

No. 748,626.

PATENTED JAN. 5, 1904.

L. J. MAGIE.
GAME BOARD.

APPLICATION FILED MAR. 23, 1903.

NO MODEL.

2 SHEETS—SHEET 1.

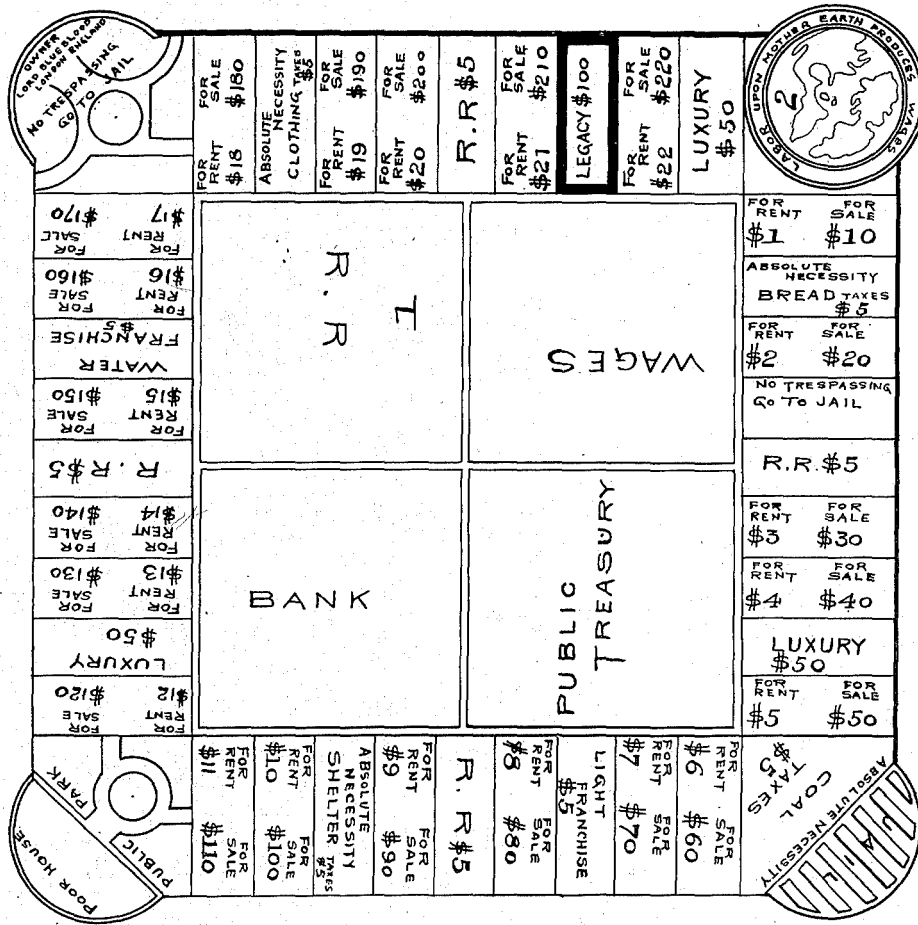


Fig. 1.

Witnesses
F. L. Ourand
M. H. Ourand.

Inventor
Lizzie J. Magie
by John A. Aul
Attorney

No. 748,626.

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GAME BOARD.

APPLICATION FILED MAR. 23, 1903.

NO MODEL.

2 SHEETS—SHEET 2.

Fig. 2

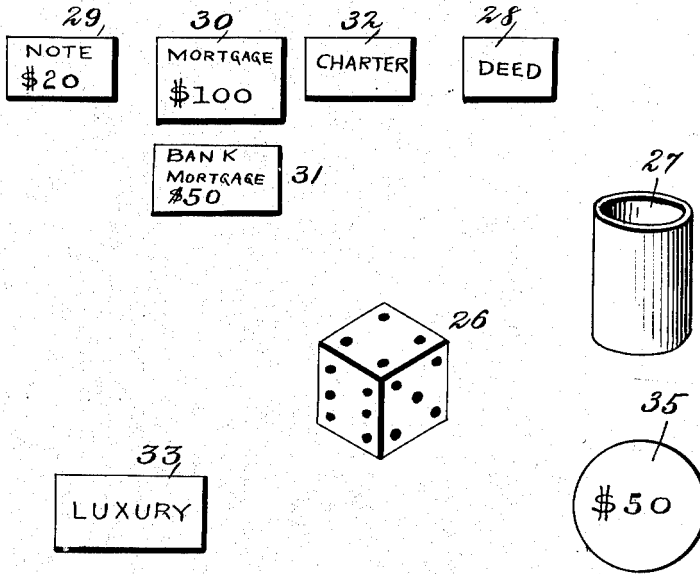
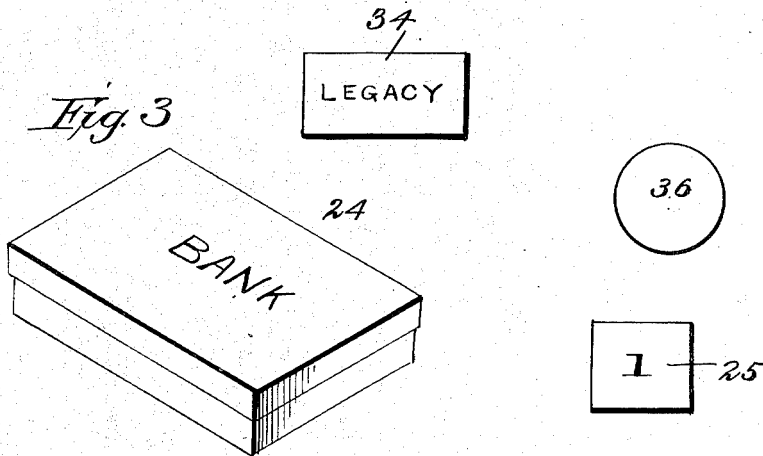


Fig. 3



Witnesses
F. L. Curand
W. H. Curand.

Inventor
Lizzie J. Magie
by *John A. Paul*
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UNITED STATES PATENT OFFICE.

LIZZIE J. MAGIE, OF BRENTWOOD, MARYLAND.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 748,626, dated January 5, 1904.

Application filed March 23, 1903. Serial No. 149,177. (No model.)

To all whom it may concern:

Be it known that I, LIZZIE J. MAGIE, a citizen of the United States, residing at Brentwood, in the county of Prince George and State of Maryland, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

My invention, which I have designated "The landlord's game," relates to game-boards, and more particularly to games of chance.

The object of the game is to obtain as much wealth or money as possible, the player having the greatest amount of wealth at the end of the game after a certain predetermined number of circuits of the board have been made being the winner.

In the drawings forming a part of this specification, and in which like symbols of reference represent corresponding parts in the several views, Figure 1 is a plan view of the board, showing the different spaces marked thereon. Figure 2 shows the various movable pieces used in the game; and Fig. 3 is a view of one of the boxes, the same being designated as the "bank."

The implements of the game consist of a board which is divided into a number of spaces or sections and four (4) spaces in the center indicating, respectively, "Bank," "Wages," "Public treasury," and "Railroad." Within these four spaces are preferably placed four (4) boxes, one of which is shown in the drawings and represented by the numeral 24.

The movable pieces used in the game, only one piece of each set for convenience of illustration being shown in the drawings, are as follows: Four pairs of dice, four shaking-boxes, four checkers to check the throws made, boxes representing, respectively, "Bank," "Wages," "Public treasury," and "Railroad," and also various colored chips or tickets representing lots, money, deeds, notes, individual mortgages, bank mortgages, charters, legacies, and luxuries. These chips are not to be limited to any certain number or colors.

25 indicates lot tickets; 26, the dice; 27, shaking-boxes; 28, deeds; 29, notes; 30, individual mortgages; 31, bank mortgages; 32,

charters; 33, luxuries; 35, money; 36, checkers, and 34 legacies.

The game is played as follows: Each player is provided with five hundred dollars. The lot tickets, twenty-two (22) in number, are placed face downward upon the board, and each player draws one until twelve have been taken. The rest are put back in the wages-box. Each player looks at the tickets he has drawn and may purchase the lot corresponding to his ticket if he can afford to or so chooses. If he does not purchase, he does not have to pay rent, but simply puts the ticket back into the wages-box again. When these twelve lots have been bought or the privilege refused and the owner's deeds placed upon those purchased, the game begins.

The series of spaces upon the board are colored to distinguish them; but of course other means of making them distinctive may be employed. The lot-spaces "1" to "22," which are preferably green, are for sale at the highest figure marked upon them or for rent at the lowest figure marked upon them. If a player chooses to buy a lot, he must pay into the "Public treasury" the price of it and place his deed upon it. If he chooses to rent it, he must pay the rent to the "Public treasury."

Absolute necessities: These spaces, which are preferably blue, indicate absolute necessities—such as bread, coal, shelter, and clothing—and when a player stops upon any of these he must pay five dollars into the "Public treasury." (This represents indirect taxation.)

No trespassing: Spaces marked "No trespassing" represent property held out of use, and when a player stops on one of these spaces he must go to jail and remain there until he throws a double or until he pays into the "Public treasury" a fine of fifty dollars. When he comes out, he must count from the space immediately in front of the jail.

