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GAME

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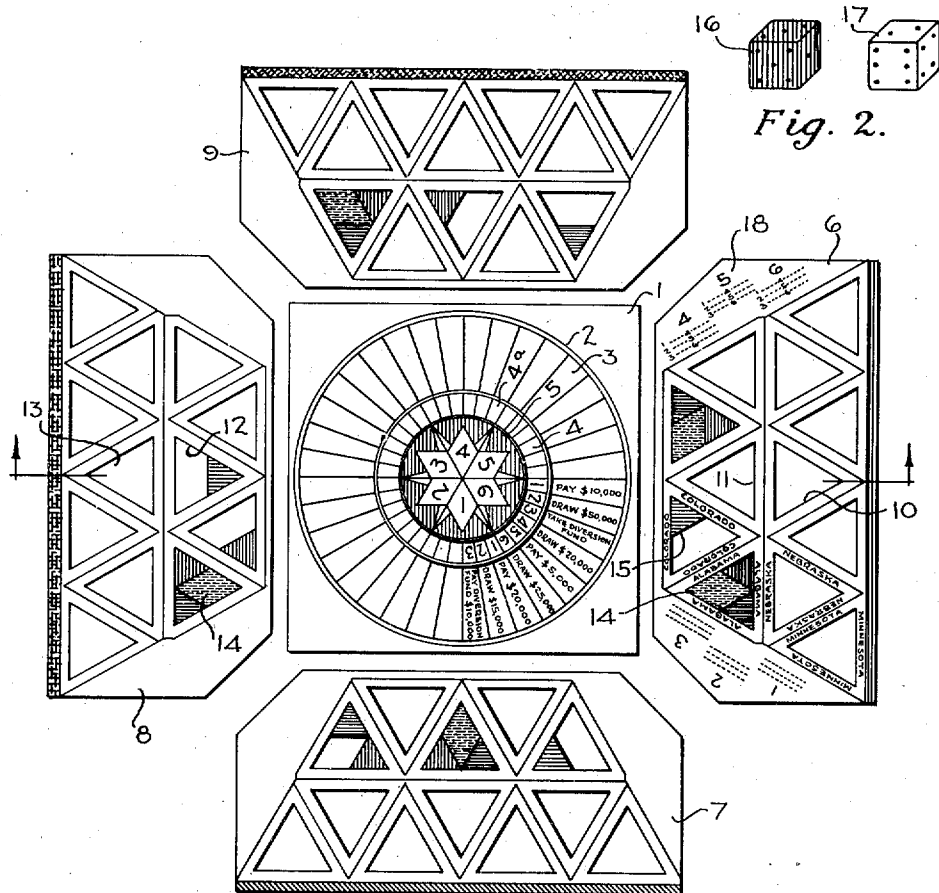


Fig. 1.



Fig. 3.

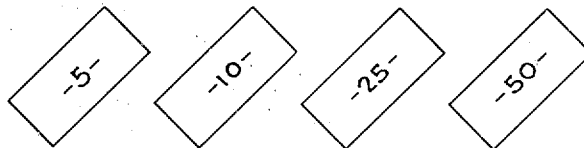


Fig. 4.

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GAME

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2 Claims. (Cl. 273-138)

The present invention relates to a game and more particularly to a game involving the use of boards, markers and indicators to simulate conditions encountered by highway officials and contractors in the building of roads and highways.

An object of the present invention is to make an interesting and instructive game.

Another object is to make a game involving the use of a playing board, markers, and indicating means to simulate conditions encountered by highway officials and contractors in the administration and building of roads and highways.

In order to attain these objects, there is provided, in accordance with one feature of the invention, a plurality of playing boards, one of said boards comprising a central unit having different rewards, gains, and penalties enumerated thereon. A pair of rotatable dials of different colors are mounted concentrically with said central board each of said dials being divided into a plurality of segments each designated with a number from one to six.

Players' boards are provided, one for each of four players, which is the maximum number of players for which the present arrangement is suited.

Indicators which are here shown as a pair of dice of different colors preferably to match the colors of the dials are also provided, as well as a quantity of game money, or certificates preferably in units of from five to fifty thousand.

These and other features of the invention will be more fully brought out in the following description and in the accompanying drawing, wherein:

Figure 1 is a plan view of a central common playing board and four individual players' playing boards of different colors arranged in position for playing the present game.

Figure 2 is a pair of dice, preferably of different colors, which are used in playing the game.

Figure 3 is a transverse sectional view on the line 3-3 of Figure 1, and,

Figure 4 is a plan view of four paper money coupons or certificates of a type used in playing the game.

Referring to the drawing in detail, a central board 1, has a circular portion 2, marked thereon, which is divided up into a plurality of segments 3. In the present instance, this is divided into 36 equal segmental spaces 3, and in each of these spaces 3, is printed either a reward or a penalty such as is indicated in the lower right hand quadrant illustrated.

