### Fig. 4

**COMBINATIONS**

Fig. 5.

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<tr>
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<tr>
<td>100</td>
<td>5 1 4 5 1 1</td>
</tr>
<tr>
<td>150</td>
<td>1</td>
</tr>
</tbody>
</table>

### Fig. 6

- **BONUS**
  - Cards Numbered: 6 20 6 25 6 50
- **WANT LIST**
  - Cards Numbered: 12 33 13 14
- **GOLD MINES**
  - Cards Numbered: 3 4 3 5
- **DEUCE IN THE HOLE**
  - Cards Numbered: 3 4 3 5
- **PINCH HIT**
  - Cards Numbered: 4 3 3 5
- **BLACK ANNIE**
  - Cards Numbered: 8 50 8 75 8 100

### Fig. 8

Curtis A. Poarch
INVENTOR.

By [Signature]

[Diagram of a cube with numbers: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
This invention relates to new and useful improvements in game apparatus and the primary object of the present invention is to provide a game board having a plurality of areas in which stacks of cards are disposed for indicating a player's advantage or disadvantage and including a pair of dice for directing a player's move into a selected area for drawing a card therefrom.

Another important object of the present invention is to provide a game apparatus involving mathematical addition and subtraction thereby helping children and adults to become more efficient in the addition and subtraction of numerals.

A further object of the present invention is to provide a game apparatus that is simple and practical in construction and which is highly entertaining in use.

A still further aim of the present invention is to provide a game apparatus that is small and compact in structure, neat and attractive in appearance, relatively inexpensive to manufacture, and otherwise well adapted for the purposes for which the same is intended.

Other objects and advantages reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming part hereof, wherein like numerals refer to like parts throughout, and in which:

Figure 1 is a plan view of the game board constructed in accordance with the present invention.

Figure 2 is a perspective view of the present game board partially folded.

Figure 3 is a perspective view of the game piece used in conjunction with the present invention.

Figure 4 is a plan view of one of the auxiliary player strips used in conjunction with the present invention.

Figure 5 is a chart showing the number of cards used in conjunction with the bank area of the present invention.

Figure 6 is a group perspective view of the various types of cards used in conjunction with the present invention and the number and value of each of said cards.

Figure 7 is a group perspective view showing a pair of the cards used in conjunction with the bank area of the present game board, one of which is shown in top plan and the remaining of which is shown in bottom plan, and:

Figure 8 is a perspective view of one of the pair of dice used in conjunction with the present invention.

Referring now to the drawings in detail, wherein for the purpose of illustration, there is disclosed a preferred embodiment of the present invention, the numeral 10 represents a substantially square game board that is provided with a fold line 12 at its center so that the said board may be conveniently folded in half for carrying, storage or shipment.

Along each marginal edge 14 of the game board 10, there is provided twelve card receiving zones which are defined by indicia preferably including the letters in the orders “C,” “O,” “M,” “B,” “I,” “N,” “A,” “T,” “I,” “O,” “N,” and “S.”

The central portion of the board 10 is provided with four paths 16 that form a continuous passage having a starting point 18. Each of these paths 16 is divided into six zones or areas 20, 22, 24, 26, 28 and 30 that are referred to by the terms “bonus zone,” “want list zone,” “gold mine zone,” “black annie zone,” “deuce in the hole zone,” and “pinch hit zone” respectively and which are preferably colored in the order of red, dark green, orange, black, yellow, and blue.

Spaced about the paths 16 are substantially rectangular zones or areas 32, 34, 36, 38, 40 and 42 which are referred to by the terms “bonus area,” “want list area,” “gold mine area,” “black annie area,” “deuce in the hole area,” and “pinch hit area” respectively that are colored to correspond to the zones 20, 22, 24, 26, 28 and 30, namely, red, dark green, orange, black, yellow, and blue.

Centrally located on the board 10, is a bank area 44 that preferably includes the term “cover cards.”