Railroad: "R. R." represents transportation, and when a player stops upon one of these spaces he must pay five dollars to the "R. R." If a player throws a double, he "Gets a pass" and has the privilege of jumping once from one railroad to another, provided he would in his ordinary moving pass

a "R. R." If he stops upon it, however, he must pay five dollars.

Luxuries: These spaces, preferably purple, represent the luxuries of life, and if a player stops on a "Luxury" he pays fifty dollars to the "Public treasury," receiving in return a luxury ticket, which counts him sixty dollars at the end of the game. The player may purchase the luxury or not, as he chooses or can afford; but if he does not purchase it he loses his move.

Franchises: These spaces, preferably yellow, indicate light franchise and water franchise and are public necessities. The first player who stops upon one of these franchises puts his charter upon it, and all though the game he has the privilege of taxing all the other players five dollars whenever they chance to stop upon it. It costs him nothing and counts him nothing at the end of the game.

Public park: A player may stop in the "Public park" without paying anything.

Legacy: If a player stops upon the "Legacy," he gets one hundred dollars cash and a legacy-ticket.

Mother earth: Each time a player goes around the board he is supposed to have performed so much labor upon mother earth, for which after passing the beginning-point he receives his wages, one hundred dollars, and is checked upon the tally-sheet as having been around once.

Poorhouse: If at any time a player has no money with which to meet expenses and has no property upon which he can borrow, he must go to the poorhouse and remain there until he makes such throws as will enable him to finish the round.

Rent: When a player stops upon a lot owned by any of the players, he must pay the rent to the owner. If he stops upon one of his own lots, of course he pays nothing. If two players stop upon the same lot, the second must pay to the first one-half of the rent, (in case of an odd number giving to the first the benefit of the fraction.) If a third player's throw brings him on the same lot, he cannot occupy it, but must remain upon the space next to it, counting his throw one less. In case of lot 1 the player gets the whole rent.

Borrowing: A player may borrow from the "Bank" in amounts of one hundred dollars, and for every one hundred dollars borrowed the "Bank" takes a mortgage on one or more of the borrower's lots, the total value of which must be at least ten dollars more than is borrowed. For every one hundred dollars borrowed from the "Bank" a bank mortgage is placed upon the property on which the loan is made, and the player puts his note in the "Bank," paying upon each note five dollars (interest) every time he receives his wages. One player may borrow from another, giving a mortgage on any property he may own and making the best bargain he can as to interest, terms of payment, &c. The player loan-

ing the money places his individual mortgage on the top of the borrower's deed to show that he has a mortgage on that property. Should a loan be repaid before passing the beginning-point, the borrower saves the interest.

Five times around: When a player has been around the board five times, he may move in either direction, provided he is clear of debt, until each of the other players has been around five times; but having passed the beginning-point the required number of times he receives no more wages. The game is finished when the last player has passed the beginning-point the fifth time.

Counting up: As the deeds are removed from the lots each player is credited with the value of the lots owned by him. His cash on hand is counted, and the amount set down under the total value of the lots. Then the luxuries are counted, (remember that each one counts sixty,) and the amount set down under cash. Add together these three amounts—lots, cash, and luxuries—and the player who has the largest sum-total is the winner.

Playing without the lot tickets: Some have found it more interesting to play the game without using the lot tickets at all, players simply purchasing lots as they come to them in the ordinary moving. In this case the player is provided with one hundred dollars to begin with. The number of times around the board may also be regulated by the will of the players.

Emergencies: Should any emergency arise which is not covered by the rules of the game, the players must settle the matter between themselves; but if any player absolutely refuses to obey the rules as above set forth he must go to jail and remain there until he throws a double or pays his fine, as explained in paragraph "No trespassing."

Having now fully described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. A game-board, having corner-spaces, one constituting the starting-point, and a series of intervening spaces indicating different denominations, some of the spaces of the different series corresponding, and distinguished by coloring or other marking, so that the corresponding divisions on the four spaces may be readily recognized.

2. A game-board, provided with corner-spaces, intervening spaces of different denominations, some of the spaces of the different series corresponding, and distinguished by coloring or other marking, so that the corresponding spaces in the different divisions may be recognized, and a series of movable pieces having reference to the different divisions upon the board.

3. A game-board, having a series of divisions of different denominations upon its outer border, one constituting the starting-point, four divisions within said series for the reception of boxes, a series of movable pieces hav-

ing reference to the spaces upon the board, and a chance device to control the movement of the pieces.

5 4. A game-board, provided with corner-spaces, intervening spaces of different denominations, and distinguished by distinctive marking, so that the corresponding divisions on the different spaces may be recognized, movable pieces having reference to the
10 spaces, a chance device to control the movement of the pieces, checkers, and tickets rep-

resenting money, deeds, notes, mortgages, bank mortgages, charters, legacies, and luxuries, adapted to be used in connection with the same.

In testimony whereof I affix my signature
in presence of two witnesses.

LIZZIE J. MAGIE.

Witnesses:

MARIE L. SIEMERS,
LAWRENCE HUFTY.

15

Dec. 31, 1935.

C. B. DARROW

2,026,082

BOARD GAME APPARATUS

Filed Aug. 31, 1935

7 Sheets-Sheet 1

Fig. 1.

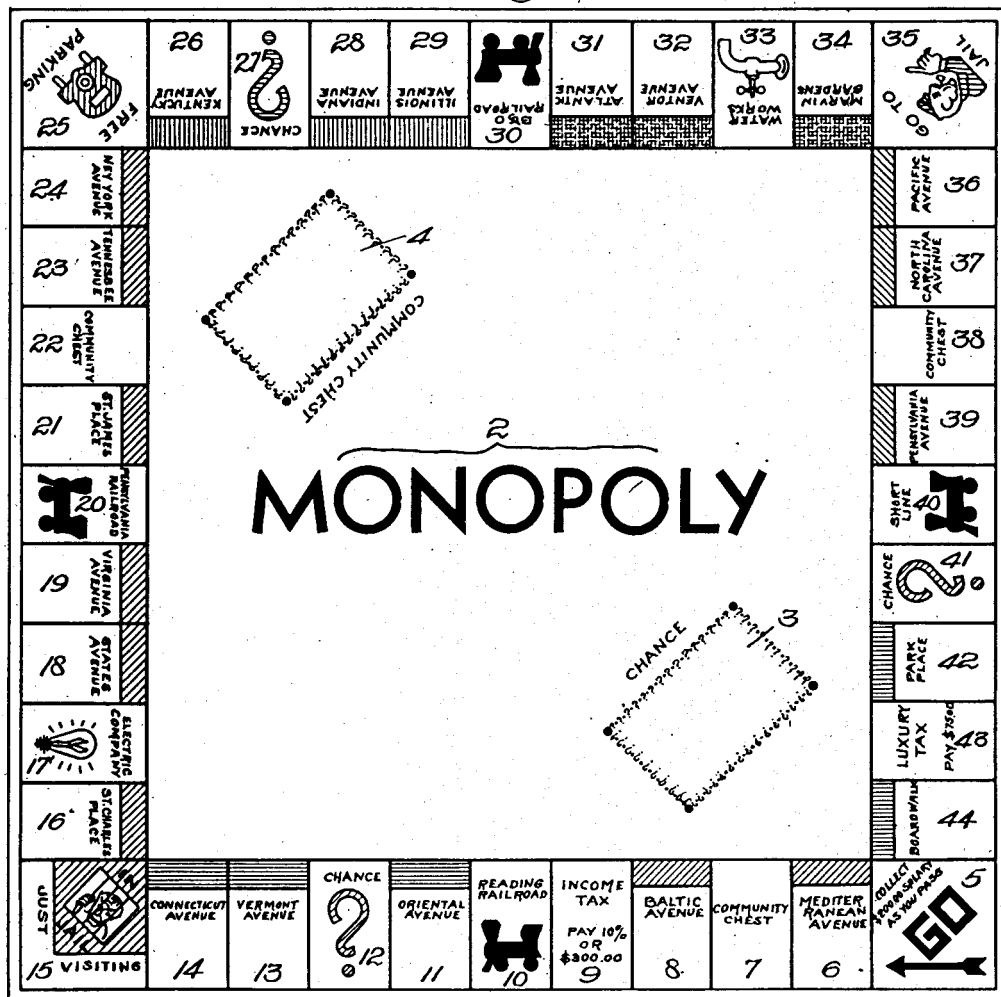
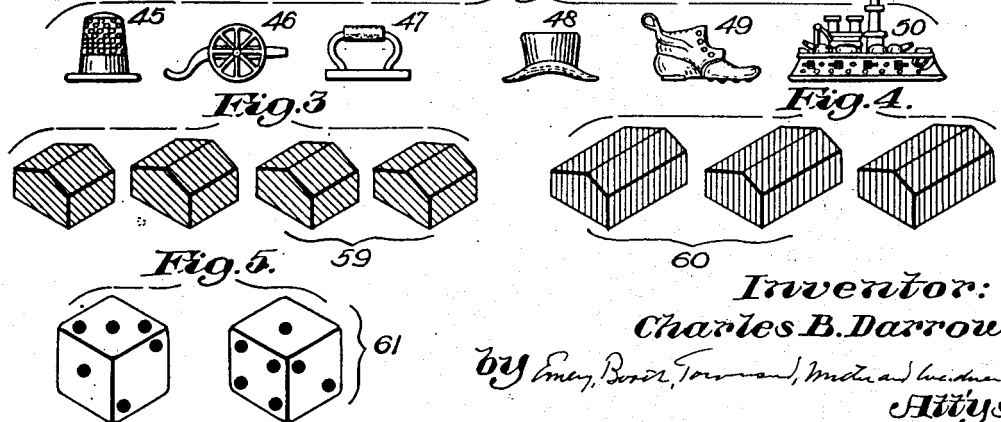


Fig. 2.



