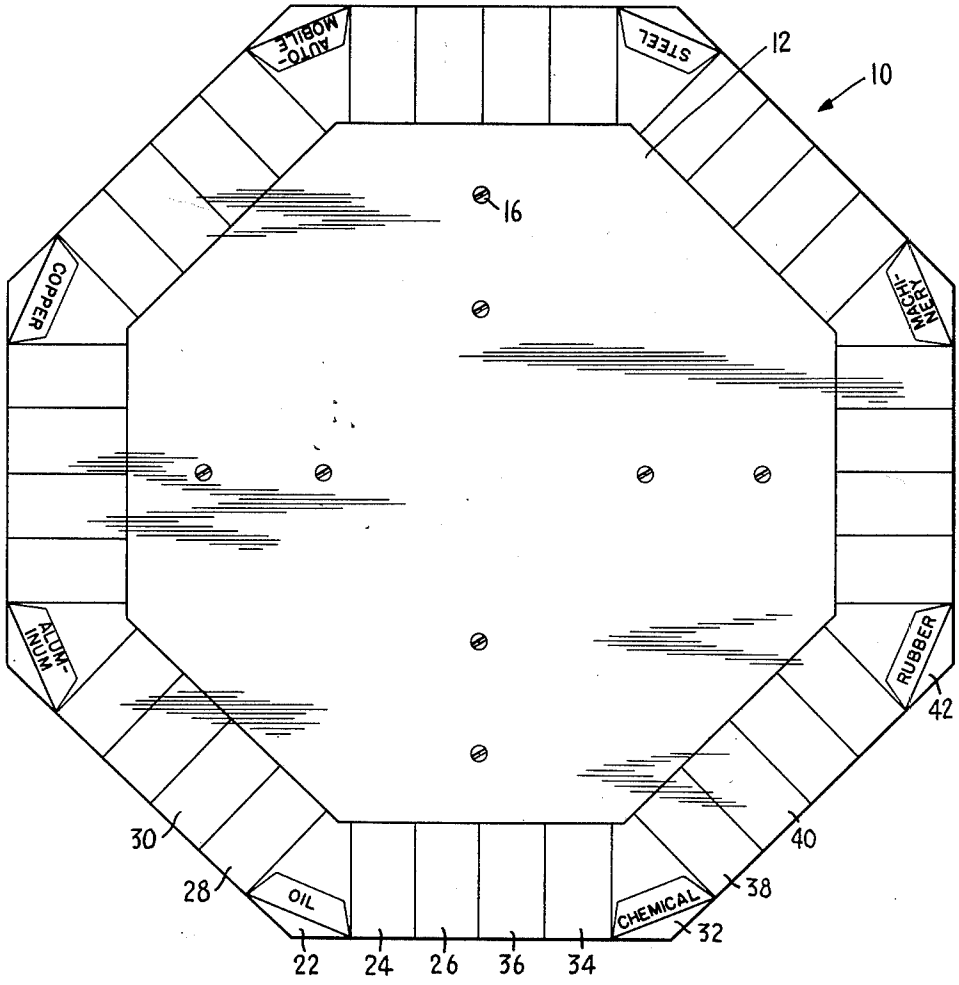
Nov. 5, 1963 K. T. STRAND ETAL 3,109,652

CHANCE CONTROLLED GAME APPARATUS WITH COMPARTMENTED GAMEBOARD

Filed May 14, 1962 6 Sheets-Sheet 1

FIG. I



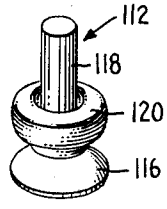


FIG. 10

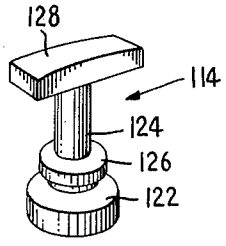


FIG. 11

CHANCE CONTROLLED GAME APPARATUS WITH COMPARTMENTED GAMEBOARD

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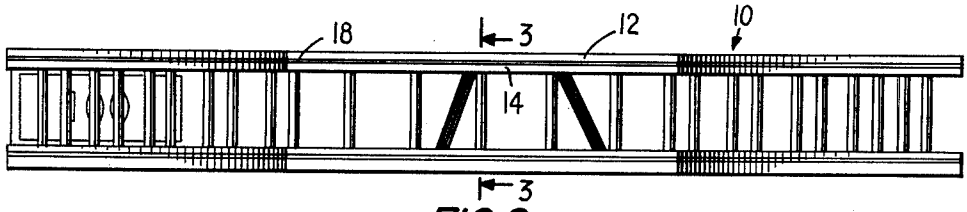


FIG.2

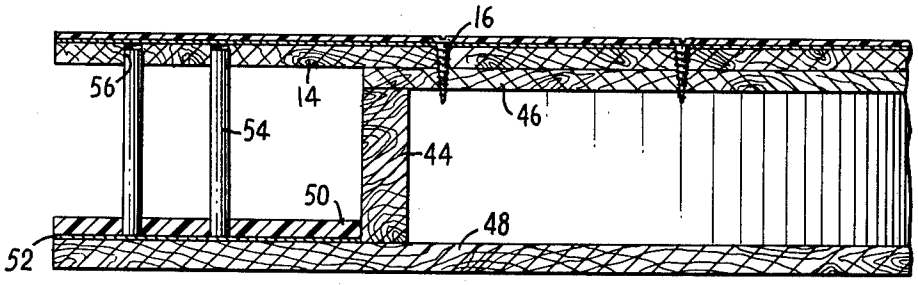
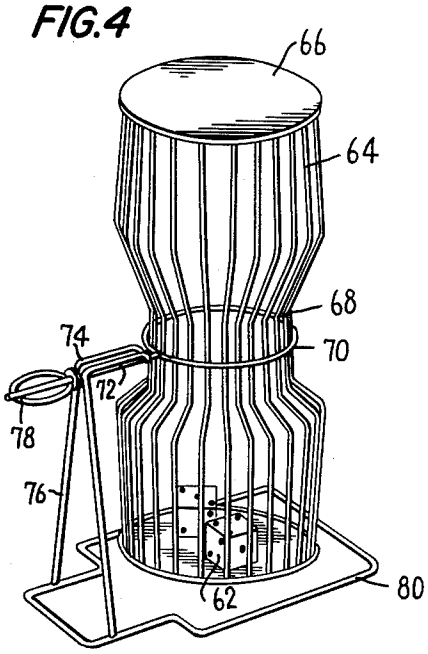


FIG.3

FIG.4



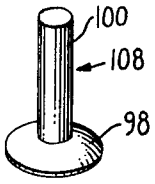
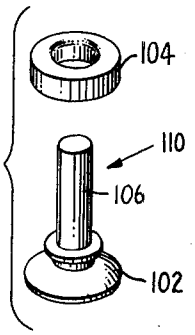