A disc 4, is pivotally mounted on the board 1, concentrically with the circular portion 2. The outer portion of the disc 4 is divided into segments 4a of a number equal to the number of segmental divisions 3 in the circular portion 2, these segments 4a being adapted to register with the segmental spaces 2. The segmental portions 4a on the disc 4 are numbered successively from one to six, as indicated in the lower right hand quadrant in Figure 1. A second smaller disc 5 is also pivotally mounted concentrically with the disc 4 and is divided into 6 equal segments as illustrated. These segments each bear a number from one to six, respectively.

The individual players' boards 6, 7, 8, and 9, are each of a different color from the others and are each provided with twelve triangular recesses such as 10, 11, 12, and 13. These recesses are each marked around the border thereof with the name of a state. There being twelve recesses in each board, and four boards, this gives a total of forty-eight recesses in all four boards or one for each of the States in the Union.

A plurality of diamond shaped markers 14 are provided and a plurality of smaller triangular markers 15 are also provided. The triangular markers are of a size to fit into the spaces left in the triangular recesses such as the recess 10 when a diamond shaped marker 14 is placed in the recess.

It is necessary that one player act as banker, and to determine who shall be banker, each player first casts the dice and the player throwing the highest number of points becomes the banker and has first choice of the four boards. The player throwing next high total has second choice and so on until each player has a board. Two people can play by means of each player operating two boards, and three can play by permitting the banker to operate two boards or by throwing the dice again after the banker has been selected to determine which person will operate two boards. When four people play the game, each player operates one board, and if a fifth person desires to get into the game, that person can act as banker. In this case the players can decide whether the high total or low total in the initial cast of the dice shall determine the one who shall serve as banker.

After the boards have been allotted and the banker selected as above set forth, the banker loans each player fifty thousand units preferably using one 25,000, two 10,000, and one 5,000 certificates. At the time each loan is made, the

banker also issues a loan certificate for 50,000 units to the player making a loan, this note being preferably printed in red ink to show that the player is indebted that amount to the bank. Such a certificate must be issued with each loan made during the progress of the game, and loans must be made in 50,000 unit amounts as required. Each loan must be repaid to the bank as quickly as possible at the rate of 55,000 units for each 50,000 units borrowed. These loans correspond to bond issues and the 5,000 units extra required in the repayment of the loan represents interest and commissions. It will be noted as the game is played, it is based upon a "pay as you go" theory, since funds may not be invested in improvements while a player is indebted to the bank.

After the loans and loan certificates have been distributed, each player again throws the dice once and the person throwing the highest total starts the play. After each player's turn, the dice pass to the left and the play proceeds in sequence.

Doubles are counted as in any other combination on a point total basis and have no extra value. Each player before throwing the dice is permitted to adjust the two dials 4 and 5 in any position desired, providing only, that the segments 4a in the disc 4 are in registry with the segments 3 in the circular portion 4, and that the segments in the central disc 5 are in registry with divisions in the disc 4. Failure of the player to properly align the dials before throwing the dice will cause the player to lose that throw of the dice. After the dials are adjusted the dice are thrown and must be left untouched by all players until the player completes all phases of his play and passes the dice on to the player on his left.

The two dice are of different colors, one of them being preferably colored similar to the background of the central disc 5 which we will assume for the purpose of the present description, to be red. We will assume that the die 16 is also red and that the numbers on this die 16 are to be read on the central disc 5 while the numbers on the other die 17 are to be read on the disc 4.

Having thrown the dice, the player locates the number shown on the red die on disc number 5, each segment of which spans six segments 4a on the border of the disc 4. As adjusted in the illustration shown in Figure 1, each segment of the disc 5 includes the numbers one to six in that sequence. However, if the central disc 5 were rotated two segments clockwise, from its position illustrated in Figure 1, the numbers of the segments 4a would start with three and would have the sequence three, four, five, six, one, two. We will assume for the purpose of the present illustration that the discs 4 and 5 are adjusted as illustrated and that the red die 16 exposes the number six. This designates the segment on the central disc 5 bearing the number six. We will assume that the other die 17 exposes the number four. Reading this number on the border of the disc 4, we see that this is in alignment with segment 3, which bears the notation, "Draw 20,000." That player would then receive 20,000 units from the banker. Let us assume another combination. Suppose the dice had turned up a one on the red die 16 and a three on the other die 17. This, according to the arrangement shown in Figure 1, would have indicated the segment reading "Pay diversion fund 10,000." The player would then have had to pay ten thousand units into the diversion fund. By a preliminary adjustment of the two discs 4 and 5, the same number combina-

tions will result in different winnings or penalties.

The diversion fund is a separate fund which is to be kept by the banker in sight of all players, on one corner of the table. This fund remains intact until some player throws a combination which will indicate the segment 3 marked "Take diversion fund." The player would then take all funds in the diversion fund unless the fund might happen to be depleted as at the beginning of a game or just after a previous player had won the fund.

All funds and loan certificates held by the various players must be kept in sight at all times in stacks of like denominations, and the loan certificates must also be kept in sight and separate from other funds. For convenience, it is recommended to keep these certificates partly under the edge of the playing board adjacent the player.

