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GAME

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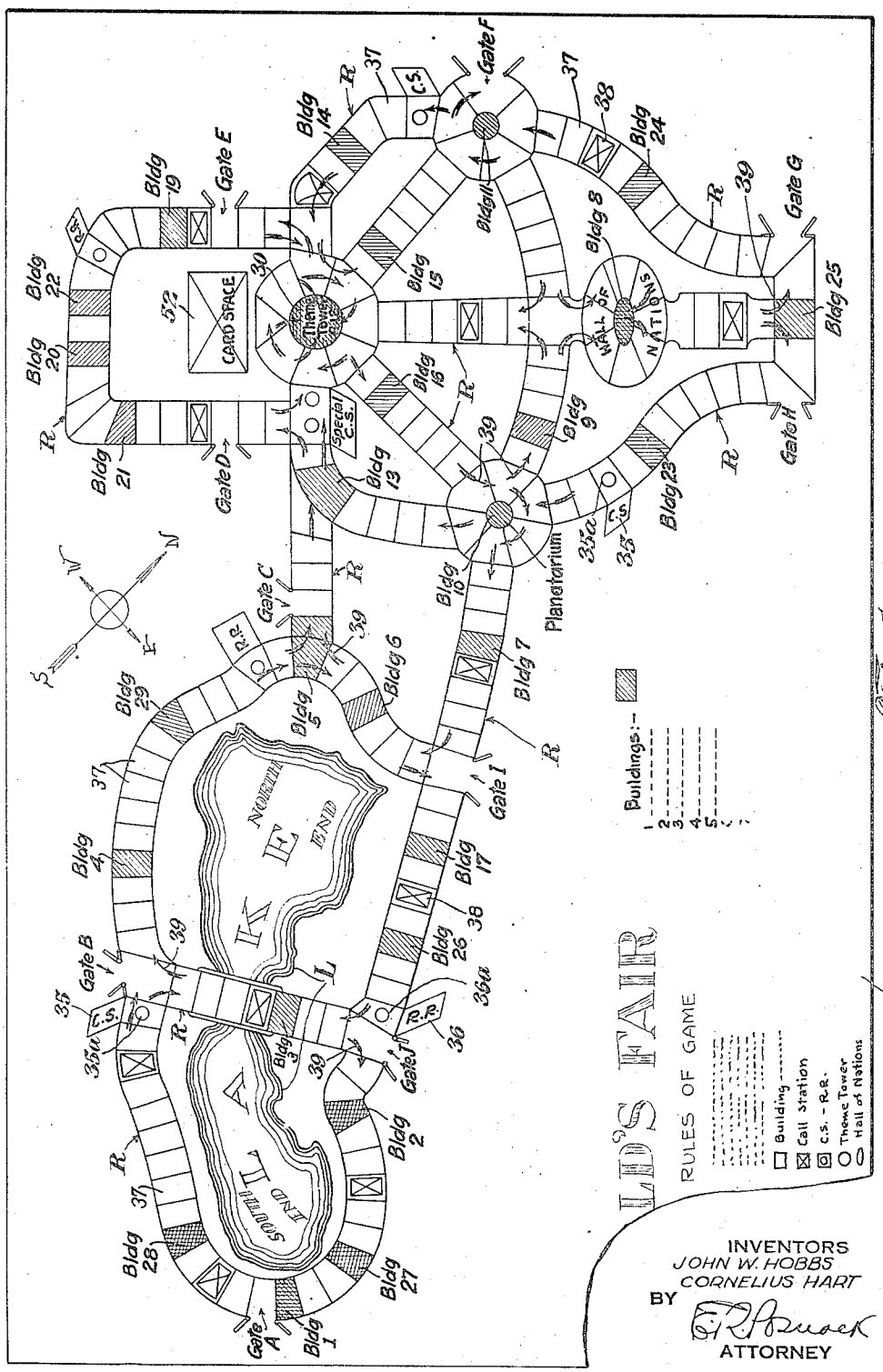


Fig. 1.

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GAME

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3 Claims. (Cl. 273—134)

This invention relates to an improvement in game apparatus, and particularly to that type of game in which each player is provided with a playing piece which is advanced over a route laid out on a field, the progress through the field being determined by chance.

More specifically, the field of this game relates preferably to a "World's Fair", the game herein described being specially applicable to the grounds of the World's Fair to be held in the city of New York during the year 1939.

It is within the contemplation of this game to enable the various players to make a complete tour of the "Fair" grounds and visit the various exposition buildings thereon, thereby providing not only a pleasant and interesting pastime, but also presenting the players an opportunity to thoroughly acquaint themselves with the physical lay-out of the "Fair" grounds and the arrangement of the buildings thereon.

