player landing on the "Visiting Hospital" space will automatically miss his next two turns.

If a player lands on a space indicating "Change Job," "Change Car," or "Change House," he must have such a "Status" puzzle part and it must be unmortgaged. This part is exchanged for a similar part taken from the board. The price difference between the puzzle parts will be paid to or received from the bank depending upon the value difference.

If a player does not have scrip money to pay for the bonus token or to make payments due to the bank, he must cash in other bonus tokens or mortgage a "Status" puzzle part. In the event the player's "Status" puzzle parts

are all mortgaged, and he does not have the capital to continue play, he must return all "Status" puzzle parts and bonus tokens to their original outlined areas and he is eliminated from further play.

The game is terminated when one player first completes his "Status" puzzle 40 with all "Status" puzzle parts unmortgaged. The winner is determined by adding up the sum total of each player's assets.

A player's total assets include the value of his unmortgaged "Status" puzzle parts, bonus tokens and scrip money. The player first finishing his "Status" puzzle receives an additional \$10,000 for the first complete and unmortgaged "Status" puzzle. A completed bonus token square is worth its face value plus an additional \$1,000 when cashed in.

FIGURE 4 shows a standard pair of dice 55 and 56 which could be used in playing the game to determine the number of spaces a player may move. FIGURES 4A and 4B indicate two devices that can be used in place of the dice.

Referring generally to FIGURE 4A, an alternate play determination means is shown. This means has a number card 66 with a rotatable spinner 67. The number card 66 has outside number ring 68, middle number rings 69, 70, 71 and 72, and inside number ring 73. The number card 66 for the present illustration has a series of numbers 1 through 6 with each of the six rings missing one number of the series. Rings 68, 69, 70, 71, 72 and 73 are missing numbers 6, 1, 2, 3, 4 and 5, respectively. The missing numbers are shown on the tail of spinner 67 adjacent the rings they are missing from.

The players normally use outside ring 68 which has numbers 1 through 5. Depending upon the player's position on course 11, he may wish to pay a premium for insurance against various hazards ahead of him on the course. If such is the case, the player can select one of the rings 69 through 73 to be used in determining the number of spaces he should move. The player must pay the bank \$100 as a premium for the benefit of this insurance protection.

Referring generally to FIGURE 4B, another alternate play determination means is shown. This means has a base card 74 with cover tabs 75, and a number card 76 with a rotatable spinner 77. The number card 76 has number ring 78 having numbers 1 through 12. The base card 74 with its tabs 75 may be rotated with respect to number card 76. Card 76 has two series of numbers 1 through 12, with each number of one series being diametrically opposite the same number of the other series, so that a selected number can be covered by tabs 75 on card 74. The insurance principle works similarly in this case, with the player required to pay \$100 if he wishes to select a number to eliminate from the number ring 78. As illustrated in FIGURE 4B, the number 6 was selected to be eliminated during the particular spin. If the spinner 77 stops over a tab 75, the player is not permitted to move and must pass the play to the next player. If the player does not wish to eliminate one number during his spin, he can move the tabs to a neutral position, such as shown in phantom in FIGURE 4B and designated as 75'.

While a preferred and several alternate embodiments of the present invention have been illustrated and described herein, it is to be understood that other forms might be adopted and still be within the spirit and scope of the disclosed invention. Therefore, it will be understood that the embodiments shown in the drawings and described above are merely for illustrative purposes, and are not intended to limit the spirit and scope of the invention.

Other modes of applying the principles of my invention may be employed, instead of those explained, change being made as regards the described details herein disclosed, provided the features stated by any of the following claims be employed.

I therefore particularly point out and distinctly claim as my invention:

1. Apparatus for playing a competitive financial game adapted to increase the players' appreciation and knowledge of the financial operation of the free enterprise system which comprises, in combination,

