



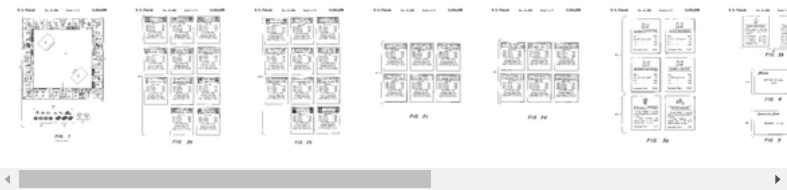
← Back to results   ✎ monopoly; board;

Board game

Abstract

An add-on board game is disclosed which permits transitions between new and existing boards based on random factors. The game includes a variety of new features including travel cards, random penalties and bonuses, and different mechanisms for traveling around the board. The add-on board game may be adapted for use with the MONOPOLY board game.

Images (12)



Classifications

**A63F3/00072** Board games concerning economics or finance, e.g. trading played along an endless track, e.g. monopoly

### US6164650A

United States

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**Current Assignee :** McLellan and McMahon Inc

**Worldwide applications**

1995 [US](#) 1997 [US](#)

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**Info:** [Patent citations \(18\)](#), [Non-patent citations \(2\)](#), [Cited by \(42\)](#), [Legal events](#), [Similar documents](#), [Priority and Related Applications](#)

**External links:** [USPTO](#), [USPTO Assignment](#), [Espacenet](#), [Global Dossier](#), [Discuss](#)

Claims (35)

What is claimed is:

1. An add-on board game for an existing game board with a plurality of existing game board locations, the existing game board having indicia for use as a complete, self-contained game, the add-on board game comprising:  
  
an add-on board having a plurality of add-on board locations, each of the add-on board locations having selective indicia thereon;  
  
the add-on board being shaped to fit substantially within the perimeter of the existing game board.
2. The add-on board game of claim 1, further comprising:  
  
a move backwards board location on the add-on board wherein a player landing on the move backwards board location moves in the opposite direction on the player's next move.
3. The add-on board game of claim 1, further comprising:  
  
a board location on the add-on board that is part of a common group of board locations with one of the existing game board locations.
4. The add-on board game of claim 1, further comprising:  
  
a subway board location on the add-on board wherein a player landing on the subway board location may move a game piece for the player to any one of the existing game board locations and add-on board locations.
5. The add-on board game of claim 1, further comprising:  
  
a move backwards board location on the add-on board wherein the add-on board is repositioned when a player lands on the move backwards board location.
6. The add-on board game of claim 1, further comprising:  
  
a double trouble board location on the add-on board wherein a player landing on the double trouble board location determines a random number and, if the random number is one of a predetermined set of numbers, each of the other players is penalized and the player landing on the double trouble board location receives a corresponding bonus.
7. The add-on board game of claim 1, further comprising:

a refund **board** location on the add-on **board** wherein a player landing on the refund **board** location receives a bonus based on an amount of penalties assessed during play.

8. The add-on **board** game of claim 1, further comprising:

a plurality of travel cards, each travel card having a set of instructions for moving a game piece for the player wherein the player may decide when to use the travel card.

9. The add-on **board** game of claim 1, further comprising:

a plurality of triple play cards, each triple play card having a predetermined quantity of matching numbers; and

a triple play **board** location on the add-on **board** wherein a player landing on the triple play **board** location determines a quantity of random numbers equal to the predetermined quantity of matching numbers and each player holding one of the triple play cards receives a bonus based upon how many of the random numbers match the player's triple play card matching numbers.

10. The add-on **board** game of claim 1, further comprising:

a plurality of triple play cards, each triple play card having a predetermined quantity of matching numbers; and

a triple play **board** location on the add-on **board** wherein a player landing on the triple play **board** location determines a quantity of random numbers equal to the predetermined quantity of matching numbers and each player holding one of the triple play cards receives a bonus based upon how many of the random numbers match the player's triple play card matching numbers.

11. The add-on **board** game of claim 1, further comprising:

a double trouble **board** location on the add-on **board** wherein a player landing on the double trouble **board** location determines a random number and, if the random number is one of a predetermined set of numbers, each of the other players is penalized and the player landing on the double trouble **board** location receives a corresponding bonus.

12. The add-on **board** game of claim 1, further comprising:

a double trouble **board** location on the add-on **board** wherein a player landing on the double trouble **board** location determines a random number and, if the random number is one of a predetermined set of numbers, each of the other players is penalized and the player landing on the double trouble **board** location receives a corresponding bonus;

a plurality of triple play cards, each triple play card having a predetermined quantity of matching numbers; and

a triple play **board** location on the add-on wherein a player landing on the triple play **board** location determines a quantity of random numbers equal to the predetermined quantity of matching numbers and each player holding one of the triple play cards receives a bonus based upon how many of the random numbers match the player's triple play card matching numbers.

13. The add-on **board** game of claim 1, further comprising means for indicating where a player transitions from the add-on **board** and to the existing game **board** and for indicating where a player transitions from the existing game **board** and to the add-on **board**.

