United States Patent

Breslow

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[54] BOARD GAME APPARATUS

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

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

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

[56] **References Cited**

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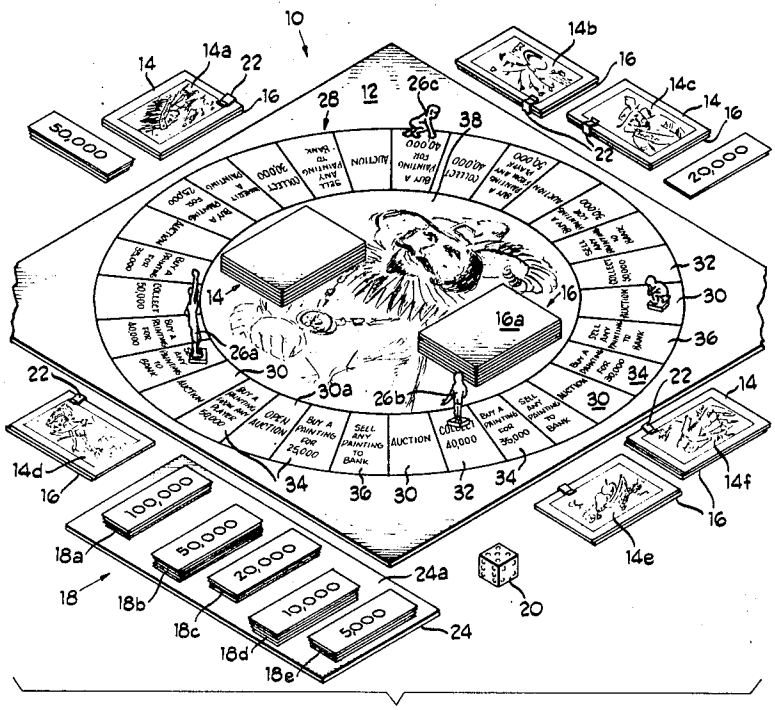
[57] **ABSTRACT**

A game device of the type having a game board, playing pieces, and a chance device to determine the advance of the playing pieces, characterized by the provision of playing cards having simulated works of art thereon and other playing cards having value indicia thereon. The game board provides instructions for players as they advance therealong with respect to the purchase or sale of cards representing works of art. The value cards are selected at random and removably attached to the simulated works of art to establish a value therefor with the value of art cards remaining concealed until the termination of the game.