Inventor:
Charles B. Darrow.
by Emory, Bond, Townsend, Madson and Co., Inc.
Attys.

Fig. 6.

ATLANTIC AVE.	
Rent*	\$22.00
With 1 House	110.00
With 2 Houses	330.00
With 3 Houses	800.00
With 4 Houses	975.00
With Hotel	1150.00
Mortgage Value 130.00	
Houses cost \$150.00 each Hotels \$150.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

MARVIN GARDENS	
Rent*	\$22.00
With 1 House	120.00
With 2 Houses	360.00
With 3 Houses	850.00
With 4 Houses	1025.00
With Hotel	1200.00
Mortgage Value 140.00	
Houses cost \$150.00 each Hotels \$150.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

WINNIFER AVE.	
Rent*	\$22.00
With 1 House	110.00
With 2 Houses	330.00
With 3 Houses	800.00
With 4 Houses	975.00
With Hotel	1150.00
Mortgage Value 130.00	
Houses cost \$150.00 each Hotels \$150.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

NO. CAROLINA AVE.	
Rent*	\$26.00
With 1 House	130.00
With 2 Houses	390.00
With 3 Houses	900.00
With 4 Houses	1100.00
With Hotel	1275.00
Mortgage Value 150.00	
Houses cost \$200.00 each Hotels \$200.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

PACIFIC AVE.	
Rent*	26.00
With 1 House	130.00
With 2 Houses	390.00
With 3 Houses	900.00
With 4 Houses	1100.00
With Hotel	1275.00
Mortgage Value 150.00	
Houses cost \$200.00 each Hotels \$200.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

PENNSYLVANIA AVE.	
Rent*	28.00
With 1 House	150.00
With 2 Houses	450.00
With 3 Houses	1000.00
With 4 Houses	1200.00
With Hotel	1400.00
Mortgage Value 160.00	
Houses cost \$200.00 each Hotels \$200.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

MEDITERRANEAN AVE.	
Rent*	\$2.00
With 1 House	10.00
With 2 Houses	30.00
With 3 Houses	90.00
With 4 Houses	160.00
With Hotel	250.00
Mortgage Value 30.00	
Houses cost \$50.00 each Hotels \$50.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

ST CHARLES PLACE	
Rent*	\$10.00
With 1 House	50.00
With 2 Houses	150.00
With 3 Houses	450.00
With 4 Houses	625.00
With Hotel	750.00
Mortgage Value 70.00	
Houses cost \$100.00 each Hotels \$100.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

STATES AVE.	
Rent*	\$10.00
With 1 House	50.00
With 2 Houses	150.00
With 3 Houses	450.00
With 4 Houses	625.00
With Hotel	750.00
Mortgage Value 70.00	
Houses cost \$100.00 each Hotels \$100.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

VIRGINIA AVE.	
Rent*	\$12.00
With 1 House	60.00
With 2 Houses	180.00
With 3 Houses	500.00
With 4 Houses	700.00
With Hotel	900.00
Mortgage Value 80.00	
Houses cost \$100.00 each Hotels \$100.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

BAL TIC AVE.	
Rent*	\$4.00
With 1 House	20.00
With 2 Houses	60.00
With 3 Houses	180.00
With 4 Houses	320.00
With Hotel	450.00
Mortgage Value 30.00	
Houses cost \$50.00 each Hotels \$50.00 plus 4 houses	
* If all properties of one color are owned, rent is doubled (on unimproved property only)	

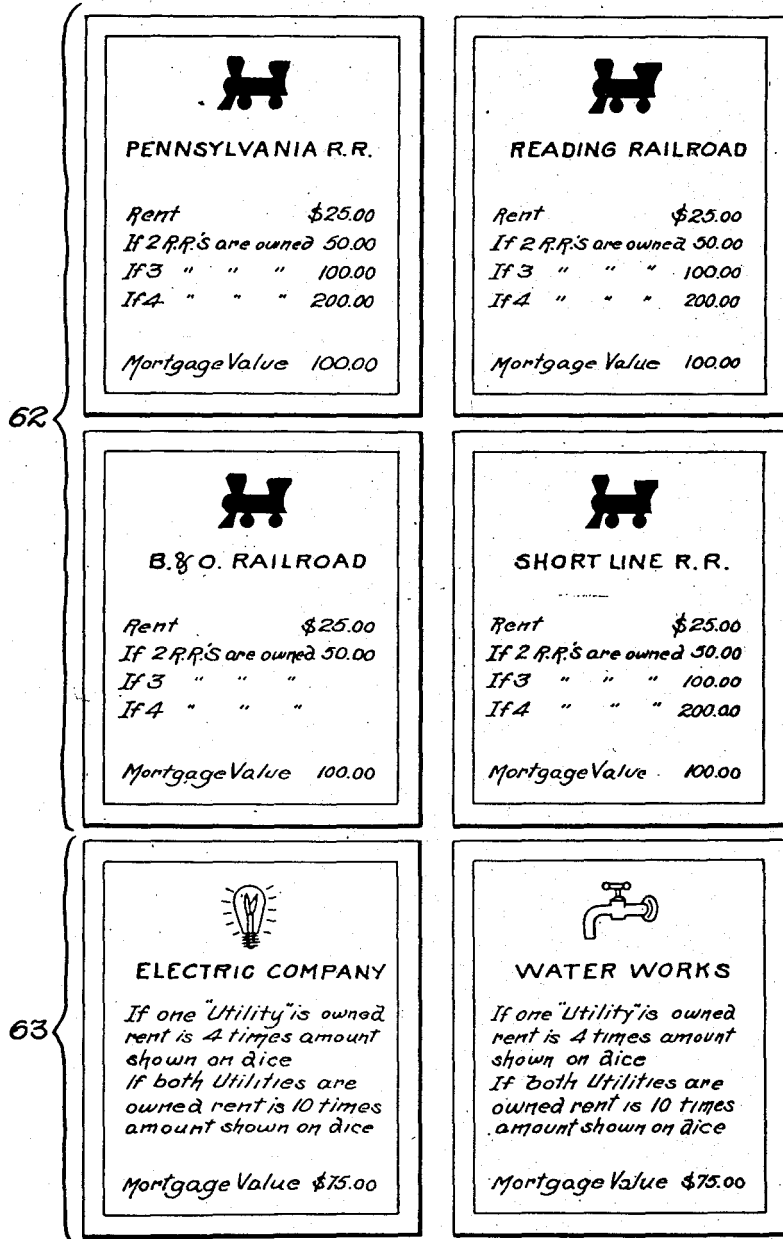
Inventor:
 Charles B. Darrow,
 by
 Emily, Bevil, Townsend,
 Miller and Laidlaw
 Attys.

Fig. 7.

<p style="text-align: center;">INDIANA AVE.</p> <p>Rent* \$18.00 With 1 House 90.00 With 2 Houses 250.00 With 3 Houses 700.00 With 4 Houses 875.00 With Hotel 1050.00</p> <p>Mortgage Value 110.00 Houses cost \$150.00 each Hotels, \$150.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">KENTUCKY AVE.</p> <p>Rent* \$18.00 With 1 House 90.00 With 2 Houses 250.00 With 3 Houses 700.00 With 4 Houses 875.00 With Hotel 1050.00</p> <p>Mortgage Value 110.00 Houses cost \$150.00 each Hotels, \$150.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">ILLINOIS AVE.</p> <p>Rent* \$20.00 With 1 House 100.00 With 2 Houses 300.00 With 3 Houses 750.00 With 4 Houses 925.00 With Hotel 1100.00</p> <p>Mortgage Value 120.00 Houses cost \$150.00 each Hotels, \$150.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>
<p style="text-align: center;">NEW YORK AVE.</p> <p>Rent* \$18.00 With 1 House 80.00 With 2 Houses 220.00 With 3 Houses 600.00 With 4 Houses 800.00 With Hotel 1000.00</p> <p>Mortgage Value 100.00 Houses cost \$100.00 each Hotels, \$100.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">TENNESSEE AVE.</p> <p>Rent* \$14.00 With 1 House 70.00 With 2 Houses 200.00 With 3 Houses 550.00 With 4 Houses 750.00 With Hotel 950.00</p> <p>Mortgage Value 90.00 Houses cost \$100.00 each Hotels, \$100.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">ST JAMES PLACE.</p> <p>Rent* \$14.00 With 1 House 70.00 With 2 Houses 200.00 With 3 Houses 550.00 With 4 Houses 750.00 With Hotel 950.00</p> <p>Mortgage Value 90.00 Houses cost \$100.00 each Hotels, \$100.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>
<p style="text-align: center;">VERMONT AVE.</p> <p>Rent* \$6.00 With 1 House 30.00 With 2 Houses 90.00 With 3 Houses 270.00 With 4 Houses 400.00 With Hotel 550.00</p> <p>Mortgage Value 50.00 Houses cost \$50.00 each Hotels, \$50.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">BOARDWALK.</p> <p>Rent* \$50.00 With 1 House 200.00 With 2 Houses 600.00 With 3 Houses 1400.00 With 4 Houses 1700.00 With Hotel 2000.00</p> <p>Mortgage Value 200.00 Houses cost \$200.00 each Hotels, \$200.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">PARK PLACE.</p> <p>Rent* \$35.00 With 1 House 175.00 With 2 Houses 500.00 With 3 Houses 1100.00 With 4 Houses 1300.00 With Hotel 1500.00</p> <p>Mortgage Value 175.00 Houses cost \$200.00 each Hotels, \$200.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>
<p style="text-align: center;">ORIENTAL AVE.</p> <p>Rent* \$6.00 With 1 House 30.00 With 2 Houses 90.00 With 3 Houses 270.00 With 4 Houses 400.00 With Hotel 550.00</p> <p>Mortgage Value 50.00 Houses cost \$50.00 each Hotels, \$50.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	<p style="text-align: center;">CONNECTICUT AVE.</p> <p>Rent* \$8.00 With 1 House 40.00 With 2 Houses 100.00 With 3 Houses 300.00 With 4 Houses 450.00 With Hotel 600.00</p> <p>Mortgage Value 60.00 Houses cost \$50.00 each Hotels, \$50.00 plus 4 houses</p> <p><small>* If all properties of one color are owned, rent is doubled (on unimproved property only)</small></p>	

