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(54) Title: A GEOGRAPHIC BOARD GAME

(57) Abstract: A geographic board game which comprises : (1) a board showing a map traced with several tracks divided in compartments and leading to different camps; (2) two dice, each of a different colour; (3) distinctive playing pieces, one for each team; (4) several sets of minute tokens and (5) two sets of cards, one consists of mystery stop cards while the other consists of question cards. The map may be a country or a national park. The playing pieces are minute landrovers of different colours each provided with holes on the top to pin the minute tokens which represent animals, flora or other objects in use in the geographic area. Each mystery stop card contains either a reward or a penalty for the team which lands on one of the special marked compartments, while each question card comprises six educative questions about the geographic area. A game in which both coloured dice are thrown alternatively by the teams, one die commands the move while the other one dictates the question on the question card, if responded correctly the team throws again, when arriving at a camp the team receives a minute token, after collecting all the minute tokens, the first team to return to the main camp is the winner.

AP
268



ABSTRACT

A geographic board game which comprises : (1) a board showing a map traced with several tracks divided in compartments and leading to different camps; (2) two dice, each of a different colour; (3) distinctive playing pieces, one for each team; (4) several sets of minute tokens and (5) two sets of cards, one consists of mystery stop cards while the other consists of question cards.

The map may be a country or a national park. The playing pieces are minute landrovers of different colours each provided with holes in the top to pin the minute tokens which represent animals, flora or other objects in use in the geographic area. Each mystery stop card contains either a reward or a penalty for the team which lands on one of the special marked compartments, while each question card comprises six educative questions about the geographic area.

A game in which both coloured dice are thrown alternatively by the teams, one die commands the move while the other one dictates the question on the question card, if responded correctly the team throws again, when arriving at a camp the team receives a minute token, after collecting all the minute tokens, the first team to return to the main camp is the winner.

AP 000268



A GEOGRAPHIC BOARD GAME

The present invention relates to a geographic board game. The game is played by two parties using a geographic board, dice, cards, tokens and playing pieces. The game is exciting, amusing and educative in testing the knowledge of the players on a particular subject.

Board games are known from ancient times. There exist numerous types of board games. One type is the geographic board game which uses a board showing a map on which is traced one or more tracks, divided in small compartments. The players must follow those tracks with playing pieces moved by the players according to the result of a throw of dice.

However, few of these games have succeeded in combining the factor of chance with noteworthy cultural benefit.

The present geographic board game is meant for people of all ages and education. It has been designed to promote knowledge in a certain field. The game is exciting, entertaining and can be adapted to several levels of difficulty according to the age and intelligence of the players.

The geographic board game, subject of the present invention, comprises (i) a board showing a map traced with some tracks divided in compartments, (ii) two dice of different colours, (iii) two distinctive playing pieces one for each team, (iv) minute tokens and (v) two sets of cards, one set contains mystery stop cards while the other set contains questions.

The board game has been developed and is especially suitable to play a game called "Zimbobezi" which is a game based on safari experiences and which tests the knowledge of players while teaching them the natural aspects of an area, that area being a national park or a country such as Zimbabwe.

The object of the game is to collect all the minute tokens by answering the questions correctly. The dice are thrown alternately by each party. One of the coloured dice commands the move of the playing piece on one of the tracks which may be arbitrarily chosen at the start. The other coloured die dictates the question. If answered correctly the party throws the dice again but if answered incorrectly the play passes to the other party. A number of marked compartments are provided for the mystery stop cards. Each track on the board leads to a camp, arriving at the camp the player receives a minute token and moves on one of the tracks traced from the camp. The party who after visiting all the camps and has collected all the minute tokens, returns to the base camp.

The game is played by two or more parties who may be a sole person or a team. Also two separate sets of question cards and penalty cards may be used when there is a noticeable difference in age or intelligence between the two parties.

The game and its rules are now explained in detail for preferable embodiment of the invention with reference to the Drawing.

Figure no 1. shows a map of Zimbabwe on which are traced some tracks (1) divided in small compartments of which some are black (2). Also a base camp (3) and some intermediary camps are shown at the end (4) or in a traject of a track (5).

Figure no. 2 shows a player piece, a landrover with six holes at the top to pin in minute tokens.

Figure no. 3 shows six minute tokens:

- (1) Token I : a giraffe
- (2) Token II : a flora
- (3) Token III : an insect
- (4) Token IV : a reptile
- (5) Token V : a bird
- (6) Token VI : a torch

There are two sets of these minute tokens, one set for each playing party.

8
6
0
0
2
6
8



As illustration is given the rules of the game "Zimbobezi" for which the equipment, shown in Figure no. 1 to 3, has been especially designed.