FIG.6

FIG.7



CHANCE CONTROLLED GAME APPARATUS WITH COMPARTMENTED GAMEBOARD

Filed May 14, 1962 6 Sheets-Sheet 3

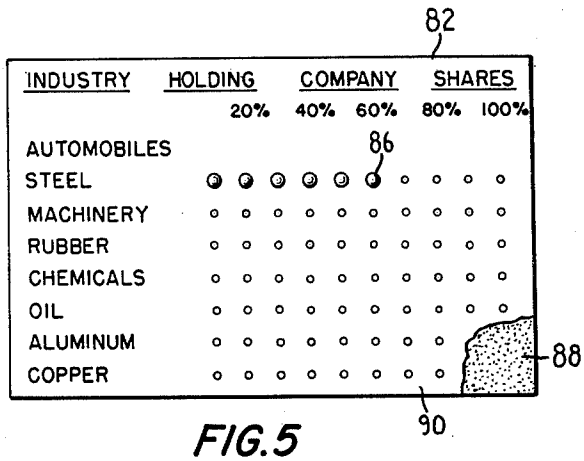


FIG.5

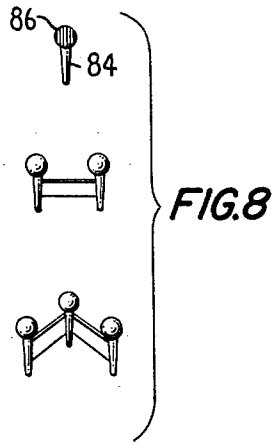


FIG.8

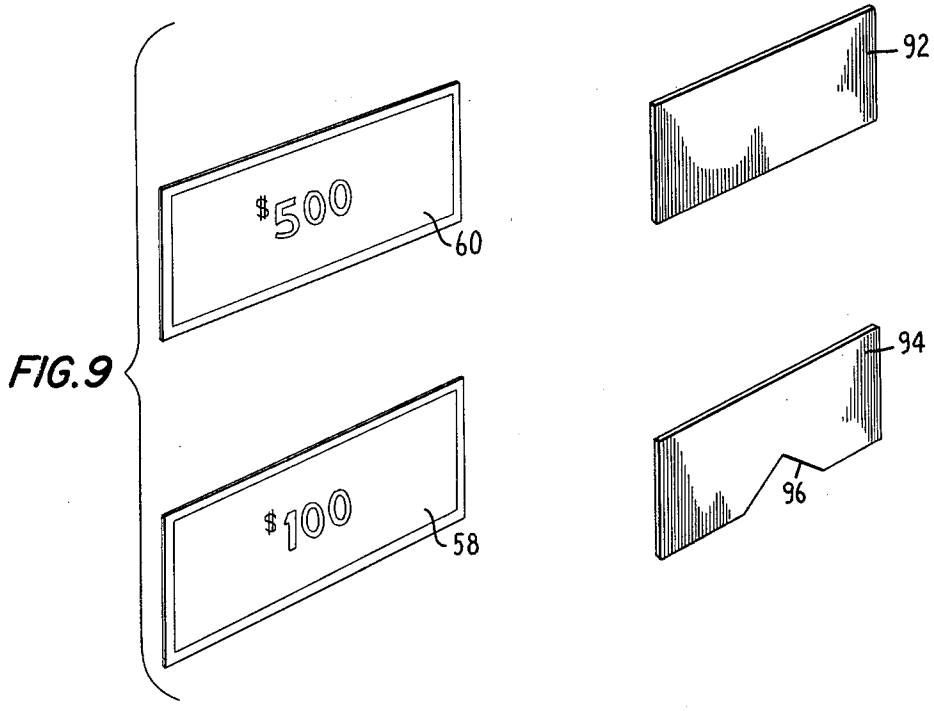


FIG.9

CHANCE CONTROLLED GAME APPARATUS WITH COMPARTMENTED GAMEBOARD

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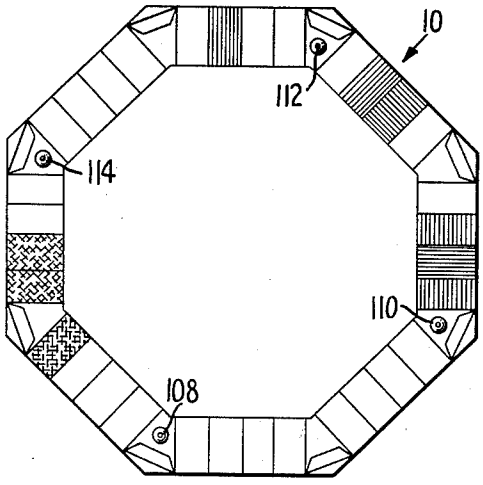