Inventor:
Charles B. Darrow,
by
Emily Board, Treasurer,
India and Lucinda,
Attys

Fig. 8.

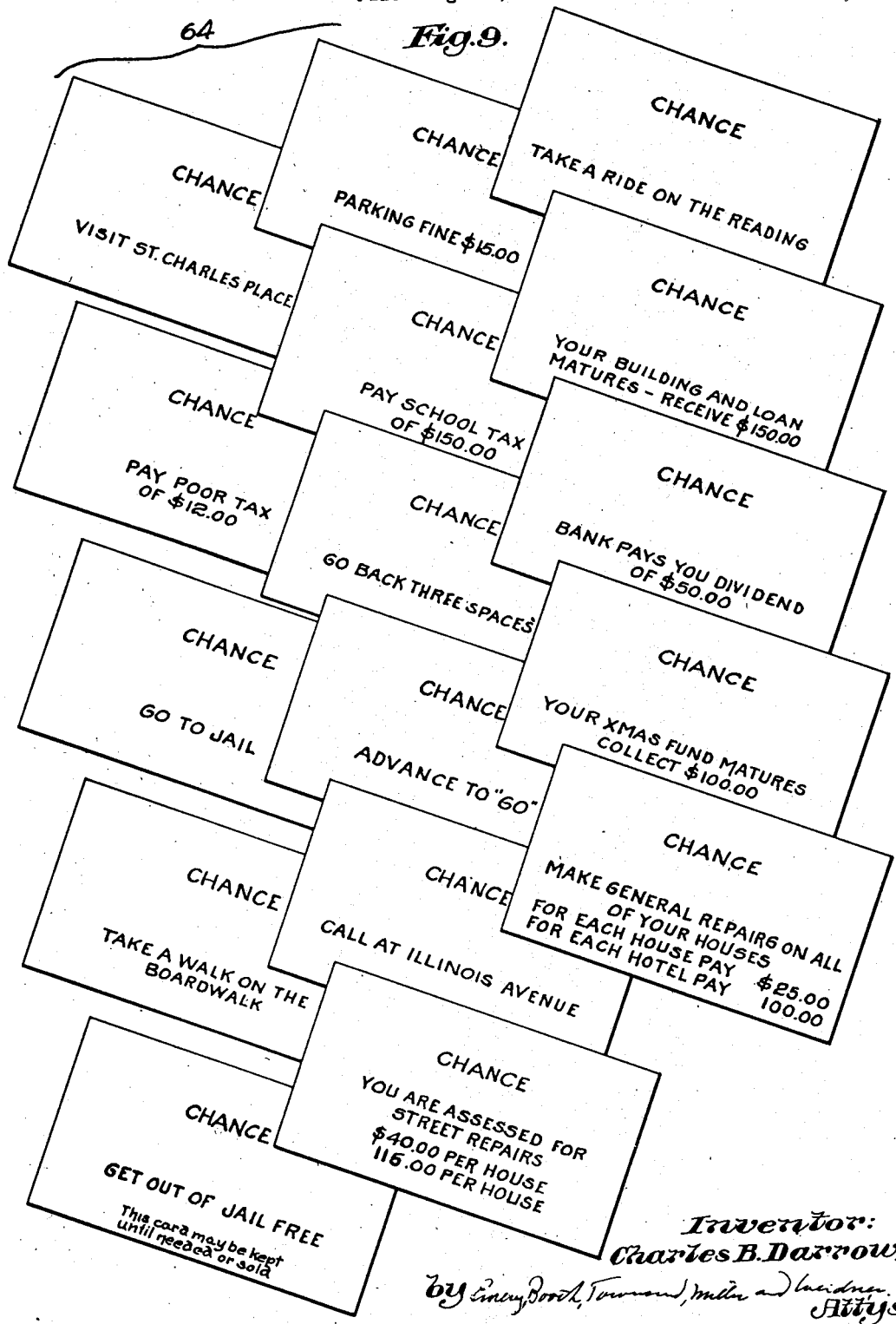


Inventor:
Charles B. Darrow,
 by Emory, Brown, Townsend, Miller and Lewis,
 Attys.

Dec. 31, 1935.

C. B. DARROW
BOARD GAME APPARATUS
Filed Aug. 31, 1935

2,026,082
7 Sheets-Sheet 5



Inventor:
Charles B. Darrow,
*by Emily Darrow, Treasurer, Miller and Broadway
Attys.*

Dec. 31, 1935.

C. B. DARROW

2,026,082

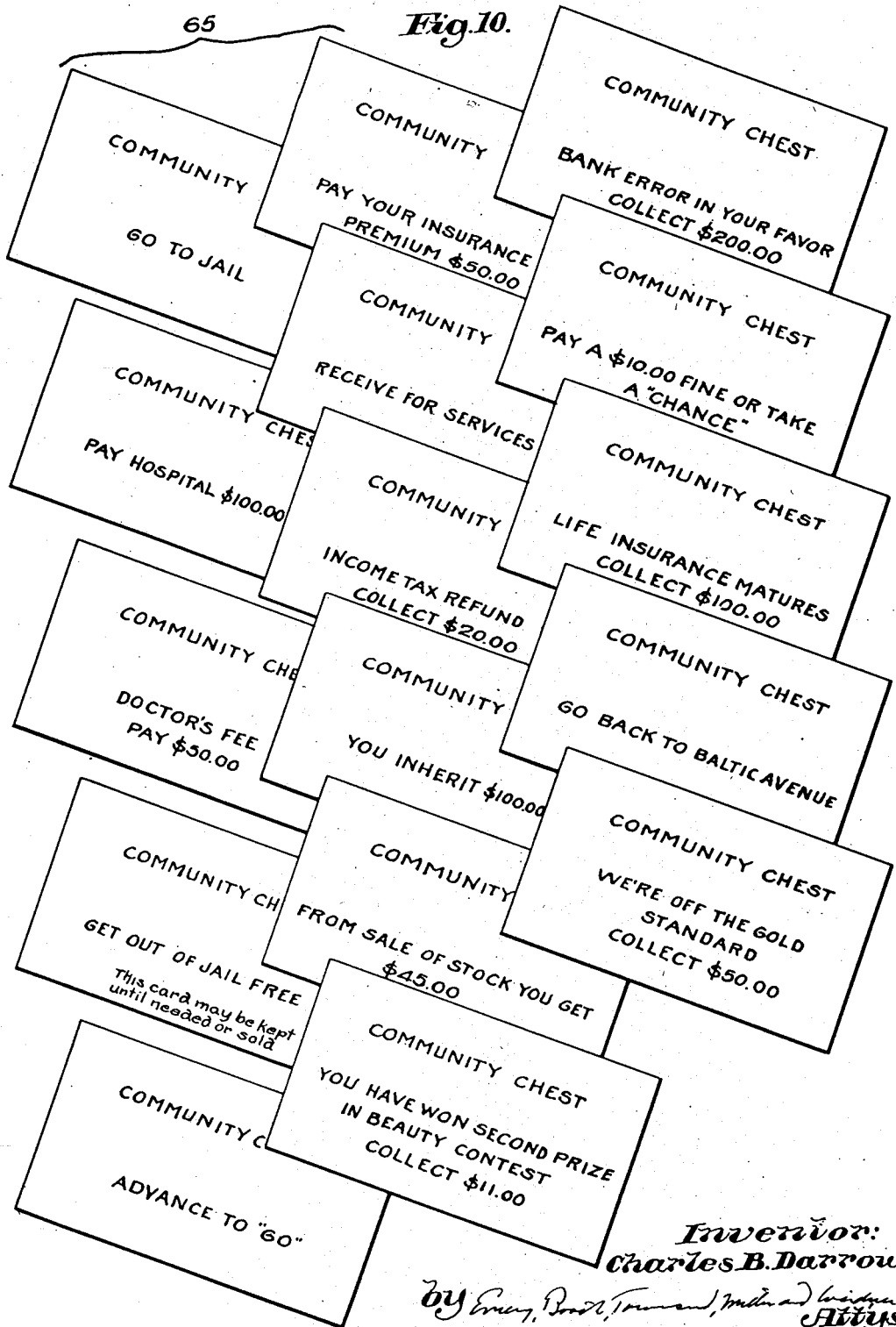
BOARD GAME APPARATUS

Filed Aug. 31, 1935

7 Sheets-Sheet 6

65

Fig. 10.