- The game begins with a throw of dice to indicate the party who will begin the game.
- The game itself begins at the base camp (3).
- The beginning party throws the two coloured dice.
- The top number of one of the two dice commands the number of compartments to move forward on one of the tracks (1) leaving the base camp. The route to be followed may be chosen by each playing party.
- The top number of the other die dictates the question to be answered by the playing party. If the question is answered correctly the playing party plays again otherwise the game is passed to the other party. An example of such a set of questions is illustrated in Figure no. 4.
- However, when the move on the track ends at one of the black compartments (2) then instead of a question a penalty as indicated on the mystery stop cards is given, as indicated on the upper mystery stop card. Some possible penalties are illustrated in Figure no. 5.
- When arriving in a camp (4) or (5), the playing party has to answer the question correctly before getting the minute token of the camp.
- The minute token is pinned in one of the six holes of the playing piece (Figure no. 2) and a trip to another camp is commenced.
- The playing party who has collected all the six minute tokens, travels back to the base camp (3). He must throw the exact number to ensure he does not "overshoot".

The next question card is taken by the opposite party and all questions are asked. The party who can answer four of the six questions correctly wins the game.

The rules explained above are illustrative. They may be modified or changed according to the desires and fantasy of the playing parties.

Although the invention has been described in detail for a particular country and specific pieces, it is understood that any obvious modification is covered by the invention.

AP 000268

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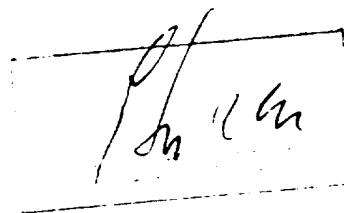
CLAIMS NOW PARTICULARLY DESCRIBED AND ASCERTAINED
TO BE THE SUBJECT MATTER OF THE CLAIMS THAT WHAT THE CLAIM IS

- 5 -

CLAIMS

- 1.- A simple manual geographic board game comprising a board showing a map, tokens, dice and two sets of cards characterised that :-
 - (i) the map is traced with several tracks divided in compartments and leading to different spots on the map;
 - (ii) the tokens are of two different types, one type are playing piece tokens and is distinctive for each playing team, while the other type are trophy tokens;
 - (iii) the two dice are different colours, each having its own purpose.
 - (iv) one set of cards contains penalties or rewards while the other set of cards contains questions.
- 2.- A simple manual geographic board game according to claim 1 characterised that the map shown on the board is a country or a national park and that some of the compartments of the tracks are marked differently from the others.
- 3.- A simple manual geographic board game according to claim 1 characterised that the playing piece tokens representing minute vehicles of different colours each provided with holes in the top to pin in the trophy tokens, representing animals, flora or other objects in use in the geographic area.
- 4.- A game played by using the geographic board game according to claims 1 to 3 characterised that both coloured dice are thrown alternatively by the teams, one die commands the move while the other one dictates the question on the question card, if responded correctly the team throws again, when arriving at a camp the team receives a minute token, after collecting all the minute tokens. the first team to return to the main camp is the winner.

Dated this 13 Day of February 1992.