FIG.12

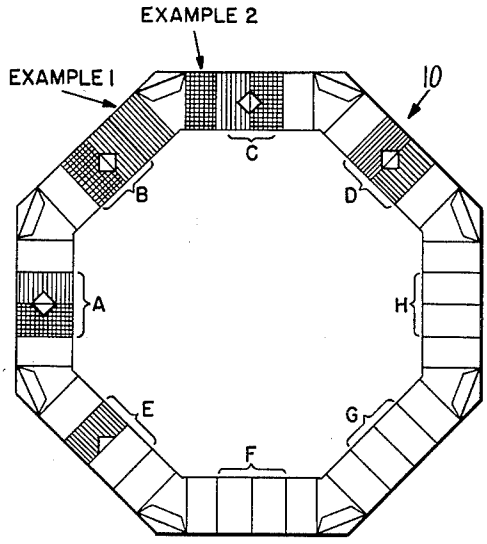


FIG.13

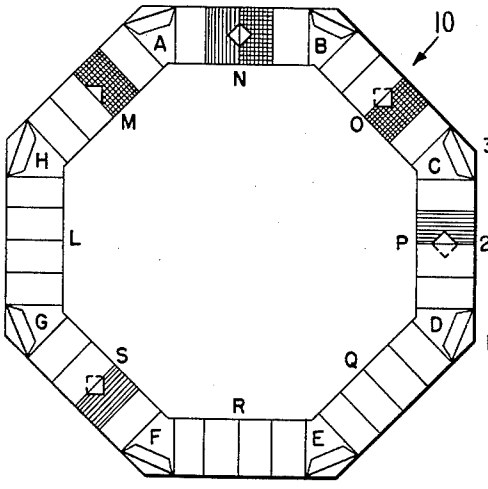


FIG.14

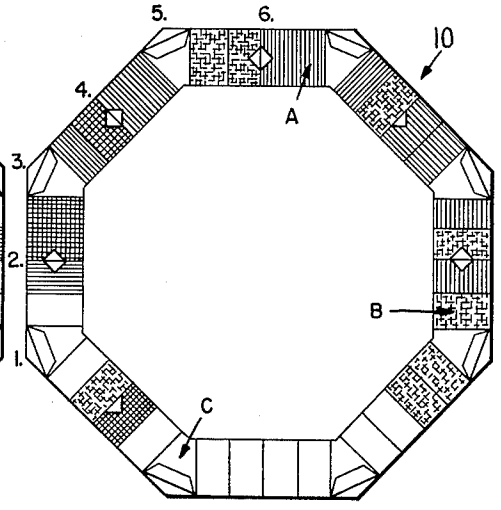
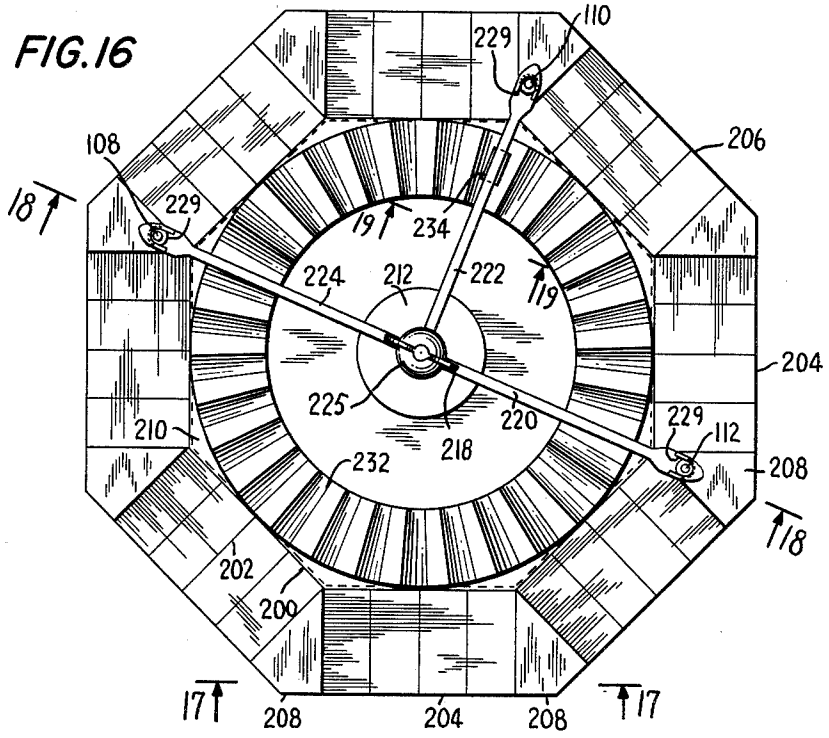


FIG.15

FIG. 16


110
229
206
108
18
229
19
234
224
212
222
119
204
225
220
210
229
112
218
232
208
118
202
200
17
208
204
208
17

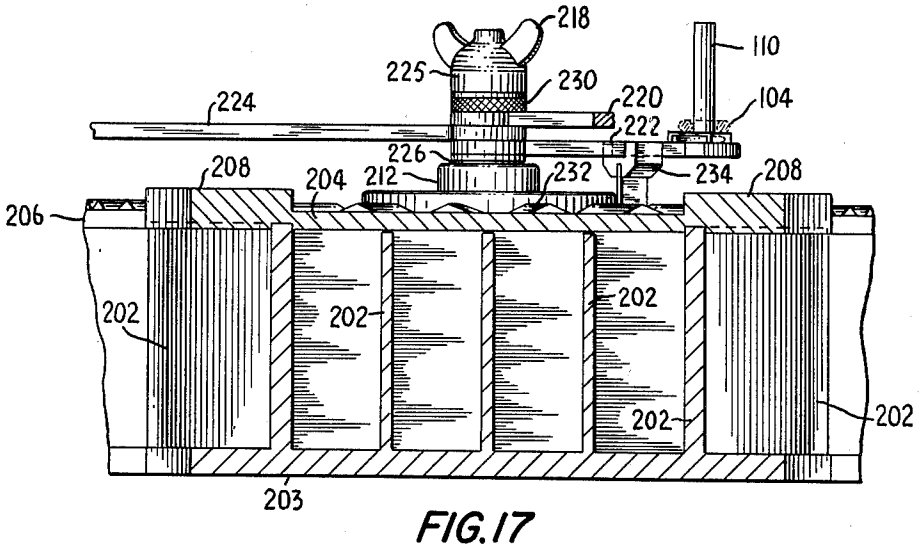

218
110
225
230
220
104
224
222
226
208
204
212
232
234
208
206
202
202
202
202
202
203

FIG. 17

CHANCE CONTROLLED GAME APPARATUS WITH COMPARTMENTED GAMEBOARD

Filed May 14, 1962 6 Sheets-Sheet 6

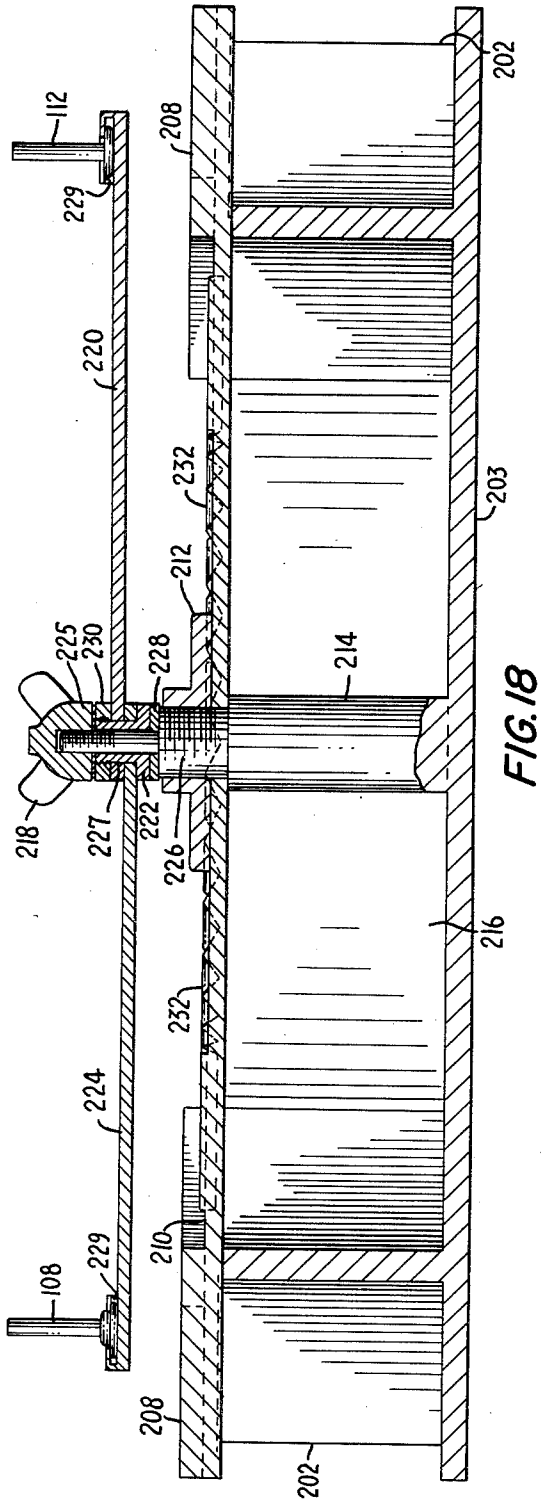


FIG. 18

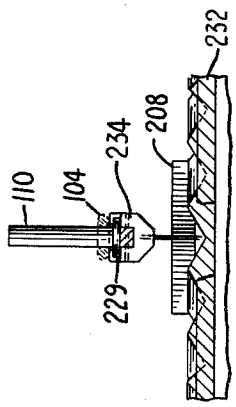


FIG. 19

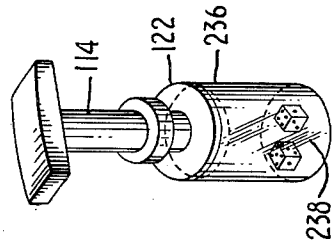


FIG. 20

United States Patent Office 3,109,652 Patented Nov. 5, 1963

3,109,652

CHANCE CONTROLLED GAME APPARATUS WITH COMPARTMENTED GAMEBOARD

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Filed May 14, 1962, Ser. No. 194,471
18 Claims. (Cl. 273—134)

The present invention relates to a game device and more particularly a game device embodying financial or business endeavors and maneuvers as a basis and is primarily intended for adult entertainment although simplified variations may be employed for entertainment by all age groups.