Inventor: Charles B. Darrow,

by Erney, Bond, Townsend, Miller and Lewis Attys

Dec. 31, 1935.

C. B. DARROW

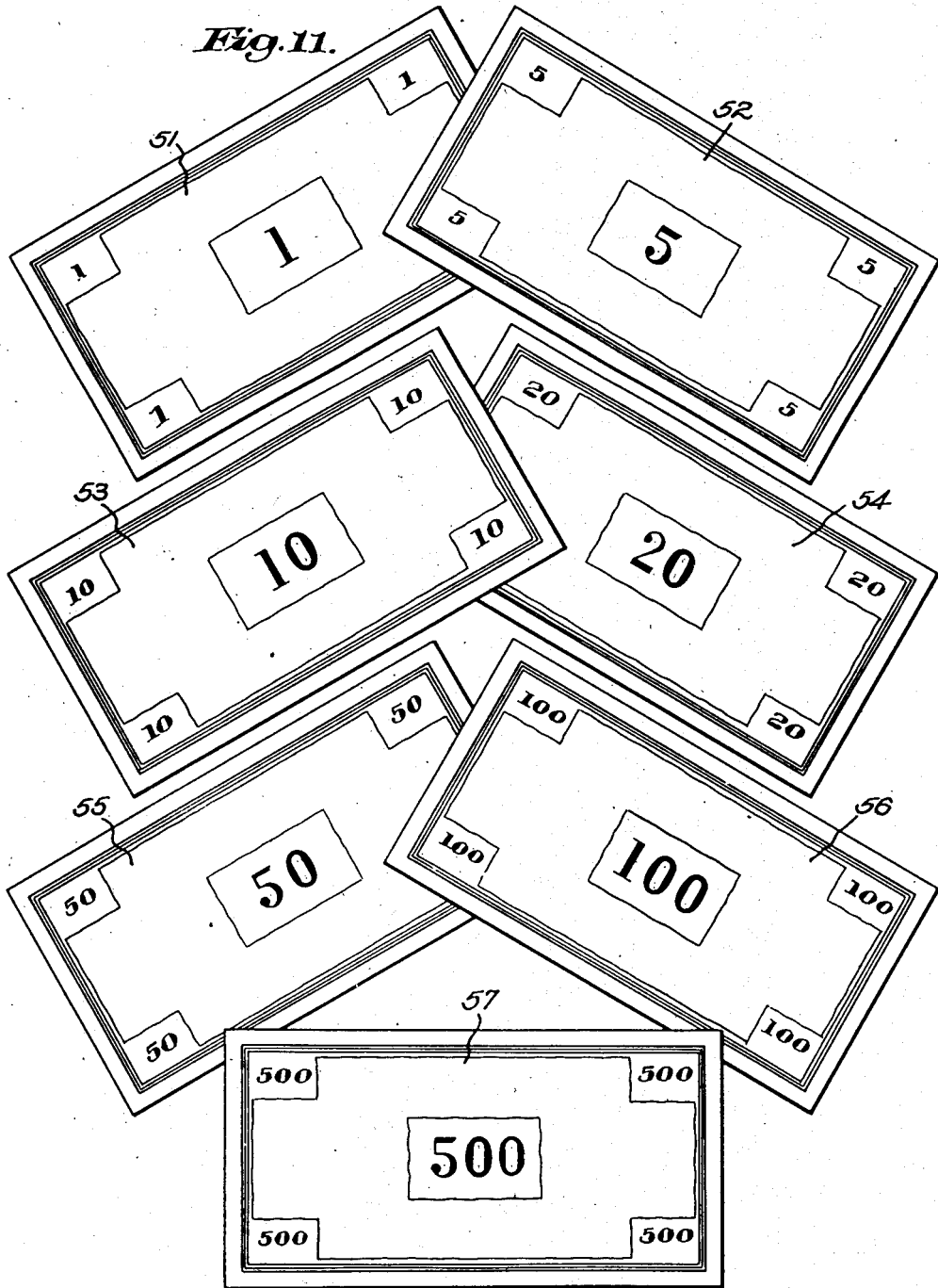
2,026,082

BOARD GAME APPARATUS

Filed Aug. 31, 1935

7 Sheets-Sheet 7

Fig. 11.



Inventor:
Charles B. Darrow,
by Emily, Doris, Leonard, Miller and Lewis,
Attys.

UNITED STATES PATENT OFFICE

2,026,082

BOARD GAME APPARATUS

Charles B. Darrow, Philadelphia, Pa., assignor to
Parker Brothers, Inc., Salem, Mass., a corpora-
tion of Maine

Application August 31, 1935, Serial No. 38,757

9 Claims. (Cl. 273—134)

This invention relates to board game apparatus and is intended primarily to provide a game of barter, thus involving trading and bargaining.

In order that the principle of the invention may be readily understood, I have disclosed a single embodiment thereof in the accompanying drawings, wherein—

Fig. 1 is a plan view of one form or arrangement of board or playing field for the game, the lettering on the respective spaces or areas being clearly represented and the distinctive colors being indicated thereon according to the chart for draftsmen in the Patent Office Rules of Practice;

Fig. 2 is a view in elevation of symbols or tokens that are used by the several players respectively and which are shaped in representation of diversified objects;

Fig. 3 is a perspective view of some of the Houses that are used by the players who acquire Real Estate locations as designated by many of the spaces or areas;

Fig. 4 is a similar view of certain of the Hotels that are similarly used;

Fig. 5 represents in perspective the dice used to determine the extent or length of the moves of the players along the path or course;

Figs. 6 and 7 represent twenty-two cards which constitute the Title cards of the respective Real Estate holdings, spaces or areas indicated on the board of Fig. 1;

Fig. 8 represents a set of six cards, four of which give the rental and mortgage values of the four Railroads indicated by four certain spaces or areas on the board, and the other two of which indicate the rental and mortgage values of certain Utilities represented at two of the spaces or areas of the board;

Fig. 9 represents sixteen so-called Chance cards which are to be drawn from individually by every player who moves onto a Chance space or area of the board;

Fig. 10 is a similar view of sixteen Community Chest cards which are drawn from by each player who moves onto a Community Chest area or space indicated on the board; and

Fig. 11 is a view of the play or scrip money used in denominations of 1, 5, 10, 20, 50, 100 and 500 dollars.

Before describing the game in detail, I will set forth certain of the salient features thereof and the general purpose of the game which is primarily one of barter. Much of the interest in the game lies in trading and in striking shrewd bargains. While I have illustrated and will now describe in detail that specific embodiment of

my invention involving real estate areas or locations, it is to be understood that in its broader aspect my invention is not limited to the representation or simulation (among other features) of real estate areas or locations, with or without building improvements thereon, inasmuch as other types of properties are comprehended within the scope thereof, and other privileges or benefits than rentals would in such cases be provided for in such other forms of my invention. As will be hereinafter set forth, there are, in the represented embodiment of the invention, twenty-two Real Estate areas or locations designated upon the board, and according to the throw of the dice or other chance-determining element, the players may move onto some one or another of the Real Estate locations which they then acquire or may acquire through purchase from the Banker, who is preferably one of the players. The players then seek to develop their said Real Estate locations by erecting buildings thereon which are, in this embodiment of the invention, Houses and Hotels. Each of the players at the commencement of the game is furnished with a certain amount of game or scrip money, say, \$1500 per player, and each player, as his symbol or token is moved, according to the throw of the dice, about the path or course repeatedly so long as the game continues, will, in accordance with the throw of the dice, land at times upon one of the Chance areas or one of the Community Chest areas, instead of upon a Real Estate area, whereupon he must draw a card from the appropriate one of the two piles of Chance and Community Chest cards, which cards indicate some financial or other penalty or benefit whereby his capital is augmented or diminished. Or he may land upon one of the Railroad properties which, if not already controlled (acquired) by some other player, he may himself acquire; or he may land upon the space marked Income Tax, whereupon he will have to pay to the Bank a substantial portion of his capital, or upon the space marked Luxury Tax. Other financial benefits and penalties will be fully set forth in the ensuing specific description of the selected embodiment of the invention, to which, however, my invention is not limited excepting as hereinafter set forth in the claims.