7 Claims, 3 Drawing Figures



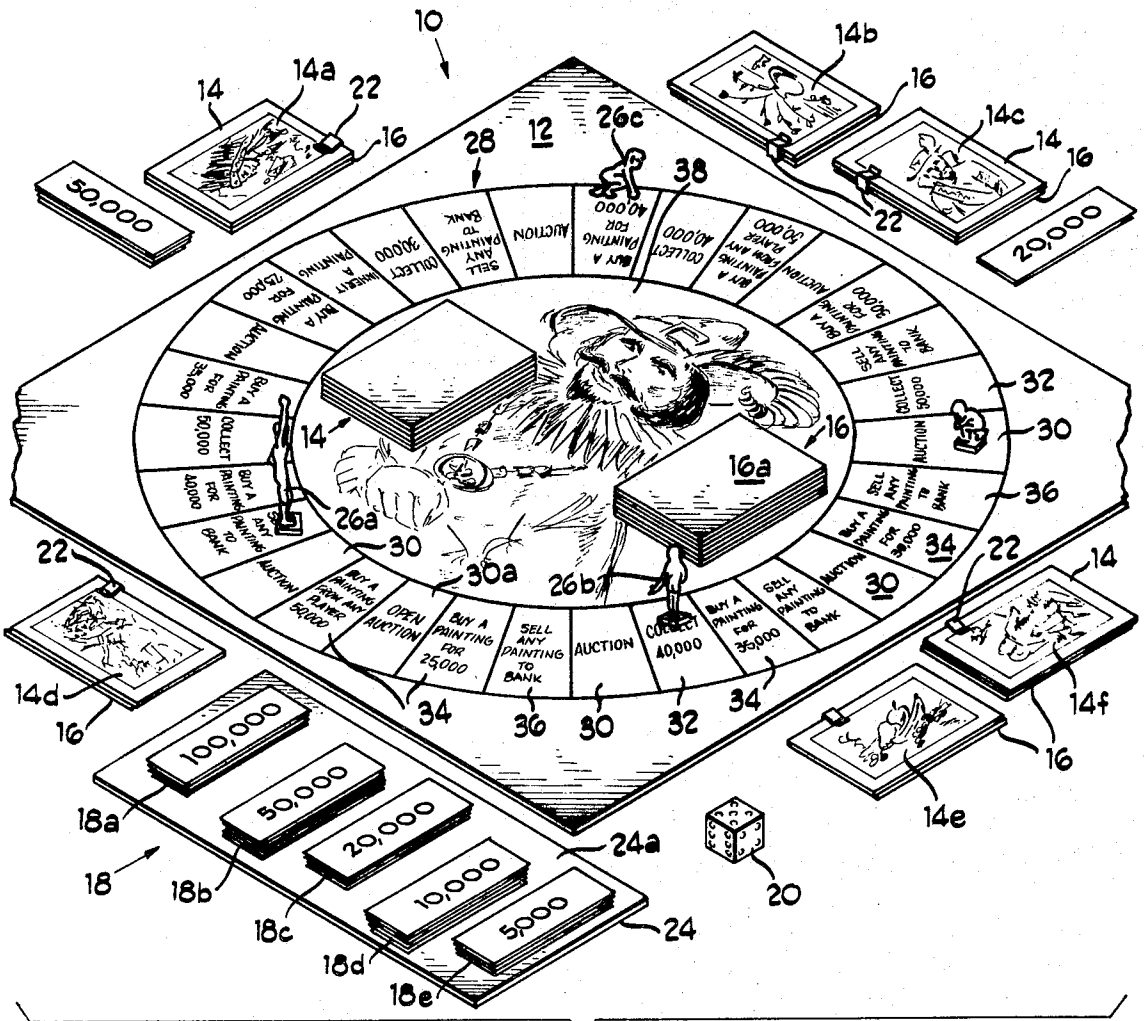


Fig 1

Fig 3

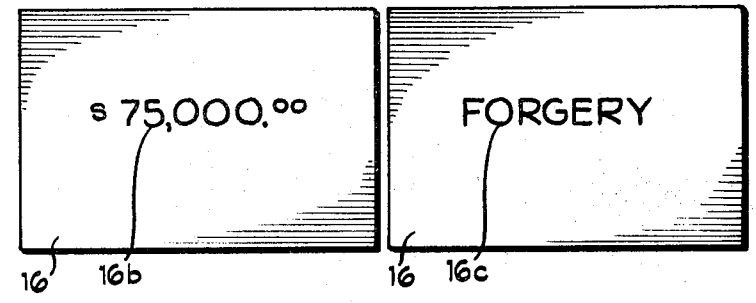
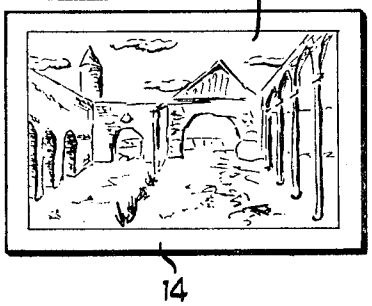


Fig 2



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BOARD GAME APPARATUS

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to game devices.

2. Brief Description of the Prior Art

There are many games which involve the concept of the advance of playing pieces along a playing board responsive to the dictates of a chance device. Moreover, many of these games also include opportunities to purchase items and simulated money is provided for that purpose. Game devices of this type usually are easily understood and have become very popular and well-received.

Few, if any, such games involve educational features for the participants. It is well recognized that participation in game activity is an excellent means for the absorption and retention of knowledge. Thus, those game activities which involve card elements having material or indicia thereon are especially suited for use as an educational-type chance game.

Little has been done in the game art in the way of providing games which involve the recognition of works of art. Accordingly, this invention is directed to providing an improved chance-type game involving the purchase and sale of certain game elements wherein the game elements include replicas of works of art.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved chance-type game involving the purchase and sale of certain game elements.

The best mode currently contemplated for carrying out the invention includes the provision of a game board having consecutive playing spaces thereon, with different instructions indicated in each of the playing spaces. Playing pieces and a chance device for dictating the amount of advancement of the playing pieces are also provided. The game further includes simulated money for the purchase and sale of game elements. Two decks of cards are provided, one of which has reproductions of works of art thereon, and the other of which has different value indicia thereon. As art cards are selected from the deck in which such cards are included, the value indicia cards are random-selected along therewith and associated with the works of art for the remainder of the play of the game to establish an actual value of each work of art card which is known only to the possessor of the work of art card.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a perspective view of the game of this invention;

FIG. **2** is a plan view of one of the simulated work of art card elements of this invention; and

FIG. **3** is a composite view of two of the value indicia card elements of this invention.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

The game **10** of this invention includes a game board **12** which is preferably of a generally flat rectangular pattern made of a suitable material, such as a stiff cardboard or plastic, or the like.