The primary object of the present invention is to provide a game device in which each player selects and develops business organizations and investments and endeavors to collect a certain sum of money in order to be declared a winner. This game device combines the use of strategy, tactics and chance in a flexible form with the individual players having various controls for providing a highly entertaining game which is quite useful in developing the players' adeptness in using the same various tactics and strategies as actually employed when developing real business organizations, investments and the like.

In order to effectively use the game device in playing the game each player must analyze the holding of all other players in relation to his own and play in such a manner to capitalize on their weaknesses and to share in their strength. Thus, there are no teams or partners as such but collusion and cooperation are essential elements of the game device. The players must learn to protect themselves in their positions and usually, this cannot be done with any single play and each player is thus faced with compromises, decisions, and the like which face businessmen and business organizations. The same general rules which apply in business decisions and financial matters apply in the use of the game device, for example, highly profitable actions involve corresponding high risks. Thus, each player must choose the play which offers maximum gain at minimum risk.

A player who endeavors to be self-sufficient may be overcome by collusion among his opponents. Yet, if a player seeks to improve his own position he must often improve the other players positions too. Thus, the players must deal with each other and this involves consideration of both short and long run advantages and disadvantages. Certain actions in the game involve cooperation of other players and such involvements are not necessarily permanent. If an arrangement proves unsatisfactory to one of the parties, he may withdraw thus creating a pressure to keep one's business allies content but yet remain on good terms with everyone in case there is a shift of cooperation. This necessity gives rise to a concession in one area for a possible advantage in another. Actions which involve no cooperation may be considered permanent. Generally speaking, the player is always faced with compromise because it is very seldom that a single play will bring both offensive and defensive advantages.

Investment procedures involve one key to the game yet there is a point in which the player must accumulate money and this move may trigger similar actions of others thus introducing a timing element which is quite important. Briefly, the game device requires a balance of offensive and defensive maneuvers, an analysis of the consequences of collusion and cooperation and good timing. These elements also require the use of disguised strategy, feints in one direction or the other,

bluffs and bold ventures, all of which actually simulate business ventures, building of large business organizations and the like.

A very important feature of the present invention is to provide a game device having considerable equipment but is still relatively simple to manufacture and also relatively inexpensive.

These together with other objects and advantages which will become subsequently apparent reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout, and in which:

FIGURE 1 is a plan view of the game board or game table of the present invention;

FIGURE 2 is a side elevation of the construction of FIGURE 1;

FIGURE 3 is a detailed sectional view taken substantially upon a plane passing along section line **3—3** of FIGURE 2 illustrating the details of construction of the compartmented game board;

FIGURE 4 is a perspective view of a chance device that can be used with the present invention;

FIGURE 5 is a plan view of a holding company board employed in the present invention;

FIGURE 6 is a perspective view of one of the tokens employed known as a dividend token;

FIGURE 7 is a perspective view of another token known as the swing token;

FIGURE 8 is a perspective view of colored pins employed with the holding company board;

FIGURE 9 is a group perspective of play money and colored cards employed in the game device;

FIGURE 10 is a perspective view of a token known as a consumer token;

FIGURE 11 is a perspective view of a token known as a trust buster token;

FIGURE 12 is a schematic plan view of the game board illustrating a possible condition of the playing surface at the end of the third round of card placement in a three player game;

FIGURE 13 is a plan view illustrating various possibility and examples encountered when playing the game;

FIGURE 14 illustrates further maneuvers employed in the game;

FIGURE 15 is a plan view of the game board illustrating movement of the trust buster token;

FIGURE 16 is a plan view similar to FIGURE 1 and showing a three armed spinner incorporated with the game board as an alternative to the chance device of FIGURE 4;

FIGURE 17 is an enlarged partial cross-section of FIGURE 16, taken along section line **17—17**;

FIGURE 18 is a cross-section of FIGURE 16, taken along section line **18—18**;

FIGURE 19 is an enlarged partial cross-section of FIGURE 16, taken along section line **19—19**; and

FIGURE 20 is a perspective view of a combined trust buster token and change device.

The equipment employed in the game device includes a game board (FIG. 1) generally designated by the numeral **10** which has an octagonal transparent surface member **12** supported by a similar shaped supporting plate **14** (FIG. 2). The transparent member **12** is secured to the supporting plate by a plurality of fasteners **16** or the like, and a layer of felt **18** (FIG. 2) may be disposed between the supporting plate **14** and the transparent playing surface **12**. Disposed on the felt underlying the transparent member **12** is a plurality of divided areas. There are four divided areas along each side of the game board and an area at each corner of the game board. Each of

the corner areas designates an industry holding company and is provided with indicia to designate the industry, and the two side areas adjacent both sides of a corner area represent the industry. By way of example, corner area **22** is the oil industry holding company and has the word "OIL" thereon. The two side areas **24** and **26** to the right and the two side areas **28** and **30** to the left are considered the oil industry. Proceeding around the board to the right, the adjacent corner area **32** is the chemical holding company corner and the two side areas to the left **34** and **36** and the two side areas to the right **38** and **40** constitute the chemical industry. The corner area **32** designating the chemical industry holding company has the word "CHEMICAL" thereon. A card receiving pocket is defined between the playing surface **12** and the felt material **18** for each of the side areas. Preferably instead of pockets the side areas may be recessed with respect to the corner areas as indicated in FIG. 17 to act as card receiving areas.

The adjacent corner **42** indicates the rubber industry holding company and is designated by the word "RUBBER." The same orientation of card receiving spaces is employed at each corner.

Disposed below the supporting plate **14**, there is provided a peripheral wall **44** (FIG. 3) spaced inwardly from the peripheral edge of the plate **12** and the supporting plate **14** is secured to the peripheral wall **44** by virtue of a top member **46** attached to the peripheral wall **44** and being secured thereto by the screw threaded fasteners **16** which extend downwardly thereinto. A bottom plate **48** is attached to the bottom of the partition wall **44** and the bottom plate **48** is provided with an annular cover member **50** of transparent material which encircles the peripheral wall **44** and is relatively thin. Disposed between the transparent cover **50** and the bottom plate **48** is a felt member **52** which may be conveniently green or the same color as the felt material **18**.

Disposed between the supporting plate **14** and the member **50** is a plurality of peripherally spaced partitions which are defined by way of example by pairs of rods **54**. The rods in each pair are radially aligned thereby forming a plurality of compartments between the supporting plate **14** and the member **50**. The compartments are arranged under each corner area and under each card receiving area thus forming a compartment or pocket for each area designated on the game board. The rods **54** are retained in place by virtue of their ends being received in sockets **56** in the supporting member **14** and the annular cover member **50**.

The device may be supported on a table top or may be provided with legs or the like thus forming a game table.

There is a quantity of simulated money of two denominations including green one hundred dollar bills **58** and white five hundred dollar bills **60**.

A chance device is provided to control the movements of tokens described hereinafter around the board **12**. A possible chance device is shown (FIG. 4) as comprising a pair of dice **62** disposed in generally a cylindrical wire cage **64** having end plates **66** and having a reduced central area **68** mounted on a ring **70** that is rotatably journaled by virtue of a laterally extending rod **72** being received in spaced bearings **74** on an upstanding supporting stand **76**. The rod **72** is provided with a loop-type handle **78** for rotating the wire basket **64** so that the dice **62** will fall from one end to the other thereof and the indicia coming up on the dice **62** read. The support stand **76** is provided with a base **80** for holding the device whereby inversion of the basket **64** will cause the dice to fall, by gravity, from one end to the other of the cage thereby enabling the dice to be used as a chance device.