- (a) a playing mat having disposed centrally thereof a game board with a continuous course divided into play spaces including a space designated "START,"
- (b) said mat having thereon an outlined area for the reception of bonus tokens, and having at each of a plurality of player positions at least two outlined spaces for receiving bonus tokens and at least two outlined spaces for receiving puzzle parts with complementary contours,
- (c) at least two series of identical puzzle parts conforming in outline to said puzzle part receiving spaces,
- (d) said puzzle parts being different from each other and having a "Status" symbol on one side and a value designation on the opposite side,
- (e) a plurality of outlined areas adjacent said continuous course and each aligned with one of said play spaces,
- (f) a manually maneuverable play piece for each player position,
- (g) each part in each of said series of puzzle parts having the same "Status" symbol and being dimensioned to be initially positioned in the same outlined area on said board and be removed to be positioned in the corresponding puzzle part receiving space when one of said play pieces lands on the play space with which the part receiving outlined area is aligned,
- (h) chance means to determine the number of play spaces a player's play piece should be moved,
- (i) a plurality of bonus tokens having a value designation on one side thereof, said bonus tokens being dimensioned to be initially positioned in said bonus token outlined area with their value designating side down and to be removed to be positioned in one of said bonus token receiving spaces when a play piece lands on a play space calling for the removal of a bonus token,
- (j) said chance means including a number card and a spinner rotatably mounted thereon,
- (k) said number card having a series of numbers in numerical order, the largest number being smaller than the total number of play spaces,
- (l) said play spaces including spaces bearing indicia which characterize such spaces as hazard spaces,
- (m) said chance means having at least one cover tab movable to selectively cover any number on said card.

2. Apparatus for playing a competitive financial game adapted to increase the players' appreciation and knowledge of the financial operation of the free enterprise system which comprises, in combination,

- (a) a playing mat having disposed centrally thereof a game board with a continuous course divided into play spaces including a space designated "START,"
- (b) said mat having thereon an outlined area for the reception of bonus tokens, and having at each of a plurality of player positions at least two outlined spaces for receiving bonus tokens and at least two outlined spaces for receiving puzzle parts with complementary contours,
- (c) at least two series of identical puzzle parts conforming in outline to said puzzle part receiving spaces,
- (d) said puzzle parts being different from each other and having a "Status" symbol on one side and a value designation on the opposite side,
- (e) a plurality of outlined areas adjacent said continuous course and each aligned with one of said play spaces,

(f) a manually maneuverable play piece for each player position,

(g) each part in each of said series of puzzle parts having the same "Status" symbol and being dimensioned to be initially positioned in the same outlined area on said board and be removed to be positioned in the corresponding puzzle part receiving space when one of said play pieces lands on the play space with which the part receiving outlined area is aligned,

(h) chance means to determine the number of play spaces a player's play piece should be moved,

(i) a plurality of bonus tokens having a value designation on one side thereof, said bonus tokens being dimensioned to be initially positioned in said bonus token outlined area with their value designating side down and to be removed to be positioned in one of said bonus token receiving spaces when a play piece lands on a play space calling for the removal of a bonus token,

(j) said chance means including a number card and a spinner rotatably mounted thereon,

(k) said number card having at least first and second number rings,

(l) said number rings each bearing the same series of numbers, but with one of said series omitted on one ring,

(m) said play spaces including spaces bearing indicia which characterize such spaces as hazard spaces.

3. Apparatus for playing a competitive financial game adapted to increase the players' appreciation and knowledge of the financial operation of the free enterprise system which comprises, in combination,

(a) a playing mat having disposed centrally thereof a game board with a continuous course divided into play space including a space designated "START,"

(b) said mat having thereon an outlined area for the reception of bonus tokens, and having at each of a plurality of player positions at least two outlined spaces for receiving bonus tokens and at least two outlined spaces for receiving puzzle parts with complementary contours,

(c) at least two series of identical puzzle parts conforming in outline to said puzzle part receiving spaces,

(d) said puzzle parts being different from each other and having a "Status" symbol on one side and a value designation on the opposite side,

(e) a plurality of outlined areas adjacent said continuous course and each aligned with one of said play spaces,

(f) a manually maneuverable play piece for each player position,

(g) each part in each of said series of puzzle parts having the same "Status" symbol and being dimensioned to be initially positioned in the same outlined area on said board and be removed to be positioned in the corresponding puzzle part receiving space when one of said play pieces lands on the play space with which the part receiving outlined area is aligned,

(h) chance means to determine the number of play spaces a player's play piece should be moved,

(i) a plurality of bonus tokens having a value designation on one side thereof, said bonus tokens being dimensioned to be initially positioned in said bonus token outlined area with their value designating side down and to be removed to be positioned in one of said bonus token receiving spaces when a play piece lands on a play space calling for the removal of a bonus token,

(j) said chance means including a number card and a spinner rotatably mounted thereon,

(k) said number card having a series of numbers in

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numerical order the largest number being smaller than the total number of play spaces,
(l) said play spaces including spaces bearing indicia which characterize such spaces as hazard spaces,
(m) said chance means having at least one cover tab movable to selectively cover any number on said card.

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DELBERT B. LOWE, Primary Examiner

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