The game further includes a deck **14** of cards which include on one face thereof replicas of works of art, such as famous paintings as illustrated in the cards **14***a*, **14***b*, **14***c*, **14***d*, **14***e*, **14***f* and **14***g*. Also included is a deck of value indicia cards **16** having a plain or uniform back **16***a* and value indicating indicia such as **16***b* and **16***c* on the other face thereof. The art cards

14 may be provided with information concerning the replica of the work of art and the artist.

The game further includes simulated money **18** in different denominations, such as represented by the stacks of money **18***a*, **18***b*, **18***c*, **18***d* and **18***e*. A chance device **20**, here shown in the form of a die, is provided and clip means **22** are also provided for removably securing one painting reproduction card **14** together with one value indicia card **16**. A board **24** may also be provided on which stacks of money may be placed to establish a bank **24***a*. Different playing pieces **26***a*, **26***b*, and **26***c* are provided for the several players.

The game board **12** includes an annular ring-like pattern **28** of different consecutive playing spaces **30**, **30***a*, **32**, **34** and **36**. Playing space **30** is a so-called "auction" space; playing space **30a** is a so-called "open auction" space; playing space **32** is a space allowing a player to collect a certain amount of money from the bank **24***a;* playing space **34** is a space allowing a player to buy a painting from any other player for a specified amount of money; and playing space **36** is a space requiring a player to sell a painting to the bank. The center area **38** within the ring **28** is open and the decks of cards **14** and **16** are placed therein.

To play the game, the different decks of cards **14** and **16** are shuffled with the value indicia cards **16** being placed face down on the board so that only the plain or common-backed face **16a** thereof appears. The deck of painting reproduction cards **14** are placed with the faces up so that the painting on the top card is visible. Each participant is provided with an initial specific amount of money, such as a simulated $100,000, and each player chooses one painting card and one value card to initiate the collection. The value card is clipped to the back of the painting card, so as to conceal its value from the other players. Also, each player may select a marker and place the marker anywhere along the ring **28** on any one of the spaces **30**, **30a**, **32**, **34**, and **36**, but does not initially follow the instructions indicated on that particular space. The object of the game is for the participants to acquire the greatest amount of value in works of art through participation in the game.

As each player takes his turn, and throws the chance device **20** to determine the degree of advancement, he will land on one of the spaces **30** to **36** and will have to follow the dictates of that space. If a player lands on space **30**, then one of that player's paintings must be put up for auction with the bidding beginning at a set minimum figure, such as $20,000. If no one bids, then the game proceeds with the next player taking his turn. Otherwise the painting is sold to the high bidder. Since only the possessor of the painting is aware of the actual value placed on the painting, there is ample opportunity for players to "bluff" in the play of the game.

If the player lands on a space **30***a* which is the "open auction" space, every player has a chance to bid on the top card in the deck **14** but does not know the value of the simulated work of art, in that the value indicia card from the deck **16** is facing down and, of course, undisclosed. Again, the bidding starts at a set figure, such as $20,000, and continues until the painting is awarded to the highest bidder, who pays the bank the value of the bid. After the high bidder has paid for the simulated painting, he extracts a card from the top of deck **14** and also takes one card from the top of deck **16** which, depending upon the value **16b** or **16c** indicated thereon, remains with that simulated painting for the remainder of the game. The value card is associated in secrecy with the simulated painting card, and is clipped thereto by the aid of a clip **22**. It is to be understood that different value cards will have different specific numerical figures thereon, such as illustrated by **16b**, so that the game will have cards of different monetary values. Of course, the value card with the indicia **16c** indicating "forgery" means that the simulated painting which is associated therewith for the remainder of the game is of no value.

If a player lands on a space **36**, then the player may sell any painting to the bank for the value shown on the value card **16** associated with the simulated painting. That painting is then out of play.