Each player has on the sides of his board 6, six lists of States, as indicated on the right hand player's board of Figure 1. These lists are numbered from one to six by red numerals 18. Each of these six lists contain the names of six States, numbered consecutively from one to six and an initial indicating the color of the player's board on which the State is found. Thus for instance if the board 6 were green, the names of all States found on that board would be indicated by the letter G in each occurrence of that state in the lists 18 of the other three boards. Furthermore, since there are only 36 names of States on each players' board (six lists of six each) the names of the States designating the triangles on his own board are not included in the lists 18 on a player's board, but are included in the lists on each of the other three players' boards. A sample list of States is as follows:

6 (red numeral)

- | | |
|------------------|-----------------|
| 1. Delaware (G) | 4. New York (G) |
| 2. Ohio (Y) | 5. Virginia (Y) |
| 3. Tennessee (O) | 6. Arizona (O) |

These being on the board of the player having the red board indicate that the names of the States indicated will be found on the green (G), yellow (Y), or orange (O) board, as indicated by the initial.

We will now assume, that the player, after having cast the dice and either collected the winnings or paid the penalty indicated by the notation in the segment 3 which his throw indicated, then consults the table of lists on his own board and locates the combination he has thrown. The number on the red die 16 indicates the list of States and the number on the other die 17 indicating the specific State in that list. The player must then locate on an opponent's board the triangle bearing the name of the State indicated and must pay to the player in whose board that triangle is located as follows: If the triangle for that State is empty—5,000 units, if it contains a red triangle—10,000 units, if it contains a red and a blue triangle 25,000 units, and if it contains a red and a blue triangle and a silver diamond—50,000 units.

After the player has completed all transactions indicated by the cast of the dice as above set forth he may then, if he has sufficient funds, pay off one or more of his loans from the bank by paying the banker 55,000 units for each 50,000 units loaned, and at the same time he returns the loan certificate to the banker. If after hav-

ing paid all indebtedness, the player has funds remaining, he may invest such funds in improvements for his States, by purchasing from the bank as follows: A red triangle, representing right of way and surveys—10,000 units. A blue triangle representing grade construction, etc.—15,000 units. A silver diamond representing paving and bridges—25,000 units.

The player must begin the improvement of each State by first purchasing a red triangle. This may be followed by a blue triangle and a silver diamond in the order noted. The red triangle should preferably be placed toward the player's left, the blue triangle toward the player's right and the silver diamond will then fill the remaining space in the triangular depression such as the depression 10.

Although each State must be filled in the sequence above listed, it is not necessary for a player to fill one State before starting on another. For instance, he may desire to provide several of the States with red triangles before providing any of them with blue triangles or he may desire to fill each State completely before going to the next. These and other features will have a bearing on the final outcome of the game and a player's decisions in these matters will usually determine the final outcome.

All actions must be made before the player relinquishes the dice to the following player, and even though a player may be in a position to pay loans or make purchases by winning on the throws of another player, no transactions can be had with the bank until the player in turn has thrown the dice and completed all requirements of the play as heretofore described. No player is permitted to borrow from another, so that if a player does not have sufficient funds to make a transaction, he must first borrow from the bank in fifty thousand unit quantities, an amount sufficient to complete the transaction. No investments and improvements may be made while a player is in debt for loans, although it is not necessary, for the player to relinquish any improvements already made in order to borrow additional funds.

The player who first completes the improvement of all of the States in his board wins the game.

If it is desired to summarize or score a game, the winning player may be assumed to win from each player the amount which would be necessary for that player to complete the improvement of his board, plus the repayment of loans outstanding figured at 55,000 units for each 50,000

units loaned, less any credit allowed for funds held in the player's possession.

The diversion fund reverts to the bank on the winning of a game by a player.

The present game, although simple and easily learned, has an infinite amount of variety and although the game may be considered as one of chance, as far as the throwing of the dice is concerned, the fact that the player is permitted to vary the positions of the discs 5 and 4 before each play, provides an element of personal predetermination which aids greatly to the interest of the game. Although it is a game which requires no knowledge of highway contracting for full enjoyment, nevertheless those who are familiar with this business, having played the game, say that it truly depicts many of the risks and gains of this field.

I claim:

1. A game device for use in a game apparatus having a playing field adapted for play by a plurality of individual players and, a pair of dice, one of said dice having a distinguishing characteristic from the other of said dice, said device comprising manually settable determining means including a pair of concentric discs pivoted to the base member, one of said discs being divided in a plurality of numbered segments equal to the number of faces on one of said dice, each of the divisions on the face of said discs spanning a plurality of numbered divisions on the second disc equal to the number of faces on the second of said dice, one of said discs having a characteristic associated with one of said dice, and a plurality of spaces on said base member associated one with each of said divisions on the second disc, each of said spaces bearing a game determining characteristic.

2. A game device for use with a game apparatus having a playing field adapted for play by a plurality of players and a pair of dice distinctively marked with respect to each other, said device comprising manually settable means having a plurality of spaces thereon, each of said spaces bearing a characteristic associated with a face of one of said dice said manually settable means being mounted on a support divided into a plurality of spaces equal in number to the product of the number of spaces on said manually settable means multiplied by the number of distinctively marked faces of the other of said dice, each of said spaces on said support member bearing a game determining characteristic and having a character referring to a face of the other of said dice associated therewith.

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