A holding company board **82** (FIG. 5) is provided and includes a list of the industries along the left margin thereof and percentage indicia across the top thereof whereby the various shares in a holding company of each of the industries may be recorded and maintained. This

is accomplished by virtue of a group of pins or pegs **84** (FIG. 8) which are for convenience herein referred to as "pins." The pins are shown as being single, double or triple and with colored rounded top ends **86** which may be spherical in shape and colored to designate the respective players. Each player will have a plurality of pins having a colored head for designating his percentage of share ownership in holding companies. The board **82** may be constructed of cork or other cellular material designated by numeral **88** having a sheet of paper **90** overlying it for receiving and withdrawal of pins a number of times.

Each player will have a group of firm ownership cards **92** and merger cards **94** (FIG. 9). The cards are preferably rectangular in shape and of a size to just fit over a side area. The merger cards have a V-shaped notch **96** respectively defined in one longitudinal edge of each card. The cards **92** and **94** are also color coded. For example, the "red" player will have red ownership cards **92**, red merger cards **94** and red holding pins **84**.

There are four tokens employed in the game including the dividend token illustrated in FIGURE 6 and including a base **98** and an upstanding shank **100**. A consumer token illustrated in FIGURE 10 includes a base **116** and an annular ring **120** above the base and a shank **118** extending upwardly therefrom. For purposes of identification, the dividend token is designated by numeral **108** and the consumer token designated by the numeral **112**.

FIGURE 7 illustrates a swing token generally designated by numeral **110** and FIGURE 11 designates a trust buster token generally designated by numeral **114**. The swing token **110** includes a base **102** and a shank **106** together with a removable ring **104**. This token is substantially the same as the consumer token with the exception that the annular ring **104** is removable. The trust buster token **114** illustrated in FIGURE 11 includes a circular base **122** having an upstanding shank **124** thereon and an annular ring **126** and a T-handle **128**. The particular configuration of the various tokens may vary as long as they are distinguishable one from the other and the swing token has a removable ring thereon which enables alteration of the swing token. These tokens are not the property of the players but are moved by the players during their turn and no player is represented on the board by a token.

The size and shape of the tokens may vary as may the size and shape of the cards and money but the pockets underlying the playing surface on the side area must correspond in shape and size to the cards and the compartments below the supporting plates should be sufficiently large to receive a quantity of simulated money when standing on edge to facilitate playing the game. The compartments underlying the firm ownership cards are considered firm money compartments or coffers while the compartments underlying the corner areas are considered holding company money coffers.

In describing the game played with the game device of the present invention, the game may be broken into the preliminaries and the game proper. In the preliminaries the players acquire firms without the influence of chance. There are three phases in the preliminaries, the first is the placement of the game tokens on the playing surface, the second is the placement of the firm ownership cards on or under the side areas and the third is the determination of the player to begin the game proper.

The first phase in commencing play is the placement of the game tokens on the playing surface and the placement of the tokens is illustrated in FIGURE 12 in which, for example, the consumer token **112** is disposed in the corner area designating the steel industry holding company, the swing token **110** is disposed in the rubber industry holding company area, the dividend token **108** is disposed in the oil industry holding company area and the trust buster token **114** is disposed in the copper in-

dustry holding company area. The tokens may be arranged on alternate corners in any desired order.

Each player is equipped with color coded firm ownership cards. The purpose of these cards is to indicate the basic ownership of the thirty two firms on the playing surface. The ownership of firms is acquired through the placement on the side areas of the firm ownership cards which are designated by reference numeral **92** in FIGURE 9.

The second phase comprises the steps by which the firms are distributed and are described hereinafter. The first player may be chosen by rolling the dice with the player receiving the highest throw being the first player. In the event of a tie when the dice are rolled, further rolls of the dice will be conducted in order to break the tie.

The placement of firm ownership cards is governed by certain rules. No player can own all of the four firms in an industry, that is, a maximum of three firms in a single industry can be owned by any one player. No player can own adjacent potential merger squares. Merger cards may not be placed during the preliminaries. Firm ownership cards may not be placed on holding company corners. Firm ownership cards are placed until all firms are owned, even if the result is that one or more players own one firm fewer than the other players. No player at any stage may make an illegal card placement. If an illegal card placement is the only placement open to a player, he forfeits his turn for card placement. The ownership of firms, once established, cannot be changed.

The firm ownership cards are placed in rounds of placement with the first player beginning by placing one of his firm ownership cards on any firm. The sequence of card placement is to the left of the first player and when all players have placed one card on a firm, the first round of card placement ends. In assuming a three player game, red is the first player, to his left are blue and then yellow. The sequence of the first round would then be red, blue and yellow. The blue player would begin the second round of card placement and the sequence for the second round would be blue, yellow and red. The second round ends when each player has placed his second card. The yellow player would then begin the third round of card placements. This sequence would be yellow, red and blue and the third round ends when each player has placed his third card. An example of the placement of the cards after three rounds is illustrated in FIGURE 12 in which condition nine cards have been played with each player having placed three cards.

The red player would then begin the fourth round in the same manner as the preceding rounds and rounds four, five and six would duplicate the sequence of rounds one–three. The rounds would continue until all firms' properties are owned. For purposes of conveniences, it is suggested that the cards be laid over the appropriate firm area until all firms are owned and then if desired all of the ownership cards may be inserted in their respective pockets.

The third phase determines the player to begin the game proper. The first player for the game proper is the player to the right of the player who placed the first firm ownership card in the opening game. Thus, in the red, blue and yellow arrangement, the yellow player would be the player to the right of the red player who placed the first ownership card and thus, the yellow player would be the first player for the game proper.

In the game proper a player's turn begins when all the transactions arising from the previous preliminaries or turns are completed. Within three minutes the player may exercise any one of three options. If, at the end of three minutes, he has not exercised an option he forfeits his right for the turn and must operate the chance device.

When it is his turn to play, the player, may opt; one, to place or withdraw a merger card, two; to place a holding company pin representing 10% ownership of an industry or move one already on the board, or three; to call for a vote to determine the function of the swing token.

At the start of the game proper, each player is given three notched merger cards. If the player elects the merger option, he may either remove one firm ownership card which is within a merger area, that is at the juncture of two industries, and replace it with a merger card, remove one merger card and replace it with a firm ownership card, or reposition one merger card which is already on the board by substituting it for a firm ownership card which is within a merger area. The merger card tactic can be used to offer consumers payments into industry money coffers as hereinafter described.

Also at the start of the game proper each player is given fifteen holding company pins. If the player elects the holding company share option he may place one or two holding company pins in the holding company board with no payment required, relocate one or two holding company pins in the holding company board and this requires a payment of $500.00 to the bank. As a variation, the player may elect to buy one or two additional holding company pins and place them in the holding company board and this requires a payment of $1,000.00 to the bank. When placed in the holding company board, each holding company pin represents 10% ownership of the industry. The holding company tactic can be used to insure receipt of the payment from the industry money coffers as hereinafter described.