The numeral 46 represents one of a plurality of cards that are stacked upon the bank area 44. One face of each of these cards 46 is provided with the term “combination cover” and the remaining faces of these cards 46 are provided with indicia. There are seventy-two of the cards 46 which are divided as follows: one card having the letter “C” and the numeral “20”; two cards each having the letter “C” and the numeral “25”; one card having the letter “C” and the numeral “40”; one card having the letter “C” and the numeral “75”; one card having the letter “C” and the numeral “150”; one card having the letter “O” and the numeral “10” one card having the letter “O” and the numeral “20”; one card having the letter “O” and the numeral “30”; two cards each having the letter “O” and the numeral “40”; one card having the letter “O” and the numeral “50”; one card having the letter “O” and the numeral “75”; five cards each having the letter “O” and the numeral “100”; one card having the letter “M” and the numeral “10”; one card having the letter “M”
and the numeral “25”; three cards each having the letter “M” and the numeral “50”; one card having the letter “M” and the numeral “75”; one card having the letter “B” and the numeral “20”; two cards each having the letter “B” and the numeral “40”; two cards each having the letter “B” and the numeral “75”; one card having the letter “B” and the numeral “100”; one card having the letter “I” and the numeral “10”; one card having the letter “I” and the numeral “25”; one card having the letter “I” and the numeral “40”; one card having the letter “N” and the numeral “50”; one card having the letter “N” and the numeral “75”; five cards each having the letter “N” and the numeral “100”; one card having the letter “A” and the numeral “10”; one card having the letter “A” and the numeral “20”; one card having the letter “A” and the numeral “30”; one card having the letter “A” and the numeral “40”; one card having the letter “A” and the numeral “50”; one card having the letter “A” and the numeral “60”; one card having the letter “A” and the numeral “75”; one card having the letter “A” and the numeral “100”; one card having the letter “A” and the numeral “150”; one card having the letter “T” and the numeral “10”; one card having the letter “T” and the numeral “25”; one card having the letter “T” and the numeral “40”; one card having the letter “T” and the numeral “60”; one card having the letter “T” and the numeral “75”; one card having the letter “T” and the numeral “100”; one card having the letter “T” and the numeral “150”; one card having the letter “T” and the numeral “200”; one card having the letter “T” and the numeral “300”; one card having the letter “T” and the numeral “400”; one card having the letter “M” and the numeral “50”; one card having the letter “M” and the numeral “75”; one card having the letter “M” and the numeral “100”; one card having the letter “M” and the numeral “150”; one card having the letter “M” and the numeral “200”; one card having the letter “M” and the numeral “300”; one card having the letter “M” and the numeral “400”; one card having the letter “M” and the numeral “500”; one card having the letter “M” and the numeral “600”; one card having the letter “M” and the numeral “700”; one card having the letter “M” and the numeral “800”; one card having the letter “M” and the numeral “900”; one card having the letter “M” and the numeral “1000”; one card having the letter “M” and the numeral “2000”; one card having the letter “M” and the numeral “3000”; one card having the letter “M” and the numeral “4000”; one card having the letter “M” and the numeral “5000”; one card having the letter “M” and the numeral “6000”; one card having the letter “M” and the numeral “7000”; one card having the letter “M” and the numeral “8000”; one card having the letter “M” and the numeral “9000”; one card having the letter “M” and the numeral “10000”. These cards are best illustrated in a chart disclosed in Figure 5 of the drawings.

A stack of cards 48 having the term “bonus” on one of their faces is also applied on the “bonus area” 32, and these cards 48 include eighteen cards which are divided as follows: six cards including the numeral “20”; six cards including the numeral “25”; six cards including the numeral “30”. Other stacks of cards 50, 52 and 54 are applied on the “want list area” 34, the “gold mine area” 36, and the “deuce in the hole area” 40 respectively. These stacks of cards 50, 52 and 54 each include thirty-seven cards, one face of each card 50 is provided with the term “want list,” one face of each card 52 is provided with the term “gold mine,” and one face of each card 54 is provided with the term “deuce in the hole.” The stacks of cards 50, 52 and 54 are divided as follows: three cards each of which is provided with the numeral “1” on their free faces; three cards each of which is provided with the numeral “2” on their free faces; four cards each of which is provided with the numeral “3”; three cards each of which is provided with the numeral “4”; three cards each of which is provided with the numeral “5”; three cards each of which is provided with the numeral “6”; three cards each of which is provided with the numeral “7”; six cards each of which is provided with the numeral “8”; three cards each of which is provided with the numeral “9”; six cards each of which is provided with the numeral “10”; six cards each of which is provided with the numeral “11”; three cards each of which is provided with the numeral “12”; and, three cards each of which is provided with the numeral “13.”

A further stack of cards 58 is applied to the “pinch hit area” 42 and these cards 58 include twenty-eight cards on each of which includes the term “pinch hit.” The remaining faces of these cards are formed with numbers as follows: four cards having the numeral “2”; three cards having the numeral “4”; three cards having the numeral “5”; three cards having the numeral “6”; three cards having the numeral “8”; three cards having the numeral “9”; six cards having the numeral “10” and six cards having the numeral “11.”