ZIMBABWE BOARD OF TRADE

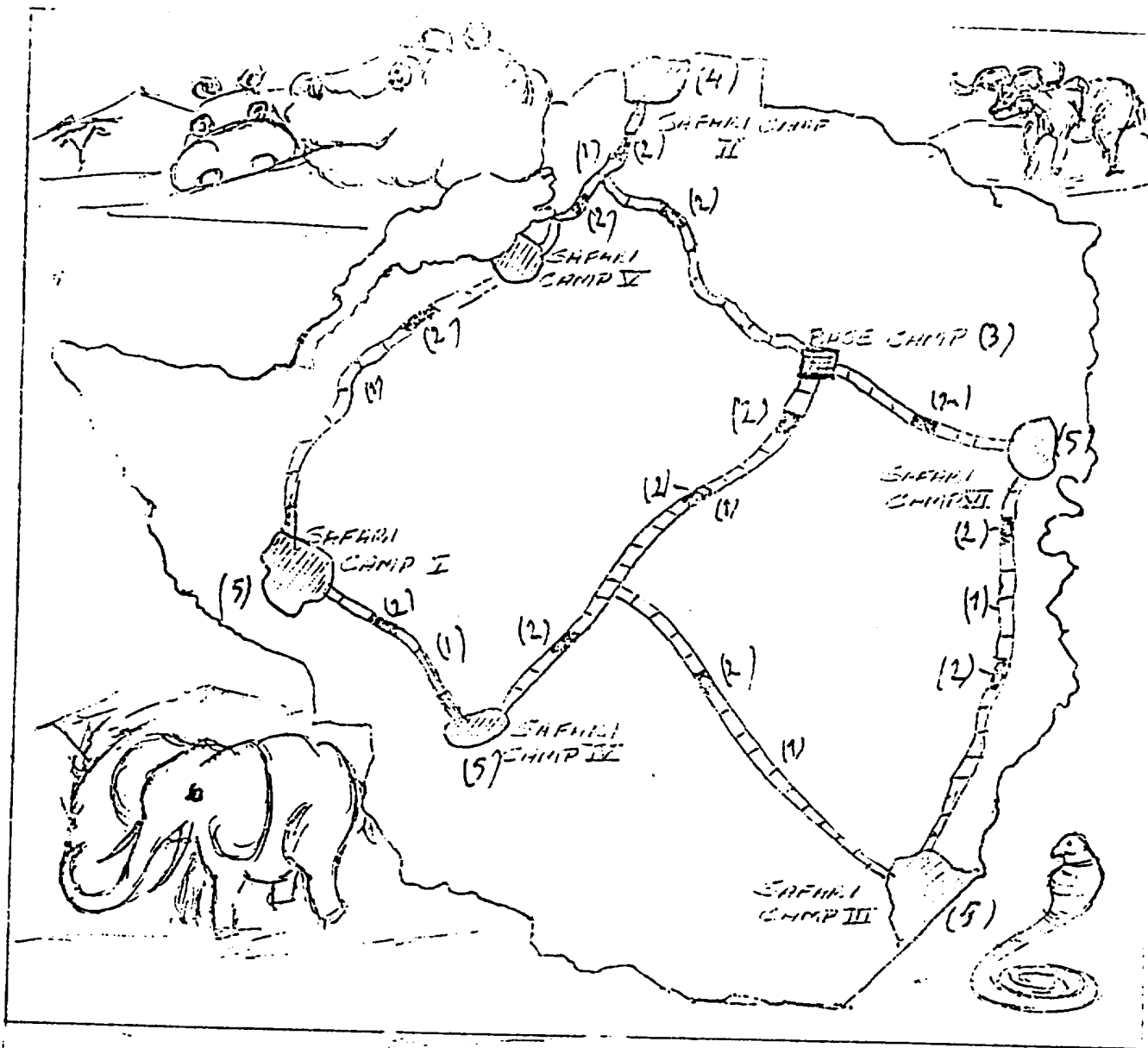


Figure No. 1

ZIMBABWE MARKERS X2
LANDROVER WITH SIX HOLES
IN THE ROOF (ACTUAL SIZE)

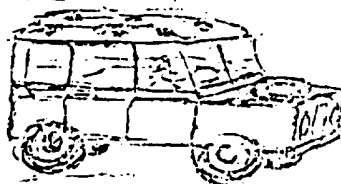


Figure No. 2

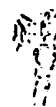
TOKEN I (MAMMALS)

X2.



TOKEN III (INSECTS)

X2.



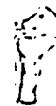
TOKEN II (FLORA)

X2.



TOKEN IV (REPTILES)

X2.



TOKEN V (BIRDS)

X2.



TOKEN VI (GENERAL)



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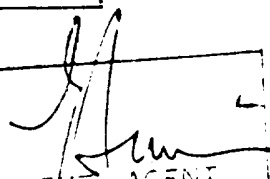


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- | | |
|---|---------------------------------|
| 1. Do leopards swim? | 1. Yes (very well) |
| 2. What is the scientific name for the mopane tree? | 2. Colophospermum mopani |
| 3. What time of day do most dragonfly become adult? | 3. Just before dawn |
| 4. What colour is the marsh terrapin? | 4. Yellowish-brown |
| 5. Which species of mammal do crested guinea fowl follow? | 5. Monkey (falling fruit) |
| 6. Where is the Batoka Gorge? | 6. Zambezi below Victoria Falls |

- | | |
|---|-------------------------------------|
| 1. Which antelope has target markings on its rump? | 1. Waterbuck |
| 2. Which of the wild protea are the most widespread in Zimbabwe? | 2. African protea or protea gaguddi |
| 3. What does the tsetse fly feed on? | 3. Blood |
| 4. Bitis Gabonica has a triangular head. What is its common name? | 4. Gaboon viper |
| 5. Which stork takes its name from the yellow strap on its beak? | 5. Saddlebill stork |
| 6. How many metres above sea level does Lake Kariba lie? | 6. 500 metres |

Figure No. 4


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3
 203

1. The vehicle has a puncture. Move back 3 spaces.
2. You forgot the toilet paper. Imitate a hippo.
3. You've lost your way; Return to previous safari camp and answer a question.
4. The cooler box fell off the landrover. Miss a turn to re-pack.
5. Hyena have raided your supplies. Return to base camp and await your next turn.
6. You are being charged by elephant. Move up 3 spaces.
7. You've forgotten the biltong. Recite a poem.
8. A baobab has fallen across the road. Miss a turn to clear it.
9. A monkey has stolen your car keys. Miss a turn to retrieve them.
10. You have taken fruit into the parks and elephants have overturned the vehicle to get at it. Yodle for one minute.
11. Everyone has got diarrhoea from the stew. Miss a turn to recover.
12. A baboon has decided to use your tent as a playhouse. Miss a turn so he can leave.
13. A puff-adder has taken up residence in your sleeping bag. Miss a turn so he can leave.
14. You forgot the torch. Sing an operatic song.
15. There is a rather irate Rhino in camp. Sing a lullaby to calm her down.

Figure 5