The board as a whole is indicated at 1 in Fig. 1. Inasmuch as the game is known upon the market as Monopoly, that name is indicated at 2 on the board in the central space, whereon at 3 and 4 are indicated the places where the set of Chance cards and the set of Community Chest cards are

respectively piled, preferably face down. Any player who is compelled by the rules of the game to draw a Chance or Community Chest card takes the top card from the pack indicated and after following the instructions printed thereon returns the card face down to the bottom of the pack or set of such cards.

The path or course made up of the forty spaces or areas, extends entirely about the board, thus constituting a continuous path, course or circuit about which the symbols or tokens of the players are moved according to the throws of the dice as long as the game continues. In this respect the game markedly differs from one where a path or course leads to a goal or "Home", as in Parcheesi. In other words, the board or playing field possesses no goal of termination or winning point, but affords a track for continuity of play. The playing commences at the lower right hand corner designated "Go" in Fig. 1, and I have, on Fig. 1, consecutively numbered the spaces or areas 5 to 44 inclusive.

The four corner spaces 5, 15, 25 and 35 are certain special spaces. The starting space 5, marked "Go", is also marked "Collect \$200.00 salary as you pass", meaning that upon each successive circuit of the board each player as he lands upon or passes the said space 5 draws \$200 from the Banker. The second corner 15 is marked "Jail", the purpose of which will be more fully set forth hereinafter, and the diagonally opposite corner 35 is marked "Go to Jail", thus indicating what the player is to do who lands on the said corner space 35. The remaining corner 25 is marked "Free Parking", thus indicating that no rent can be charged against any player landing thereon and no penalty is imposed.

Twenty-two of these spaces are Real Estate areas or locations, and each of them bears a name as of a street or avenue or place, all clearly marked upon Fig. 1. Moreover, the said Real Estate areas are suitably marked in color. The Real Estate areas are herein shown as arranged in several groups, each group being indicated by a distinctive color. Thus a single group will include a certain number of Real Estate areas which in the present example of the invention are two or three respectively thus each group is very readily recognized as such in the playing of the game.

Thus, reading from the corner starting space 5, it will be seen that the two areas 6 and 8 constitute one Real Estate group and are both colored purple at the inner end thereof. The spaces 11, 13, 14 constitute another Real Estate group and are colored light blue at the inner end thereof. Upon the left side of the board viewing Fig. 1 the Real Estate spaces 16, 18, 19 constitute a single group and are colored pink at the inner end thereof. The next Real Estate spaces 21, 23, 24 constitute a group and are colored brown at the inner end thereof. Upon the top side of the board viewing Fig. 1 the Real Estate spaces 26, 28, 29 constitute a group and are colored red at the inner end thereof. The Real Estate spaces 31, 32, 34 constitute a single group and are colored yellow at the inner end thereof. Upon the remaining or right hand side of the board viewing Fig. 1, the spaces 36, 37, 39 constitute one group of Real Estate areas and are colored green at the inner end thereof. Finally the two areas 42, 44 constitute the last group of Real Estate locations and are colored dark blue at the inner end thereof.

Interspersed among the said twenty-two Real Estate areas are certain other areas which are, in this example of the invention, Community Chest, Chance, Railroads, Utilities, Income Tax and Luxury Tax, respectively. These may be arranged as desired and the number thereof may be varied within the scope of the invention. Desirably, however, they are substantially less in total number than the Real Estate areas among which they are distributed. In the disclosed embodiment of the invention, there is a Railroad area midlength each of the four sides of the board, namely, at 10, 20, 30, 40. There are herein provided three Community Chest areas and three Chance areas, the former being the areas 7, 22, 38, and the latter being the areas 12, 27, 41. There are also two areas for Utilities, namely, Electric Company at 17, and Water Works at 33. There are two Tax areas, namely, Income Tax area 9, the penalty for landing on 20 which is or may be the payment of ten per cent of such player's cash on hand or \$300 as an alternative, and Luxury Tax area 43, which involves the payment of \$75. It is to be understood that the invention is not limited to any particular number of areas of any of these various types of tangible properties. Preferably, however, the Real Estate areas predominate, and there are other areas the landing upon which involves in this embodiment of the invention a financial penalty or a financial benefit, all as set forth in detail by the cards of the two groups of so-called Chance cards and Community Chest cards.

The number of players is not fixed. Any reasonable number can play but four to nine players have been found to be most desirable. One of the players is chosen as the Banker or Agent or otherwise designated person having charge of the money that is not distributed among the players at the start and who also handles on behalf of the Bank the selling of Real Estate areas, Houses and Hotels therefor, etc. Such person may also act as one of the players and for that purpose will be provided with an equal sum of money and in all ways will participate in the game with the other players.

A symbol or token is provided for the players respectively, and I have herein represented in Fig. 2 at 45 to 50 inclusive, six tokens which are respectively a thimble, a cannon, a flat iron, a hat, a shoe and a battleship. Other distinctive symbols or tokens may be provided if desired, or if a greater number of players participate than there are symbols or tokens, a coin or key or any other suitable article may be used. Desirably said symbols or tokens represent in miniature diversified objects, and thus not only result in the ready identification of each symbol or token with the particular player using the same, but interest is added to the game owing to the use of tokens having special individuality or characteristics as is evident from an inspection of Fig. 2. Thus the playing piece of each player is differentiated from that of any opponent in form, and constitutes a symbol representing the player.

It will be understood that the game money or scrip dollars indicated in Fig. 11 at 51 to 57 inclusive, in denominations of 1, 5, 10, 20, 50, 100 and 500 dollars, is in charge of the Banker who, at the commencement of the game, provides each of the players, including himself, if he so participates, with an equal sum, for example, \$1500 in suitable denominations. If more than five

players participate, each player might be given \$1000 in scrip and a bank credit of \$500 to be drawn upon when required. As stated, the Banker holds in the bank all the money that belongs to the bank. He also holds all the Title cards representing the Real Estate property, the Railroads and the Utilities, all of which are tangible things as contrasted with stocks or bonds. The realty Title cards are those represented in Figs. 6 and 7 at 58, being twenty-two in number, and therefore corresponding with the number of Real Estate spaces or areas on the board 1. The same names of avenues, places, streets, etc. appear respectively upon the said Title cards and the same coloring is indicated on those cards as on the corresponding Real Estate areas on the board 1. In addition, each card sets forth the rent to be charged any player thereafter landing upon a Real Estate space that has been acquired previously by another player. Said rental values differ as indicated in Figs. 6 and 7 just as in actual conditions rents differ in different localities of a town or city. Not only does each card indicate the rental value of the space when unimproved, as, for example, \$22 for Atlantic Avenue, but each card gives the rental value when the Real Estate area has been improved with one House, then with two Houses, then with three Houses, then with four Houses and finally with a Hotel. Thus, the Atlantic Avenue property when improved by erecting one House thereon has the rental value of \$110. If it has been improved to the extent of erecting two Houses thereon, the rental value is \$330. With three Houses, the rental value is \$800, with four Houses it is \$975, and finally if all of those four Houses are replaced by a Hotel, the rental value is \$1150. These respective values differ or may differ for different localities as will be seen from an inspection of the numerous cards shown in Figs. 6 and 7. In addition, each Title card has a mortgage value specified thereon such, for example, as \$130 for the Atlantic Avenue property. This mortgage value is a basis by which the cost of a Real Estate area is fixed and at which ascertained cost the player first landing upon that area may acquire the property. For example, if the mortgage value is \$130 as for Atlantic Avenue, the player first landing upon that property has the option of buying that property from the Bank at twice its said mortgage value. If the player elects to buy such property he pays the Bank in scrip for that property and receives the Title card pertaining to that property. He then places such Title card in front of him until he sells that property. If such player should prefer to decline the option of purchasing the property upon which he has landed, the Banker, according to the preferred rules of the game, at once offers said property for sale at auction, he acting as auctioneer, and in such capacity sells that property to the highest bidder, accepting scrip in payment and giving the Title card as evidence of ownership.

In addition, each Title card states the cost of a House, four of which may be erected on a single property providing that the other property of that group is equally improved; the card also indicates the cost of the Hotel which may be acquired by turning in the four Houses and also paying the sum specified, as, for example, \$150 for the Atlantic Avenue site or location. The Title card also contains the further notation that if all the Real Estate areas of one color (that is, all the areas of a single group) are owned by

the same player, the rent is doubled, but only on unimproved property. Thus it will be seen that under certain conditions groups of areas or properties are increased in value, and therefore advantageous privileges are given to any player possessing all the properties constituting a complete group. This same idea of increased privileges may be carried out in other embodiments of my invention, and in such other cases not involving the simulation or the use of the idea of real estate, the further privileges, instead of being increased rentals, would or might be a privilege having some special significance in the matter that is simulated or the idea that is used. That is to say, the values printed or otherwise designated in connection with the spaces of the respective groups are increased by the acquisition of all the spaces constituting such a group by any one player, thereby making it possible for the possessor to exact greater benefits or penalties by any opponent resting or trespassing thereon.

The idea of acquiring unimproved Real Estate property and erecting buildings thereon whereby the value of a property is improved or augmented, is further carried out by the provision of buildings herein indicated as a group of Houses 59 and a group of Hotels 60. Desirably I provide thirty-two Houses and twelve Hotels which are distinctively colored, the Houses being indicated as green in color and the Hotels red, being twice the size of the Houses.