A still further stack of cards 60 is applied to the “black annie area” 38 and these cards 60, including twenty-four in number, are each provided on one of their faces with the term “black annie.” The remaining faces of these cards are provided with numerals as follows: eight cards having the numeral “50”; eight cards having the numeral “75”; and, eight cards having the numeral “100.” The number of cards and the indicia provided on each is disclosed best in Figure 6 of the drawings.

In order that five or six players may use the game board 10, there is provided a pair of auxiliary indices, one substantially rectangular, suitable material 60 each of which is divided into twelve areas 62 having the letters “G,” “O,” “M,” “B,” “I,” “N,” “A,” “T,” “I,” “O,” “N,” “S.” The present game apparatus includes a pair of dice 64 of conventional design that respectively include the numbers “1-6” inclusive or their equivalents.

The term “perfect combinations” which will later be employed in the rules of the game consists of the number “7” which may be made three ways with the dice, namely, a “4” and a “3,” a “6” and “1,” or “2.” The above mentioned numbers “7” and “11” are also referred to as “starters.” It should be noted, that when the dice 64 are positioned so that the one spot or number “1” of each face up, the term “fourters” will be used to properly define such a positioning of the dice.

The Plus and Minus rules used in this game are taken from mathematics and more particularly, algebra, so that like signs are added and unlike signs subtracted, to obtain the combination of “7” or “11.” The numbers possible to roll on the dice with the exception of “7,” “11” and “14” are divided into Plus and Minus numbers. The Plus numbers being “3,” “4,” “5,” and “6” or the numbers below “7,” and the Plus numbers are “3,” “4,” “5,” “6,” “7,” “11,” “12,” or “13” or the numbers above “7.” This is the reason for “want list,” “deuce in the hole,” and “gold mine” cards containing Plus and Minus numbers to be used in connection with the number rolled on the dice.

The object of the present game is for a player to roll the combination of “7” or “11” on the dice or to draw a card from one of the stacks that added to or subtracted from the number rolled on the dice will give a combination of “7” or “11.” And by so doing entitle him to draw a “cover card” 46 from the “bank” area 44 to place on his combination or area containing the letters “G,” “O,” “M,” “B,” “I,” “N,” “A,” “T,” “I,” “O,” “N,” “S.” The other features of the present game, such as bonus, penalties, pinch hit and “fourteen” will be later explained.
5 Rules of play

In order to play the game, the board is placed on a table and all cards 48, 46, 50, 54, 58 and 52 are shuffled and placed on their respective areas, namely, areas 44, 32, 34, 36, 38, 40 and 42 with the numbers thereon facing downwardly. Each player chooses a game piece 66 and an area having the letters “C,” “O,” “M,” “B,” “T,” “N,” “A,” “W,” “Y,” “O,” “N,” “S.” The player in front of the starting point 10 rolls the dice and if he rolls a “7” or “11” he starts his game piece 66 into play by moving that number of spaces, and draws the top card from the cards on the area 44 and places it any place he chooses on his playing area “C,” “O,” “M,” “B,” “T,” “N,” “A,” “W,” “Y,” “O,” “N,” “S.” If the starting player does not roll the combination of “7” or “11” the turn goes to the starting player’s left. Each player’s moving piece 66 is put into play when he rolls “7” or “11.”

Thereafter when a player rolls a “7” or “11” he does not move his game piece but does a card from area 44, and the turn goes to the next player. When a player rolls any other number he moves his game piece or token that number of spaces and draws a card from whatever name of the zone in path 5B he lands on. For example, if a player rolls a “9,” he moves his token nine spaces and says for instance he lands on “pinch hit zone 30” he draws a card from the stack of cards 56.

The rules and purpose of each stack of cards are explained separately below.

Combination cover cards

The player draws the top card each time. These cards have numbers of different denominations and letters contained in the word “combinations.” These cards are drawn and explained by the roll of “7” or “11,” or by drawing a card from the cards in gold mine area 36, the deuce in the holes area 46, or want list area 34, that gives “7” or “11.” Also by drawing a card from the pinch hit area 30 that has the same numbers as rolled on the dice. If the player chooses, he places a “C” over the “C” space or area, “O” over the “O” space, etc. By doing so it doubles the value of the card. It is not always possible to place the cards on the corresponding letters so a player can place them wherever he chooses but once placed it cannot be moved in order to increase the value of the card.