The consumer, dividend and swing tokens all move in accordance to the indications of the chance device. Thus, with the dice shown in FIGURE 4, players take turns throwing the dice by inverting the cage and the tokens are moved the same number of spaces as the number coming up on the dice counting both firm areas and holding company areas. The trust buster token moves only when called for by a player and this token moves only under special conditions and moves differently from other tokens as hereinafter described. Each player throws only once per turn and the turns proceed in a clockwise direction.

The consumer token serves to transfer money from the bank to the firm's money coffers in accordance with a consumer payment schedule. The dividend token serves to transfer money from the firm's coffers to the players in accordance with the dividend payment schedule. The swing token can serve as either a second consumer token or as a second dividend token. At the outset of the game, the swing token serves as a consumer token with the removable ring **104** in place. The ring is normally distinguishably colored such as being painted red or the like. The function of the swing token can be altered from the consumer token to dividend token or vice versa by majority vote of the players. If the player wishes to alter the status of the swing token, he may call for a vote on the swing token. A majority vote of the players is required to alter the status of the swing token. The swing token vote tactic, if successful, will either increase the rate of payment into the coffers (by forming two consumer tokens) or increase the rate of payments from the coffers (two dividend tokens). The vote is conducted by a simultaneous show of hands and this occurs when a player chooses to exercise this vote as one of his options before throwing the dice.

When the consumer token or the swing token when acting as a consumer token lands on a firm area, the amount of payment made from the bank to the coffer beneath said square is determined by the number of firms owned in that industry and the number of mergers which effect their industry. The basic payment is determined by the number of firms a player owns in a particular industry. When a player owns one of the four properties in an industry its basic rate is $100.00. When two of the four firms in an industry are owned by the same player each of them has a basic rate of $200.00.

When three of the four firms in an industry are owned by one player, each of them has a basic rate of $300.00. No player can own all four firms in an industry. Thus, each firm owned in an industry has the same sum as a basic rate as the number of firms owned in that industry by that player.

Additional payments are made in the case of mergers. Only those mergers are paid which have a card of the same color as the card in the firm for which the payment is being circulated. Mergers increase the payment to the firm coffers only for the participant in the merger. At least one end of the industry under consideration must be merged for increased payment. If neither end of the industry is merged only the amount of the basic rate is paid from the bank to the firm coffers.

Mergers multiply by two or double the basic rate as long as they extend in an unbroken line in either direction from the industry under consideration. The line is broken when no merger at all is completed. The line is broken when a merger is complete but the cards are of a different color than the one of the firm under consideration. In other words, when the owner of the firm being considered is not a party to the merger the line is broken. In making computations, the player should start from the property under consideration and move along in one direction to determine if the first end of the industry is merged. If so, and if the owner of the property under consideration is a party to the merger, move on in like manner until a merger area is encountered which is not merged or is merged, but not with the owner of the property. The process should be repeated in the opposite direction, thus determining the total number of mergers.

Reference is made to FIGURE 13 which illustrates two examples. If the consumer token lands on the area designated as Example **1**, the computation is as follows: There are three red firms in the industry, the basic rate is thus three. In the direction toward the right side of the diagram, the merger shown at C is the first link in red's multiplier chain. Continuing in that direction, the merger shown at D is the second link in red's multiplier chain. Returning to the starting point and moving in the other direction, it is seen that the chain is unbroken through B but ends in that direction at A. Thus, red's multiplier chain has three successive links B, C, and D and the total payment is then three times two times two times two or $2,400.00.

If the consumer token lands on the area designated as Example **2**, a count shows the basic rate to be one, since there is only one black firm in the industry. The chain has a link at A, but moving on down in the same direction, it is seen to be broken at E. In the other direction, there are links at B and C but black is not a party to the merger at D so the chain is broken. From the break at E to the break at D there are three links A, B and C. Thus, the total payment is one (the basic rate) times two times two times two or $800.00. From the preceding examples, it will be seen that the computation proceeded as set forth previously in that starting from the property under consideration move along in one direction to determine if the first end of the industry is merged. If so and if the owner of the property under consideration is a party to the merger, move on in a like manner until a merger area is encountered which is not merged or merged but not with the owner of the property. When this point is reached, one end of the multiplier chain has been reached. Then returning to the starting point and repeating the process in the other direction, this will establish the second end of the chain. Count the number of links between the applicable breaks. After determining the basic rate for the firm, multiply by two for each link in the chain and put the total in the proper coffer. Whenever any consumer token lands on a firm which is part of a merger, the payment from the bank to the coffer being more than the basic rate, any player may, before the next roll of the dice, call for a trust buster. The player who called for trust buster must then roll the dice. The move of the trust buster token is one space for each number shown on the dice. However, the trust buster token moves only on corner areas and the diamonds created by the notched merger squares. If the trust buster token lands on a diamond created by a merger which is causing the payment by the consumer to be more than the basic rate, the player who owns the firm on which the consumer tokens have landed must pay triple damages (three times the consumers payment incurred by landing) to the bank. If the trust buster tactic is successful, that is, if damages are paid, the consumer's payment is returned to the bank. If the player does not have sufficient funds before him, the payment to the bank of all his money satisfies the penalty. The players cannot incur a debt. The trust buster tactic is quite effective in breaking down rival players' holdings of money.

FIGURE 15 of the drawings illustrates diagrammatically the movement of the trust buster token. Assume a player, through operation of the chance device, moves the tokens so that the consumer token lands on the red firm designated A and the swing token acting as a consumer lands on theyellow firm designated B. The consumer token's payment would be the basic rate of $300.00 times two times two times two for a total of $2,400.00. The payment of the swing token acting as consumer would be the basic rate of $300.00 times two for a total of $600.00.

Further assume that a player called for a trust buster move and the chance device indicated a move of six spaces. The trust buster token, which was on the holding company corner designated C, moves six spaces landing only on corner squares and diamonds created by the notched merger squares. These six spaces are designated by the numerals **1** through **6**. Since the trust buster token landed on a diamond created by a merger that is causing the consumer token's payment to be more than the basic rate, the red player must pay triple damages or $7,200,00, the red player would also have paid triple damages if the trust buster tokens had moved either two or four spaces. The yellow player would have had to pay triple damages of $1,800.00 if the trust buster token had moved nine spaces.

When the consumer token or the consumer swing token lands on a holding company area, the following rules apply. The basic rate for all holding companies, at all times, is $500.00. The $500.00 basic rate is multiplied by two for each merger that forms a link in the multiplier chain that includes a holding company under consideration. The extent of the multiplier chain is determined in the same manner as for the firm in the industry with two exceptions. The limit of payment is $2,000.00 and regardless of who has formed the merger, each merger is counted as part of the multiplier chain when calculating payment for a holding company area. The only break that can occur in a multiplier chain for a holding company is a boundary on which no merger cards have been placed or when only one has been placed. In other words, all complete mergers are counted as links and all incomplete mergers break the multiplier chain.

The dividend payment schedule is determined by the dividend token or the swing token when acting as a dividend lands on a firm area. When this occurs, all the money in its coffer will be distributed unless a majority of the holding company share holders vote to withhold payment. When a dividend token lands on a holding company area, the money in its coffer, if any, will be distributed only if one or more shares of that company is held by one or more of the layers. If no shares are owned, the money remains in the coffer and play continues. In the case of either firms or holding companies, the holders of holding company shares can vote to withold payment. This is done by a voice vote,

only one vote is taken and each share owned counted as one vote.