14. The add-on **board** game of claim 13, wherein the means for indicating comprises an airplane wherein a player landing on any **board** location that the airplane is on may move a game piece for the player and the airplane to another **board** location.

15. The add-on **board** game of claim 13, wherein the means for indicating comprises means for designating a transition **board** location for entry onto the add-on **board** and a corresponding one of the existing game **board** locations and for designating a transition **board** location for exiting the add-on **board** and a corresponding one of the existing game **board** locations.

16. The add-on **board** game of claim 15, wherein the means for designating comprises a movable bridge.

17. The add-on **board** game of claim 13, wherein the means for indicating comprises:

a marking on the transition **board** location for entry onto the add-on **board** to cause a player to enter the add-on **board** only on moves that pass the existing game **board** location corresponding to the transition **board** location for entry onto the add-on **board** and satisfy a first predetermined condition based on a random factor; and

a marking on the transition **board** location for exiting the add-on **board** to cause a player to exit the add-on **board** only on moves that pass the exit transition **board** location and satisfy a second predetermined condition based on a random factor.

18. The add-on **board** game of claim 17, further comprising:

means for selecting each of the first and second predetermined conditions from the group consisting of: moves having an even number of total steps and moves having an odd number of total steps.

19. The add-on **board** game of claim 17, further comprising:

means for selecting the first predetermined condition from the group consisting of: passing the transition **board** location for entry onto the add-on **board** after an even number of steps and passing the transition **board** location for entry onto the add-on **board** after an odd number of steps; and

means for selecting the second predetermined condition from the group consisting of: passing the transition **board** location for exiting the add-on **board** after an even number of steps and passing the transition **board** location for exiting the add-on **board** after an odd number of steps.

20. An add-on **board** game for an existing Monopoly game **board** having an existing game **board** and a plurality of existing game **board** locations, comprising:

an add-on **board** having a plurality of add-on **board** locations, each of the add-on **board** locations having selective indicia thereon;

the add-on **board** being shaped to fit substantially within the perimeter of the existing game **board**.

21. The add-on **board** game of claim 20, further comprising:

a **board** location on the add-on **board** that is part of a common group of **board** locations with one of the existing game **board** locations.

22. The add-on **board** game of claim 20, further comprising:
- a move backwards **board** location on the add-on **board** wherein a player landing on the move backwards **board** location moves in the opposite direction on the player's next move.
23. The add-on **board** game of claim 20, further comprising:
- a subway **board** location on the add-on **board** wherein a player landing on the subway **board** location may move a game piece for the player to any one of the existing game **board** locations and add-on **board** locations.
24. The add-on **board** game of claim 20, further comprising:
- a move backwards **board** location on the add-on **board** wherein the add-on **board** is repositioned when a player lands on the move backwards **board** location.
25. The add-on **board** game of claim 20, further comprising:
- a double trouble **board** location on the add-on **board** wherein a player landing on the double trouble **board** location determines a random number and if the random number is one of a predetermined set of numbers, each of the other players is penalized and the player landing on the double trouble **board** location receives a corresponding bonus.
26. The add-on **board** game of claim 20, further comprising:
- a refund **board** location on the add-on **board** wherein a player landing on the refund **board** location receives a bonus based on an amount of penalties assessed during play.
27. The add-on **board** game of claim 20, further comprising:
- a plurality of travel cards, each travel card having a set of instructions for moving a game piece for a player wherein the player may decide when to use the travel card.
28. The add-on **board** game of claim 20, further comprising:
- a plurality of triple play cards, each triple play card having a predetermined quantity of matching numbers; and
  - a triple play **board** location on the add-on **board** wherein a player landing on the triple play **board** location determines a quantity of random numbers equal to the predetermined quantity of matching and each player holding one of the triple play cards receives a bonus based upon how many of the random numbers match the player's triple play card matching numbers.
29. The add-on **board** game of claim 20, wherein the means for indicating comprises a moveable airplane wherein a player landing on any **board** location that the airplane is on may move a game piece for the player and the airplane to another **board** location.
30. The add-on **board** game of claim 20, further comprising means for indicating where a player transitions from the add-on **board** and to the existing game **board** and for indicating where a player transitions from the existing game **board** and to the add-on **board**.
31. The add-on **board** game of claim 30, wherein the means for indicating comprises means for designating a transition **board** location for entry onto the add-on **board** and a corresponding one of the existing game **board** locations and for designating a transition **board** location for exiting the add-on **board** and a corresponding one of the existing game **board** locations.
32. The add-on **board** game of claim 31, wherein the means for designating comprises a movable bridge.
33. The add-on **board** game of claim 31, further comprising:
- a marking on the transition **board** location for entry onto the add-on **board** to cause a player to enter the add-on **board** only on moves that pass the existing game **board** location corresponding to the transition **board** location for entry onto the add-on **board** and satisfy a first predetermined condition based on a random factor; and
  - a marking on the transition **board** location for exiting the add-on **board** to cause a player to exit the add-on **board** only on moves that pass the transition **board** location for exiting the add-on **board** and satisfy a second predetermined condition based on a random factor.
34. The add-on **board** game of claim 33, further comprising:
- means for selecting each of the first and second predetermined conditions from the group consisting of: moves having an even number of total steps and moves having an odd number of total steps.
35. The add-on **board** game of claim 33, further comprising:
- means for selecting the first predetermined condition from the group consisting of: passing the transition **board** location for entry onto the add-on **board** after an even number of steps and passing the transition **board** location for entry onto the add-on **board** after an odd number of steps; and
  - means for selecting the second predetermined condition from the group consisting of: passing the transition **board** location for exiting the add-on **board** after an even number of steps and passing the transition **board** location for exiting the add-on **board** after an odd number of steps.