Bonus

If a player lands on bonus zone 26, he draws the top card from the stack of cards in area 32 and keeps it. If during play he draws three (3) bonus cards 48 he returns them to the bottom of the cards 48 and draws a card 46 from the area 44 and places it on his “C,” “O,” “M,” “B,” “T,” “N,” “A,” “W,” “Y,” “O,” “N,” “S.” Any bonus cards held at the end of the game are added to this score.

Want List

The object of the want list area 22 is to direct a player to draw a card that added to or subtracted from the number rolled on the dice will give a combination of “7” or “11,” thus entitling the player to draw a cover card. The player draws the top card from the area 34. Bearing in mind that “3,” “4,” “5” and “6,” rolled on the dice are minus numbers and that “8,” “9,” “10,” and “12” are plus numbers and that like signs are added and unlike signs subtracted. Thus if a player rolled a “4” on the dice and drew a “-3,” from the stack it would be added; “-4,” plus “-3” equals “-7,” and entitles the player to draw a card 46 from the bank area 44. If a player rolled “8” on the dice and drew a plus “3,” he would add “-4,” plus “-3” equals “-1,” and entitling the player to draw a card 46 from the bank area 44. If a player rolled “10” on the dice and drew a “-3,” from the stack of cards 46 he would subtract “-10,” minus “-3” equals “-7,” and entitling the player to draw a card from the stack of cards 46.

If the combination of “7” or “11” is made or if it is not, the card is returned to the bottom of the stack and the turn goes to the next player.

Deuce in the hole

These cards 54 serve in the same manner as the “want list” cards 56 and are drawn and used in exactly the same manner.

Gold mine

The cards 52 are used in the same manner as want list cards 56 and deuce in the hole 54 with this exception; the top card is drawn and if it does not give the combination desired to make “7” or “11” with the dice, it is kept to be used with future plays. Any time it will make the “7” or “11” desired to draw a card 46 from area 48 it is used and returned to the bottom of the stack. A player may possess two gold mine cards 52 at the same time and use either one that will give “7” or “11.” For example; a player possesses a card with “-5” on it. At his turn he play he rolls a “6” on the dice. The “-5” plus “-6” equals “-11,” he has the desired combination and draws a card 46 from area 44, but does not move his token or game piece. The gold mine cards 52 are returned to the bottom of the stack when used or when a natural “7” or “11” is rolled on the dice even though the card was not used.

Pinch hit

To add variety, these cards 56 do not contain plus or minus numbers, and the purpose of these cards are to permit a player to draw or attempt to draw the same number as rolled on the dice. For example, if a player rolls 13 on the area 30 or pinch hit area 30 in path 16, he draws a card 56 from area 42 and if the drawn card is “12” he is entitled to draw a card 46 from the bank area 44. The player then returns the card to the bottom of the stack of cards 46.

Black annie

If a player lands on black annie zone 26 he draws the top card of the stack of cards 58 on the area 38 and keeps it. If during the play he draws (4) four black annie cards 58, he returns them to the bottom of the stack and forfeits one of his cover cards 46 from his “C,” “O,” “M,” “B,” “T,” “N,” “A,” “W,” “Y,” “O,” “N,” “S” (a cover card of the player’s choice). Any black annie cards 58 held at the end of the game are subtracted from a player’s score. There is one other way to get a black annie card which is explained under “fourteen.”

Fourteen

When a player rolls a “fourteen” he must take a cover card 46 from another player’s “C,” “O,” “M,” “B,” “T,” “N,” “A,” “W,” “Y,” “O,” “N,” “S.” He chooses whatever card he wants from any player. For example, if he chooses a card from over the “O” and the letter “O” is on the card the player rolling “fourteen” keeps the card and places it on his “C,” “O,” “M,” “B,” “T,” “N,” “A,” “W,” “Y,” “O,” “N,” “S.” But if the card on the “O” had the letter “N” or any other letter except...
an "O" on it, the card is returned to the player from whom it was taken and that player draws a bonus card 48 and the player who rolled "fourteen" draws a black anne card 58 as a penalty.

End of game

By agreement of players, the game may be ended in two ways. (1) When one player has all the spaces on his "C," "O," "M," "B," "I," "N," "A," "T," "I," "O," "N," "S" covered. The one covering all his spaces does not always win the game. (2) When all the players have covered all their spaces.

Counting score

Add all the cards together remembering that cards bearing letters placed on the corresponding letter space counts double and all other cards count at face value. Bonus cards are added to the score and black anne cards are subtracted to get the total score for a player. For example, if C40 was placed on the "C" if counts 80, but if C40 was placed on "B" it counts 40.