In distributing the money from a firm coffer, all of the money is removed and counted into even piles of $1,000.00 each. Should there be an uneven amount, the remainder goes directly to the owner of the firm. Amounts less than $1,000.00 go directly to the owner of the firm. From each pile of $1,000.00 give each share holder in the holding company of that industry $100.00 for each share he holds of that industry. When this has been done, the owner of the firm receives the rest of each pile of money.

For example, a firm in the oil industry contains $2,300.00. There are seven shares owned in the oil holding company. When this money is counted out, there will be two piles of $1,000.00, the remainder of $300.00 goes directly to the owner of the firm. From each of the two $1,000.00 piles, $100.00 is given to the holder of holding company shares for each share he owns. Thus $700.00 is distributed from each pile to share holders. The $300.00 remainder from each pile is then given to the owner of the firm. The owner ofthe firm receives all the remainder of the division into $1,000.00 piles, all the remainder that is not distributed from these piles to hold in company share holders, and $100.00 for each holding company share he owns. Ownership of the firm does not entitle a player to any more or any less payment for a holding company share. A player may own holding company shares in his own company and he is entitled to dividends just as any other player.

If no shares are owned in a holding company coffer, no money is distributed from the holding company coffer. In distributing the money from a holding company coffer, the money is removed and divided into even piles of $1,000.00. All remainder sums from $100.00 to $900.00 after this division are returned to the coffer. From each $1,000.00 pot, $100.00 is given to each share shoulder in the holding company for each share he owns in that company. If all the shares are owned, all this money will be distributed. If all the shares are not owned, there will be a remainder of $100.00 for each unowned share. This remainder is returned to the coffer. In order to avoid confusion, the remainder should be returned as each pile is distributed among the share holders. Also, the money returned to the coffer, including the first uneven amount and the later remainders of distribution may exceed $1,000.00. Even so, this money is not to be distributed, that is, it is not to be considered a new pile of $1,000.00 but it remains in the coffer.

As an example of distribution from a holding company coffer, the oil holding company coffer contains $3,600.00. The dividend token lands on that corner and the distribution proceeds as follows:

Remove the money and divide it into even piles of $1,000.00. In this case there will be three complete piles and $600.00 remainder. This $600.00 is immediately returned to the coffer. An examination of the holding company board shows that player A owns three shares in the oil holding company and player B owns two shares and player C owns two shares. From the first $1,000.00 pile, player A receives $300.00 and players B and C receive $200.00 each and $300.00 is reutrned to the coffer. From the second $1,000.00 pile the distribution is the same. The $600.00 remainder from the division into even piles and the two $300.00 remainder from the distribution makes a total of $1,200.00 in the coffer. Even though this totals more than $1,000.00 it is not distributed but remains in the coffer until the dividend token stops there again.

FIGURE 14 of the drawing illustrates diagrammatically the computation for payment to the holding company coffers. Multiplier chain N, O, P has three complete links between the breaks M and Q. Thus holding companies A, B, C and D which are within this chain or on one end of it receive total payments as follows when the consumer

token or the swing token acting as a consumer token lands on them, basic rate $500.00 and two times two times two for a total of $4,000.00. However, the rules limit holding company payments to a maximum of $2,000.00. Holding companies E and H do not lie within or at the end of any chain and therefore receive only the base rate of $500.00. Holding companies F and G each lie on the end of a one link chain and their base rate is $500.00 multiplied only once for total payment of $1,000.00. Mergers N, O, P and S are links and L, M, Q and R are breaks because they are not completed mergers.

Another rule in playing the game, called the "block" rule makes it possible for owners of the holding company shares to prevent the distribution of funds from the money coffers. This is accomplished by means of a vote and the rules applying to the block are set forth as follows: For both firms and holding companies, a vote is taken among the owners of holding company shares for that industry only. Each share owned in the industry under consideration entitles the owner to one vote per share. If player A owns three shares in the oil industry holding company, he has three votes whether or not to allow distribution of funds from the oil industry when the dividend token lands on a firm or holding company owner in that industry. Six votes are required to block distribution of funds. Thus, a single player can block distribution of funds if he owns six or more shares in the holding company of the industry under consideration. Further, any number of players can combine their votes to block the distribution of funds if a total of the shares they own in that holding company is six or more. If six or more votes are in favor of blocking the distribution of funds, the money must remain in the coffers and play resumes. It is pointed out that a block applies only to a single dividend payment. It is not retroactive nor is the decision binding on future landing of the dividend token. A new vote of the share holders is required each time a player desires to block. Also, separate votes are required in the situation where both the dividend token and the swing token acting as a dividend token are desired to be blocked.

Any player who owns shares in the holding company under consideration can call for a vote. If he owns six or more shares he can simply announce that payment is blocked if he so desires. The vote shall be vocal and only one vote is taken per situation. It is not mandatory to vote. It is up to the player or players that wish to block to call for a vote immediately after the tokens have been moved and before the money has been removed from the coffers for distribution. After a vote is called for, the money may be removed from the coffers for the purpose of counting it. A three minute time limit is placed upon the players and this time limit shall be all that is allowed from the time a vote is called for to the completion of counting, calculating and completing the vote. If three minutes elapse after the call for a vote is made without decision, there shall be no block and the money shall be distributed. Three minutes shall be allowed for each decision in the case where votes have been called for whether it be called for in order to block a dividend or a swing dividend token.

Summing up, the sequence of players' actions in the game proper are as follows, roll dice, move consumer, dividend and swing tokens, make payments from the bank to the firm coffers, make dividend payments subject to vote by holding company shares, make the trust buster roll, if relevant. The call for trust buster can be made as soon as the consumer token lands, but the trust buster roll is not made until dividends are paid. Pass the dice to the next player and start a timer, if desired. The new player, within three minutes, may either elect the merger card tactic, holding company tactic or swing vote tactic.

In determining a winner, the first player to amass $10,000.00 wins the game. If more than one player has over $10,000.00 when all the transaction of one turn are completed, the player with the most money wins. Of

course, the players will become more skilled in the various tactics that are optional to them and the use of such tactics of course will develop considerable business skill and acumen.