Any suitable chance-determining element or means may be provided, such, for example, as the two dice represented at 61 in Fig. 5. Instead, any other suitable chance-determining element or device may be employed, as, for example, an arrow or pointer pivoted to be spun, all of which are comprehended within the term "dice or equivalent indication."

The Title cards representing the Real Estate property have been described at length, and brief reference has been made to the Title cards representing the Railroads and the Utilities, which latter will now be more completely described.

In Fig. 8, the first four cards indicated at 62 are the Railroad Title cards and the two lowermost cards indicated at 63 are the Utility Title cards.

Referring to the cards pertaining to the Railroads, each of them states the rental value, here shown as \$25 for the single space on the board corresponding to that particular card. If, however, two Railroad spaces or properties are acquired by the same player, he charges a rental value of \$50 against any other player landing upon such space or area. In the event that he owns three Railroad properties, he charges \$100 rental, and if he owns all four Railroad properties he charges \$200 rental. The mortgage value is indicated as \$100. Such figures are indicative merely of those preferably used in accordance with the rules, and the invention is in no wise limited to any particular values or rules.

The two Utility Title cards 63 also give full information concerning the rental that may be charged by the holder of the spaces corresponding to these cards and also the mortgage values thereof.

Reference has also been made to the so-called Chance and Community Chest cards, which, broadly speaking, are mainly cards indicating the imposing of a financial penalty or the obtaining of a financial benefit. The said Chance cards are shown as a complete set in Fig. 9 at 64. They are desirably sixteen in number and the character of 75

the financial penalty or financial benefit or some movement along the board imposed upon the player, is clearly stated thereon, and need not be here set forth in full, as obviously they may be widely varied within the scope of the invention.

The set of so-called Community Chest cards are all shown in Fig. 10 at 65. They also are shown as sixteen in number and the financial benefits or penalties or specified moves on the board are fully stated thereon.

Referring more specifically to certain elements of barter or real estate dealing involved in the game, it is to be noted that the number of House or Hotels is limited and a shortage thereof can be created by shrewd players. The object of each player is to force all the other players to quit the game because unable to meet their financial obligations that develop as the game proceeds. The players move from space to space in accordance with the throw of the dice and hence become subject to rental charges if they land upon property held by other players. If unable to meet a rental charge and the player concerned is unable to raise money by disposing of any property which he holds, to the Bank or other players in accordance with the rules of the game, he is considered bankrupt and must quit the game, taking up his symbol or token from the board. He must, however, dispose of any property which he may still hold in accordance with the rules of the game. The Banker collects all fines, taxes, purchase price of Houses and Hotels and all penalties, etc. and pays all salaries, bonuses, premiums, etc. He holds all money not in the possession of the individual players, and the Title cards, Houses and Hotels until they are acquired by the players. He also handles all mortgages which will be more specifically referred to hereinafter. The amount of play or scrip money is, of course, variable within the scope of the invention. It is desirable to have enough scrip money to provide each of five players with \$1500 each, and as previously stated if a larger number of players participate, they can each be given at the commencement of the game some smaller amount, as, for example, \$1000 and a credit is arranged with the Bank for the remaining \$500 or any other amount agreed upon.

One of the most important and characteristic features of the game is that of the Real Estate areas upon which the Houses and Hotels may be erected. The Houses and Hotels are to be bought only from the Bank and may not be "built" until a single player owns a complete set of one-color property, referred to as a group, and he may then build only on that complete color group. For example, if a player owns Kentucky Avenue, Indiana Avenue and Illinois Avenue, 26, 28, 29, he may build Houses on such property.

If he owns said three properties and also Baltic Avenue but not Mediterranean Avenue 6, the player is not allowed to build a house on Baltic Avenue until he also owns Mediterranean Avenue. A player is entitled to build a house at any time he owns a complete color group, but, according to the preferred rules of the game, he must improve each parcel in a color group of Real Estate evenly. For example, if he owns Pacific Avenue, North Carolina Avenue and Pennsylvania Avenue, 36, 37, 39, one house may be put (erected) on any one of the said three spaces or real estate locations, and the other two properties collect double rent from any player landing thereon. The next house bought by such player must be built on one of the unoccupied spaces or lots and not on the

space or lot on which the player built the first house. A player may build (acquire) as many houses at one time as his judgment dictates and his financial standing in the game will allow, but he is required to build evenly according to the preferred rules of the game. For example, he builds a first house, then the next house on an unoccupied property of the same color group, and in the event that there are three spaces or areas of the same color, constituting one group, the third house must be built on the third and unoccupied property or space. The next house may be built or placed upon any space of the same color having one house already built thereon, and so on, but a player cannot build one house on one piece of property and three houses on another. According to the preferred rules of the game, a player must have four houses on each piece of property of a group of the same color before he is entitled to build a hotel. According to the preferred rules, houses and hotels may be sold only to the Bank. This may be done at any time. Property excepting houses and hotels may be sold to any player in the game for any amount that the owner can get from any other player. It will be noted that the purchase price of a house or a hotel is printed on the Title cards pertaining thereto. When a player is buying a hotel he must pay in advance the purchase price printed on each Title card and he must also return to the Bank the four houses which he has previously erected on that property. According to the preferred rules of the game, a player must not have both houses and hotels on the same piece of property. If a player is in financial difficulties, in his play of the game, he has the right to sell a house or hotel back to the Bank for one half of the purchase price. If the Bank has no houses to sell, players wishing to build must wait for some other player to turn back or sell his houses to the Bank before building. If the number of houses and hotels available at any time is very limited and two or more players wish to buy them, the houses and hotels should be sold at auction to the highest bidder. The rules may provide that a player who has sold houses or hotels back to the Bank may repurchase them. Obviously, however, the precise rules of the game do not affect the scope of the invention.

Reference has been made to the mortgaging of property in playing the game. According to the preferred rules of the game, any mortgaging of property is done through the Bank only. The mortgage value of a property is printed on the Title card pertaining thereto. Preferably the rate of interest is ten per cent, payable when the mortgage is lifted or paid off. If any mortgaged property is transferred, the new owner may lift the mortgage at once if he wishes, but must in any event pay ten per cent interest. If the player fails to lift the mortgage, he, according to the preferred rules of the game, pays the ten per cent interest, and when at a later period in the game the mortgage is lifted an additional ten per cent interest is paid. According to the preferred rules of the game, a player may not mortgage houses or hotels. All buildings (houses or hotels) must, in accordance with the preferred rules of the game, be sold to the Bank before any property can be mortgaged. In order to mortgage property upon which there is a house or houses or a hotel, a player must first sell such buildings back to the Bank which will according to the preferred rules of the game pay him one half of what he paid therefor.

Preferably provision is made for "rebuilding" a house on mortgaged property. The owner of the property is required to pay the Bank the amount of the mortgage plus the ten per cent interest charge and to buy the house or houses back from the Bank at the full purchase price thereof. A

5 player who is bankrupt in the game (that is, one who owes more than he can pay) is required to turn over to his creditors all that he has of value and retire from the game. In making such settlement, however, if the player owns houses or hotels, these are returned to the Bank in exchange for scrip to the extent of one half the amount paid for them, and this cash is given to the creditor.

15 If a bankrupt player turns over to his creditor property that has been mortgaged, the new owner must at once pay the Bank the amount of interest on the loan and at the same time he may lift the mortgage by paying the principal. In case the player pays only the interest and at a later time lifts the mortgage, he is then required to pay the principal plus an additional interest charge of ten per cent to the Bank. If a player owes more rent than he can pay in cash with the game or scrip money, he may pay the creditor partly in cash and partly in property. Should a player be unable to raise enough scrip money to pay his taxes by selling the houses and mortgaging his property, the Bank will take over his assets and sell them to the highest bidder. In that event the player must take up his token or symbol and quite the game.

20 In starting the game, the several players throw the dice and the one throwing the highest plays first. The play is then in rotation toward the left. Each player as he lands upon a space or area as the result of his throw of the dice places his symbol or token upon such space or area, even though the token of another player is on that same space. Of course, the first player acquiring any space or area requires the next player landing thereon to pay rent, but if he should fail promptly to demand the rental he forfeits the same. As already stated, the rentals are printed on the face of all Title cards, and the fact that one player owns a complete color group doubles the rent of unimproved property that he may demand. The rent is paid direct to the player who has acquired any particular space or area. Any player may, however, sell property to any other player for a price agreeable to both of them, with the exception that the houses and hotels may be sold by and to the Bank only. Property with the exception of houses and hotels may be sold at auction but may be mortgaged only through the Bank.

35 When a player lands on a space or property owned by another player, the owner of that space may collect the rent only if the property is un-mortgaged. Mortgaged property is designated by the player owning and mortgaging the same, turning face down the Title card representing that property.