If a player lands on a space **34**, it may instruct the player to buy a painting from the bank for the amount indicated on the space or buy a painting from another player for the amount indicated on the space. If the player does not choose to purchase, he does not have to. If the player does want to purchase a painting from another player, the other player must sell that painting to the first player for the amount specified on the space **34**, regardless of the value thereof as indicated by the attached card **16**. Where the space **34** indicates that the player is to buy the painting from the bank, then he selects the top card from the deck **14** and pays the amount specified on space **34**, and then takes the top value card from the deck **16** which determines the value of that painting. Again, this may determine that the painting **14** is worth anything from nothing ("forgery") to as high as a simulated value of $150,000 or so. The player clips the value card **16** selected against the back of the painting card selected from the deck **14**, with the aid of clip **22**, and places it face up, adjacent his position together with his other paintings.

The game continues until every painting in stack **14** has been purchased, at which time the game terminates. Each player then totals the value of the different paintings which he has in his possession as dictated by the value cards **16** associated therewith, together with the amount of cash remaining and the player with the highest total worth is declared the winner.

Thus, it can be seen that during participation in the game of this invention, the players will become aware of the replicas of certain works of art, such as simulated at **14***a*, **14***b*, **14***c*, **14***d*, **14***e*, **14***f* and **14***g*. Through occasional repeated play of the game participants will be able to recognize the work of art and associate it with the artist and the title of the work of art which may be printed on the front or rear face of the painting together with any short biographical information material. Thus, the game of this invention not only provides a unique approach to a buy-and-sell-type game, wherein the location of the playing piece determines the activity to be taken, but it also affords a means of exposing the participants to simulations or replicas of works of art so that participation in the game will familiarize the participants with such works of art.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

I claim:

1. A game device comprising: a game board having a plurality of game instruction areas thereon arranged along a path and including indicia instructing a participant to take part in transactions of simulated value; a plurality of playing pieces for advancement along the instruction areas. chance means for determining the advancement of said playing pieces; a plurality of first game elements having a pictorial representation thereon of subject matter capable of being bought and sold; a plurality of second game elements having different value indicia thereon; and means for removably affixing each of said value indicia game elements to one of said first game elements so as to conceal said value indicia, said instruction area indicia including indicia directing transactions involving the transfer of said first game elements and attached second game elements.

2. A game device comprising: a game board having a plurality of game instruction areas thereon arranged along a path and including indicia instructing a participant to take part in transactions of simulated value; a plurality of playing pieces for advancement along the instruction areas; chance means for determining the advancement of said playing pieces; a plurality of first game elements having representations of works of art thereon; a plurality of second game elements having different value indicia thereon; and means for removably affixing each of said value indicia game elements to said first game elements so as to conceal said value indicia, said instruction area indicia including indicia directing transactions involving the transfer of said first game elements and attached second game elements.

3. A game device comprising: a game board having a plurality of game instruction areas thereon arranged along a path and including indicia instructing a participant to take part in transactions of simulated value; a plurality of playing pieces for advancement along the instruction areas; chance means for determining the advancement of said playing pieces, a plurality of first game elements having a pictorial representation thereon of subject matter capable of being bought and sold; a plurality of second game elements having different value indicia thereon; means for removably affixing each of said value indicia game elements to one of said first game elements so as to conceal said value indicia, said instruction area indicia including indicia directing the sale or purchase of said first game elements with said indicia indicating a purchase or sale price of said first game elements.

4. The game device of claim **3** wherein the first game elements have representations of works of art thereon.

5. The game device of claim **3** including simulated money for use in the play of the game.

6. A game device comprising: a game board having a plurality of game instruction areas thereon arranged along a path and including indicia instructing a participant to take part in transactions of simulated values; a plurality of playing pieces for advancement along the instruction areas; chance means determining the advancement of said playing pieces; a series of first game elements having thereon indicia suggesting a subject matter capable of being bought and sold; a plurality of second game elements having different value indicia thereon; and means for removably affixing each of said value indicia game elements to one of said first game elements so as to conceal said value indicia, said instruction area indicia including indicia directing transactions involving the transfer of said first game elements and attached second game elements.

7. A game device comprising: a game board having a plurality of game instruction areas thereon arranged along a path and including indicia instructing a participant to take part in transactions of simulated value; a plurality of playing pieces for advancement along the instruction areas; chance means for determining the advancement of said playing pieces, a series of first game elements having thereon indicia suggestive of subject matter capable of being bought and sold; a plurality of second game elements having different value indicia thereon; means for removably affixing each of said value indicia game elements to one of said first game elements so as to conceal said value indicia, said instruction area indicia including indicia directing the sale or purchase of said first game elements with said indicia indicating a purchase or sale price of said first game elements.

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