Other objects, features and advantages will appear from the drawings and the description hereinafter given.

Referring to the drawings,

Figure 1 is a plan view of one form or arrangement of the board containing thereon the playing field for the game constituting our invention, the board being provided with lettering and distinctively marked areas to indicate routes, buildings and various stations to be traversed and visited by the players.

Figure 2 represents six "theme tower" cards, these being representative of a set of cards drawn by players during the course of the game.

Figure 3 represents three ticket stubs obtainable from certain buildings that must be visited, these being lined for color.

Figure 4 represents four of a set of ticket stubs obtainable from various other buildings represented on the playing field.

Figure 5 represents in perspective the dice used in playing this game, and

Figure 6 represents three of a set of playing pieces one being used by each player.

The purpose of the game, as aforesaid, is to require each of a group of players to make a complete tour of the "Fair" grounds, and to visit the exposition buildings thereon. As each player visits a building, he receives a ticket stub, each constituting proof that he has visited that building. The player that first receives a predetermined number of ticket stubs, which must include three from certain specially designated buildings scattered over the entire area of the field, and who first returns to the gate through which he entered the field, is declared the winner.

The specific procedure for the game will be more clearly understood from an examination of the items of equipment illustrated in the drawings. The playing field is graphically represented preferably on the board K of Figure 1, showing various routes R along which are located the exposition buildings and other stations. The buildings, illustrated by shaded areas, are represented for the purpose of this specification by the reference numerals 1 to 30, although they can each have printed thereon names to correspond with the actual buildings on the "Fair" grounds.

The special buildings or those that must be visited are the "Theme Tower" building, represented by reference numeral 30, the "Hall of Nations" building, represented by the reference numeral 8, and one of the buildings at the south end of the lake L, represented by the reference numerals 2, 27, 1 and 28,—all of said special buildings being illustrated by cross-hatched areas.

Scattered through the route are a number of areas or boxes 35 representing penalty stops such as comfort stations (containing therein the insignia C. S.) and other areas or boxes 36 representing rest rooms (containing therein the insignia R. R.). The entire route including the various paths shown on Figure 1 are subdivided into many boxes 37, each representing a station or unit of advance. Within certain of said spaces are boxes 38 containing two intersecting diagonal lines therein for the purpose of this specification, these boxes representing so-called "theme tower call spaces". Leading into the various paths at certain points thereof are a number of gates identified by the reference numerals A to J.

In the specific plan of the grounds shown in Figure 1, a lake L appears, one portion of which is marked "South end", this being a region that must, as hereinbefore stated, be visited by the player in accordance with the rules of the game. It will also be noted that along the various paths are arrows 39 indicating the direction of travel along said paths. Thus it will be seen that some of said paths are reserved for one-way travel, whereas others permit two-way passage thereover.

In playing the game, a superintendent of the fair is elected whose duty it is to distribute the ticket stubs such as 40, 41 and 42 of Figure 3 and 43, 44, 45 and 46 of Figure 4. For each building there must be a number of such ticket stubs, preferably containing the name or number

of the building thereon, so that each player who visits such buildings during his progress along the field may receive a ticket stub as proof of his visit. A stack of the Theme Tower or destination cards consisting of cards such as 46a, 47, 48, 49, 50 and 51 is placed upon the card space 52 to properly prepare the apparatus for playing.

The starting player is selected in any appropriate way, such as by rolling a pair of dice. When the starter is selected, it is his privilege to choose any gate for entrance that he may desire. Thereafter, all subsequent players must successively enter through adjacent gates to the left thereof. And as soon as it is determined which gate a player will enter, he is provided with a playing piece such as 52, containing thereon a letter corresponding to the designation of his entrance gate.

To start his course of travel on the field, each player rolls three dice 53, 54 and 55 shown in Figure 5, the die 55 being larger than the other two. The sum of the numbers on the two small dice 53 and 54 determines the number of spaces the playing piece moves. For example, should the said sum be 7, the player must move through seven of the spaces such as 37, in the direction indicated by the arrows.

If such moves bring the player to a space with a building thereon, the superintendent must give him a ticket stub as evidence that he has visited that building. If, during the course of the game, the player should again visit the same building, he cannot again receive a ticket stub from that building.

The number shown on the large die 55 gives the player the opportunity to move any one of his opponents either to a theme tower call space 38, a comfort station 35, or a rest room 36, provided only that the number on the large die exactly represents the number of spaces the opponent happens to be removed from any one of such areas or stations. In this way it is apparent that by a single roll of the dice a player not only advances himself, but also may exercise some control over the position of any one of his opponents. If a player, whether through his own act of rolling the dice or as a result of the number on the said large die rolled by an opponent, is brought to certain areas or stations, he may, under certain circumstances, find himself penalized, so that one may either gain or lose at any roll of the dice. In this manner it appears that every one of the players may be moved at any time during the progress of the game, either by himself or by the act of any other player.