Having described the invention, what is claimed as new is:

1. A game apparatus comprising a board having a plurality of players areas therein, each of said players areas being divided into spaced zones having letters therein to form a word for each player's area, a plurality of paths on said board, said paths being divided into a group of indicating zones, a plurality of card receiving areas on said board coacting with said indicating zones, a bank area on said board, a first stack of indicia bearing cards on said bank area having numerals thereon and also having letters corresponding to the letters of said playing areas, further stacks of indicia bearing cards on said card receiving areas, and dice for indicating a player's move into one of said indicating zones whereupon the player taking a card from one of the stack of cards in one of said card receiving areas places the card into one of the zones of his playing area, and said dice also informing a player to take a card from the stack of cards in said bank area when the number on the dice add to 7 or 11.

2. A game apparatus comprising a board having a plurality of players areas therein, each of said players area being divided into spaced zones having letters therein to form a word for each players area, a plurality of paths on said board, said paths being divided into a group of indicating variously colored zones, a plurality of card receiving areas on said board, said card receiving areas being colored to correspond to the coloring of said indicating zones, said indicating zones constituting stopping points for said card receiving areas so that a player will move from one of the indicating zones toward a card receiving zone corresponding to the said one of the indicating zones, a bank area on the board, a first stack of cards having numerals thereon and also having letters thereon corresponding to the letters of the players areas, said first stack of cards being placed on said bank area, further groups of cards placed in selected of said receiving areas and having numerals thereon, and dice for informing a player to selectively move into a selected playing zone and to draw a card from the stack of cards in the bank area, whereby the player moving into a playing zone draws a card from the stack of cards in the card receiving area corresponding to the playing zone for algebraically adding the number on the drawn card to the number of the dice to determine if the resulting number is 7 or 11 and if such permits the player to draw a card from the stack of cards in the bank area and place the card drawn from the stack of cards on the bank area on one of the zones of his playing area.

3. A game apparatus comprising a board having playing lettered areas thereon, a passage on said board having indicating zones of various colors, card receiving areas on said board coacting with said indicating zones, a bank area on said board, a first series of cards stacked in said bank area having numbers thereon and also having letters thereon corresponding to the letters of said playing areas, and a further series of numbered cards for each of said card receiving areas, and dice for selectively informing a player to draw a card from the bank area and place the card in his playing area when the dice add to 7 or 11 and for informing a player to move a certain number of zones on the passage whereupon the players will draw a card from the card receiving area corresponding to the zone on which he has stopped to add the number on the drawn card to the number on the dice which sum entitles the players to draw a card from the bank area if the sum is 7 or 11.

4. A game involving a chance means having positive and negative numbers, a group of cards certain of which are provided with positive numbers and other cards of which are provided with negative numbers, and a second group of cards having positive numbers thereon, said chance means selectively indicating the removal of a card from said first or second group of cards, and said chance means having numbers thereon algebraically combined with the numbers of said first group of cards to direct the removal of cards from the second group of cards.

5. A game apparatus comprising a board having a plurality of players areas thereon; each of said players areas being divided into spaced zones having each having a letter; a plurality of paths on said board; each of said paths being divided into a first zone, a second zone, a third zone, a fourth zone, a fifth zone and a sixth zone; a bank area on said board; a first stack of cards on the bank area; certain of said first stack of cards having letters thereon corresponding to the letters on the zone of said players areas; each card of said first stack of cards also having numbers thereon; a series of cards for each zone of each path; the series of cards for selected zones of said paths including certain cards having positive numbers thereon and certain cards having negative numbers thereon; and chance means having numbers thereon for selectively informing a player to receive a card from the bank area and place the card on a selected zone of said player's area and for informing a player to receive a card from a selected zone of said path; said cards in the zones of each path being algebraically combined with the chance means for indicating the removal of cards from the first stack of cards.

6. A game apparatus comprising a board having a main card receiving area and a plurality of auxiliary card receiving areas, a first stack of numbered cards on the main area, additional stacks of numbered cards on the auxiliary areas, certain cards of said additional stacks constituting penalty cards for devaluing the numbers on the first stack of cards, some of the cards of said additional stacks having negative numbers and some of the cards of said additional stacks having positive numbers, and a chance means having numbers thereon for selectively in-
indicating that a player is to remove a card from the first stack and from one of the additional stacks, the chance means being algebraically combined with the number on the card removed from the additional stack to inform a player to remove a card from the first stack should the algebraic result equal a predetermined number.

CURTIS A. POARCH.

## REFERENCES CITED

The following references are of record in the file of this patent:

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