40 If a player draws a Chance card and thereby is sent to some certain property, for example, the Reading Railroad, 10, owned by another player, the first mentioned player must pay rent to the owner of that property. According to the preferred rules of the game, to which, of course, the invention is not limited, if the owner of any property fails to ask for the proper rental before the next player rolls the dice, the rental is held uncollectible for that incident. If a player lands upon a Tax space or area, namely, 9 or 43, he pays the tax to the Bank. Desirably the Income

45 Tax is figured as ten per cent of the player's total worth in the game; that is to say, it is figured on his cash on hand plus the mortgage value of property, whether mortgaged or not, and the cost price of any buildings that he may own. Preferably the rules provide that if in passing the corner area 5 marked "Go", a player on the same move lands on the Income Tax area 9, the \$200 which he has theoretically just collected as salary from the Bank, is included in his total worth.

5 Reference has been made to the corner space 15 marked "Jail". According to the preferred rules of the game, when a player is sent to "Jail", 15, from the "Go to Jail" space 35, or when he is sent to Jail by drawing a "Go to Jail" Chance card, shown in Fig. 9, or by throwing "doubles" three times in succession, the player does not collect the \$200 indicated at the "Go" space or corner 5. If, however, a player draws some other card from the Chance cards or Community Chest cards instructing him to go to some certain space or area other than the Jail, 15, such, for instance, as a Railroad, Utility or other property, in such case the player goes to the point designated by moving the piece forward along the track. If in so doing he crosses the space marked "Go", 5, he does collect the \$200.

20 According to the preferred rules of the game, the fact that a player lands in the Jail space 15 at the end of a move in the ordinary course of play, incurs no penalty and such player on his next turn moves ahead in the usual manner. Once a player lands in the Jail space 15 he is released if he throws "doubles"; otherwise he has the option of staying in Jail until his third turn, or of purchasing a "Get out of Jail free" card from another player (see Chance card at the bottom of Fig. 9), at a price agreeable to both players, or such player may pay a \$50 fine to the Bank and thus get out of Jail upon his next turn. According to the preferred rules of the game, a player must come out of Jail on his third throw of the dice after his confinement therein, and unless he throws "doubles", he is required to pay a fine of \$50 to the Bank. It is unnecessary to give further details as to the moves required by the rules concerning the Jail space 15. Obviously they may be widely varied within the scope of the invention. From the foregoing description, it will be realized that the invention comprehends a game board apparatus including in combination a board having marked spaces constituting a path or course extending about the said board, certain of said spaces being distinctively designated by color or design, so as to constitute an easily recognized group, there being a plurality of such groups each differing from the others, the values printed or otherwise designated in connection with the spaces of one or more of the groups being increased by the acquisition of all the spaces constituting such a group by any one player, and making it possible for the possessor to exact greater payments or penalties from any opponent resting or trespassing thereon. It will further be realized that in the case of the several groups they are increased in value and give advantageous privileges to any player possessing all of the properties constituting a single group. Preferably this feature of increased value or additional privileges extends to each group whereof all the property is acquired by one player. It will also be realized that as an important feature of the game, I use one or more sets of cards, including cards indicating respectively

30 35 40 45 50 55 60 65 70 75

rewards or penalties, or the changing of the value of or the changing of the rental of certain properties, said cards to be drawn from by players as a result of reaching certain spaces in play or by the throw of dice.

It will be appreciated from the foregoing description that the game board apparatus herein disclosed presents business situations very closely simulating those occurring in actual business life and the game is therefore one that develops interesting and perplexing situations. The length of a game, of course, varies, but with a relatively large number of players it may be played during the course of a single evening. Often the developments of the game are such that the situation is rapidly cleared up during the last half hour or so of play and all players excepting the successful one are quickly required to surrender their tokens and quit the game, thus bringing the game to a conclusion.

Having thus described one illustrative embodiment of the invention, it is to be understood that although specific terms are employed, they are used in a generic and descriptive sense and not for purposes of limitation, the scope of the invention being set forth in the following claims.

I claim:

1. In a board game apparatus a board acting as a playing-field having marked spaces constituting a path or course extending about the board, said path affording a continuous track for the purpose of continuity of play, certain of said spaces being designated as by position or color so as to constitute a distinguishable group, there being a plurality of such groups each differing from the others and each having its spaces adjacent on the same side of the board, the apparatus having indications of the rentals required for the use and occupancy, by opponent players, of spaces of one or more such groups, which rentals are subject to increase by the acquisition of an additional space or spaces of the same group by the same individual player, thereby making it possible for the possessor to exact greater payments or penalties from any opponent resting or trespassing thereon.

2. In a board game apparatus a board acting as a playing-field having marked spaces constituting a path or course extending about the board, said path affording a continuous track for the purpose of continuity of play, certain of said spaces being designated as by position or color so as to constitute a distinguishable group, there being a plurality of such groups each differing from the others and each having its spaces adjacent on the same side of the board, the apparatus having indications of the rentals required for the use and occupancy, by opponent players, of spaces of one or more such groups, which rentals are subject to increase by the acquisition of an additional space or spaces of the same group by the same individual player, thereby making it possible for the possessor to exact greater payments or penalties from any opponent resting or trespassing thereon, the apparatus also including one or more sets of cards containing cards effecting advantages or disadvantages for the player receiving one or more of such cards, said cards to be drawn by players as determined by chance.

3. In a board game apparatus a board acting as a playing-field having marked spaces constituting a path or course extending about the board, said path affording a continuous track for the purpose of continuity of play, certain of said spaces being designated as by position or color so

as to constitute a distinguishable group, there being a plurality of such groups each having its spaces adjacent on the same side of the board, the apparatus having indications of the rentals required for the use and occupancy by opponent players of spaces of one or more such groups, which rentals are subject to increase by the acquisition of an additional space or spaces of the same group by the same individual player, thereby making it possible for the possessor to exact greater payments or penalties from any opponent resting or trespassing thereon, the apparatus also including one or more sets of cards containing cards effecting advantages or disadvantages for the player receiving one or more of such cards, said cards to be drawn by players as determined by chance, a special set of cards bearing indication as by color or title showing that these cards respectively relate in the play of the game solely to definite, similarly indicated spaces upon the board, a set of pieces to represent buildings for the purpose of purchase and placement on spaces on the board owned by the purchasing player, a set of playing pieces for the purpose of registering movement, each differentiated from the other, and dice or the like to control certain movements in the game.

4. A board game apparatus including, in combination, a board having marked spaces or areas, constituting a path or course extending about the said board, said spaces or areas having, respectively, designations for real estate locations, railroads, utilities, chance, community chest and penalties; dice or the like to determine the extent of the players' movements along said path or course; a set of miniature buildings adapted when acquired by players to be placed on said real estate locations; a set of title cards having data thereon expressing values applicable to said real estate locations respectively; a set of cards having, respectively, data thereon concerning said railroads and utilities; a set of chance cards to be drawn from by players arriving at said chance areas, said cards having data of imposed penalties; a set of community chest cards having data of financial benefits; and a set of tokens or symbols shaped in representation of diversified objects, and constituting the playing pieces.

5. A board game apparatus including, in combination, a board having marked spaces or areas, constituting a path or course extending about the said board, said spaces or areas having, respectively, designations for real estate locations, railroads, utilities, chance, community chest and penalties; dice or the like to determine the extent of the player's movements along said path or course; a set of miniature buildings adapted when acquired by players to be placed on said real estate locations; a set of title cards having data thereon expressing values applicable to said real estate locations, respectively; and a set of tokens or symbols shaped in representation of diversified objects, and constituting the playing pieces.

6. A board game apparatus including, in combination, a board having marked spaces or areas, constituting a path or course extending about the said board, said spaces or areas having, respectively, designations for real estate locations; dice or the like to determine the extent of the players' movements along said path or course; a set of miniature buildings adapted when acquired by players to be placed on said real estate locations; and a set of tokens or symbols shaped in representation of diversified objects, and constituting the playing pieces.

7. A board game apparatus including, in combination, a board having marked spaces or areas constituting a path or course extending about the said board, said spaces or areas having designations indicative of real estate locations; dice or equivalent means to determine the number of spaces or areas that the respective players shall move along said path; articles simulating buildings to be erected at said real estate areas; said articles being of a plurality of sizes to indicate as many different characters of buildings; and a series of pieces to indicate respective players and adapted to be moved by said players in accordance with the throw of the dice or equivalent indication.

8. A board game apparatus including, in combination, a board having marked spaces or areas constituting a path or course extending about the said board, certain of said spaces or areas having designations indicative of real estate locations and having other designations indicative of penalties or benefits; one or more sets of cards having penalties or benefits specified thereon, and to be drawn from by players arriving at one of said designations of penalties or benefits; dice or the like to determine the extent of the players' movements along the said path or course; and a set of

articles representing buildings to be erected at acquired real estate spaces or areas.

9. A board game apparatus including, in combination, a square board having marked spaces or areas extending along the four edges thereof so as to constitute a continuous path, and including four marked corner areas, one of which constitutes the starting area; said board having, among the said marked spaces or areas, certain that are marked to indicate real estate locations; certain of said spaces being designated as by position or color so as to constitute a distinguishable group, there being a plurality of such groups each having its spaces adjacent on the same side of the board; said apparatus containing notations setting forth comparative values pertaining to said real estate locations; a single playing piece for each player to be moved in accordance with the rules of the game; means for determining by chance the length or extent of each playing movement of each player along the said path; and a set of articles representing buildings to be erected or positioned by players moving to real estate areas in accordance with the rules of the game.

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