Many variations of playing may be introduced to either simplify or complicate the game so that it may be adapted to various age groups. The structure may be varied depending on manufacturing procedures. As examples, back **200** and side **202** walls defining the coffers or compartments that have been described as being defined by the rods **54** and peripheral wall **44** may be made integral with a bottom plate **203** as illustrated in FIGS. 17 and 18. The side areas **204** of the surface member **206** may be recessed with respect to the corner areas **208** and the center portion **210** (FIGS. 17 and 18) and the surface member **206** removably secured to the rest of the game board by a flanged nut **212** engaging a center support **214** (FIG. 18). In this case the center compartment **216** defined by the back walls **200**, bottom plate **203** and surface member **206** is used for the convenient storage of the cards, tokens and other paraphernalia for playing the game. Referring to FIGS. 16, 17 and 18, the chance device may be comprised of a three armed spinner **218**, having angularly adjustable arms **220**, **222** and **224**, the spinner being pivotally mounted by respective ends under, and retained in position by, a thumb nut **225** which has a fixed threaded portion **226** extending therefrom and engaging with interior complementary threads of the center support **214**. The pivoted end of one of the spinner arms defines an end threaded sleeve **227** through which the threaded part **226** of the thumb nut extends and over which the pierced pivot ends of the other spinner arms engage. A washer **228** is interposed between the flanged nut **212** and the sleeved end of the sleeved arm and a knurled nut **230** engages the threaded end of the sleeve **227**. Thus with the knurled nut **230** loosened the arms of the spinners are angularly adjustable with respect to each other, and when the nut is tightened the arms are held angularly rigid. The free ends of the arms **220**, **222** and **224** respectively carry one of three tokens, i.e., the consumer **112**, the dividend **108** and the swing **110**. The free ends of the spinner arms are recessed to respectively define inner opening slots **229**. Each of the slots **229** is adapted to receive the base of one of the dividend, swing or consumer tokens which are retained in the respective slots during operation of the spinner by centrifugal force and the closed outer end of each slot. An annular saw-toothed track **232** is provided on the surface member **206** for cooperation with a flexible stop **234** (FIGS. 17 and 19) secured to one of the spinner arms, for example, arm **222** in FIG. 16, to stop the spinner **218** with the arms pointing directly to respective areas rather than between areas.

With a spinner chance device as described above the trust buster token **114** must be provided with its own chance device, and this is conveniently done by adding a transparent dice cup **236** with dice **238** confined therein to the base **122** of the trust buster token **114** as illustrated in FIG. 20.

Although the invention has been described with a certain degree of particularity, it is understood that the present disclosure has been made only by way of example and that numerous changes in the details of construction and the combination and arrangement of parts may be resorted to without departing from the spirit and the scope of the invention as hereinafter claimed.

What we claim:

1. A game device for a plurality of players comprising a game board including a supporting plate, a transparent surface member overlying the plate, said supporting plate and cover member being polygonal in shape, the periphery of the supporting plate being divided into a plurality of peripheral areas, certain of the areas of the game board defining corner areas and others defining side areas, two said side areas on both sides of each said corner area forming a group with the corner area, said periphery being divided into a plurality of similar groups, and said game board including a bottom plate spaced from the supporting plate, and a plurality of partition means interconnecting the supporting plate and bottom plate and dividing the space therebetween into a plurality of radially disposed compartments underlying and coincident with said peripheral areas on the supporting plate.

2. The structure as defined in claim 1 wherein said supporting plate, cover member and bottom plate are octagonal in shape, and said partition means include a plurality of rods disposed in pairs with the rods of each pair being radially aligned and defining the divisions between said radially disposed compartments.

3. The structure as defined in claim 1 together with a plurality of cards, said cards being separated into groups with the groups being distinguishably colored whereby each player may be provided with a group of colored cards, said cards being the same shape and size as said side areas adjacent the corner areas for positioning between said surface member and supporting plate, whereby the colored cards will be discernible through the transparent surface member.

4. The structure as defined in claim 3 wherein certain of the cards of each group are provided with a V-shaped notch in one side edge thereof for positioning alongside like cards to define a diamond shaped opening in the cards disposed in overlying relation to the adjacent end playing areas of adjacent groups.

5. The structure as defined in claim 4 together with a plurality of tokens for movement around the peripheral surface of the game board, and a chance device for controlling the number of playing areas to be moved by a token.

6. The structure as defined in claim 5 together with a holding company board having a list of industries thereon, and a plurality of groups of color coded pins each player having a supply of pins of a selected color, said pins being insertable in the holding company board for indicating the shares of the holding company owned by the particular players.

7. The structure as defined in claim 6 wherein there are four tokens including a consumer token, a swing token, a dividend token and a trust buster token, said tokens each including a base and an upstanding member having an identifiable configuration whereby the tokens may be identified.

8. The structure as defined in claim 7 wherein said swing token includes a removable ring mounted thereon whereby the swing token may act either as a consumer token or a dividend token depending upon the desires of the players.

9. The structure as defined in claim 8 wherein said chance device includes a pair of dice, a rotatable cage retaining the dice in order to cause agitation thereof when the cage is inverted and a supporting stand rotatably supporting said cage.

10. The structure as defined in claim 9 wherein each group of playing areas indicates an industry, the corner area indicates a holding company and the adjacent playing areas in each group are adapted to receive cards indicating firm ownership, said cards in each group having a notch therein being designated as merger cards and all other cards being designated as firm ownership cards, said cards being placed under the transparent cover in overlying relation to the playing areas in sequential relation selected by the players during the opening game and subsequent maneuvers, tactics and stratagems being employed by the players in order for the players to endeavor to amass a predetermined sum of money.

11. A game device for a plurality of players to play a game based on the receipt and payment of simulated money from events stemming from the assumed ownership of imaginary business enterprises, said device comprising: colored cards for use in indicating ownership in

and merger of business firms, the cards of each player being colored the same but differing in color from the cards of other players, a game board having a surface member, polygonal in shape, and with its periphery divided into a plurality of peripheral areas comprising corner areas representing holding companies and side areas representing business firms, said side areas including holding means for receiving said colored cards, a plurality of said side areas adjacent both sides of each corner area forming a group with the corner area to designate an industry, said periphery being divided into a plurality of similar groups to designate a plurality of industries, and said game board having a bottom plate spaced from said surface member and parallel therewith, and having a plurality of partition means extending between and normal thereto thereby dividing the space therebetween into a plurality of radially disposed compartments underlying and coincident with said surface member's peripheral areas for containing simulated money; individually distinguishable tokens respectively representing said events and initially arranged on alternate corner areas; a chance device for operation to determine the application of the tokens to said positioned cards; a holding company board for listing said holding companies against ranges of percentages from 0% to 100% of share ownership in each said holding companies and single, double and triple pins colored differently for each player for use with said holding company board to indicate the percentage of ownership of each player in each said industry.

12. A game device for a plurality of players to play as described in claim 11 wherein said partition means comprises pairs of radially spaced rods having their opposite ends respectively secured to said surface member and said bottom plate, each pair of said rods defining a division between adjacent compartments.

13. A game device for a plurality of players to play as described in claim 11 wherein said partition means comprises radially extending walls integral with said bottom plate and normal thereto, said walls spacing said surface member from said bottom plate, and each said wall defining a division between adjacent compartments between said bottom plate and said surface member.

14. A game device for a plurality of players to play as described in claim 11 wherein said holding means comprises horizontal slots intermediate said side areas and their associated underlying compartments and adapted to receive and display said cards.

15. A game device for a plurality of players to play as described in claim 11 wherein said holding means comprises a surface recess in said surface member between adjacent corners for receiving said colored cards.

16. A game device for a plurality of players to play as described in claim 11 wherein said chance device comprises a dice cage containing a pair of dice.

17. A game device for a plurality of players to play as described in claim 11 wherein said chance device comprises a three arm spinner pivoted to the center of said surface member and each of said arms carrying on its extremity one of said tokens, and adjacent thereto and extending oppositely on one said arm a flexible tooth, a circular sawtooth track molded in said surface member radially inward of said peripheral areas, the high points of said sawteeth coinciding with the divisions between said peripheral areas, for cooperating with said flexible tooth for stopping said spinner with each arm centered on a peripheral area.

18. A game device for a plurality of players to play as described in claim 11 wherein said chance device comprises a transparent dice cup containing a pair of dice, said cup being fixed to the bottom of one of said tokens.

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