Should a player find himself at a comfort station 35 or rest room 36, by virtue of the roll of the dice, he must either lose a turn or forfeit a ticket stub to one of the buildings. In this connection it will be noted that the boxes 35 and 36 are positioned outside of the direct path in the field so that should a player find himself in a space such as 35a or 36a, he must move out into the outside box 35 or 36, as the case may be. To advance from said outside box, he must first pass through either 35a or 36a, each of which constitutes a single unit of advance.

A player can also be sent to a comfort station or rest room in the event his space becomes occupied, upon a subsequent roll of dice, by an opponent. In such an event, the opponent ousts the first player from his position and forces him into the nearest comfort station or rest room,—backward or forward,—so that the ousted player automatically loses a move. As a reward to an opponent sending a player to a comfort station or rest room, said opponent may at once move to the nearest building and receive a ticket stub therefor.

If a player lands on a theme tower call space 38, he must pick a card from the theme tower pack at 52, and thereby receive further instructions, in accordance with the notation contained thereon, as to how to continue thereafter. For instance, should he pick card number 49, the player would be required to go back five spaces. It is obvious that the employment of such cards may provide considerable amusement and also add further to the element of chance in determining the progress of a player through the grounds.

It will be noted that the "Fair" buildings are situated at different spaces around the board, and these should be the main objective of each move for the purpose of obtaining ticket stubs. However, in order to force the players to traverse the entire territory, the rules of the game provide that a ticket stub must be obtained from the Theme Tower building 30, the Hall of Nations 8 and one of the buildings 2, 27, 1 or 28 at the south end of the lake.

Only when a player has received a predetermined number of ticket stubs, including the three "must" stubs (Figure 3), will his return to his starting gate enable him to win,—provided he is the first of the players to meet these requirements. As he gets within ten spaces, for example, of his entering gate, the player may refuse to move his playing piece until his roll of dice gives him the exact number of points to carry him out through the exit space.

This game can be played with various groups of players. With from two to four persons playing, it is advisable that fifteen ticket stubs shall be the minimum to be obtained by a player before he can return to his starting place. With from five to ten players, the required number of ticket stubs may be reduced to twelve.

It is apparent that the arrangement of buildings and the routes may be varied in accordance with the physical plan of the selected field, within the contemplation of this invention. One of the dominant features of this game is the employment of a plurality of dice, for the purpose of controlling the advances not only of the player rolling the dice but of any of his opponents; and another feature of the game is characterized by the various penalties and rewards depending upon the position to which the player is moved. The incentive is to obtain a given number of ticket stubs in as brief a time as possible, thereby requiring the player to traverse the entire field. Particularly in the specific field shown on the drawings, which is illustrative of the "World's Fair" grounds, the game by virtue of the apparatus thereof and rules therefor will give the player a thorough knowledge of the various buildings and feature spots on the grounds, in addition to providing a pleasant pastime.

It is of course understood that the various embodiments above described and shown in the drawings are illustrative of our invention and not employed by way of limitation, inasmuch as numerous changes and modifications may be made within the scope of the appended claims without departing from the spirit of this invention.

What we claim is:

1. A game apparatus comprising a board having a representation of a playing field thereon and over which game pieces controlled by chance

devices may be moved; said playing field including areas designating buildings, a path having directional markings thereon and connecting the several buildings, said path being marked off into individual blocks, gates indicated at certain points along the path providing a series of independent entrances to the path, certain of said blocks constituting penalty stations, and a single way station located adjacent each penalty station to temporarily shunt one of the game pieces off of the main path.

2. A game apparatus comprising a board having a representation of a playing field thereon and over which game pieces controlled by chance devices may be moved; said playing field including areas designating buildings, a path having directional markings thereon and connecting the several buildings, said path being marked off into individual blocks, gates indicated at certain points along the path providing a series of independent entrances to the path, certain of said blocks constituting penalty stations, certain of said blocks being marked to designate additional buildings, and a single block arranged at one side of each of the penalty stations providing way stations along the path to temporarily shunt one of the game pieces off of the main path.

3. A game apparatus comprising a board having a representation of a playing field thereon and over which game pieces controlled by chance devices may be moved; said playing field including a plurality of buildings, a path having directional markings thereon and connecting the several buildings, said path comprising a plurality of sinuous intercommunicating courses divided into spaced areas, gates indicated at certain of said areas forming a plurality of independent entrances to the path, certain of said areas being distinctively marked to indicate penalty stations and destination call stations, and a way station adjacent each penalty station to temporarily shunt one of the game pieces off of the main path.

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