## Description

### TECHNICAL FIELD

This application relates to the field of games for amusement and entertainment, and more particularly, to a new and improved **board** game and method of play that is capable of being used in conjunction with existing **board** games.

### BACKGROUND OF THE INVENTION

**Board** games have been a popular source of entertainment for people for a number of years. A number of games exist, including the following.

U.S. Pat. No. 3,804,416 to Jones et al. discloses a game having two playing boards, one mounted on top of the other. Each player has four playing pieces. The goal of the game is to move all four playing pieces from a start to an end position. One player's piece can land on another player's piece and send it back to the beginning. The top **board** is rotated according to a roll of the die. Whenever a game piece lands on an indicated "socket," that piece is automatically moved to the socket above or below the space on which the piece landed. The game also has a feature where a piece that lands on certain designated sockets can be moved to the center of the **board**. A player must roll a specific number to move out of the center of the **board**, but when that number is rolled the player can move to any of the transition sockets on either game **board**. Optionally, a player making a move that ends on an indicated socket can move diagonally when transitioning between boards.

U.S. Pat. No. 3,606,334 to Pippin discloses a game that includes rotatable discs. The goal of the game is to move pieces from a start position to an end position. The paths on the game **board**, however, include paths on discs. Based on the spin of a pinwheel, the players can rotate these discs during play.

U.S. Pat. No. 4,484,749 to Charney discloses a game **board** that comes in several different pieces. Those pieces can be assembled in a variety of different combinations. Each piece corresponds to a "region" such as Paris or London. Each piece includes a number of business locations, defining paths on the **board** piece. Play in this game proceeds as follows. Each player has an initial amount of money. In addition, there are a number of "business coupons" associated with locations on the boards. The business coupons can be acquired by taking one from an opposing player when the player lands on a **board** location already occupied by the opposing player, receiving one free when landing on a special chamber of commerce location, or purchasing one when landing on a special newsstand location. When a player lands on a business location, he can exchange one or more business coupons corresponding to that location for money. The purpose of the game is to amass a fortune in order to, at the end of the game, purchase the business locations on the **board**. The **board** includes a number of **board** locations corresponding to "time." When a time location is landed on, a new time card is drawn. This indicates the advancing of time under the game. Drawing a time card changes the cost of purchasing new business coupons (e.g., at a newsstand location), the current value of tax assessed (e.g., if the player lands on a bureau of taxation location), and a limo fare (as explained below). Other features disclosed in the specification include:

(a) A travel agency location on the **board**. When landing on a travel agency, a player may risk a business coupon against a certain amount of money held by the Bank. When this is done, the player draws a "postcard" from a deck. If the postcard happens to match the region of the **board** on which the player's game piece is located, the player wins the money. Otherwise, the player must give up the business coupon.

(b) The **board** includes hotel locations. When a hotel is landed on, the player may pay a limousine fare. After paying the fare, the player can move his game piece to any other location on the **board**.

(c) A player can choose among alternative routes in order to enter different regions on the **board**.

(d) The individual pieces of the assembled **board** can be flipped, to reveal new regions, during play.

British Patent 694,880 to Anglo-Scottish Pictures Limited discloses a game **board** that has a number of pieces. There is a main **board** that defines a number of incomplete paths. The **board** is filled in with small reversible boards (i.e., boards that have paths on both sides) that fit into the main **board**. When a player is positioned to enter a small reversible board, the player rolls a die--the small reversible board is then rotated or flipped so that the small **board** is positioned such that the player will enter the path on the small **board** indicated by the die roll. Much of the game path (i.e., on the side of the small **board** that is facing down) is out of sight at any one moment during play of the game. The game includes a feature for moving the small boards, and changing the direction in which a game piece is moving, based on rolls of dice. For example, if a six and an odd number is rolled, a player may reverse the direction of his game piece on the **board**. If a player rolls a double six, the player can change the paths on the **board** (by moving the small reversible boards). If the player rolls a double two or a double four, all of the players may be forced to reverse direction.

U.S. Pat. No. 2,026,082 to Darrow discloses the **board** game known as **MONOPOLY**, which is described in greater detail below.

U.S. Pat. No. 5,388,836 to Foti discloses a **board** game where more than one **board** is used, each **board** representing a different geographical area. Play within each area is similar to play for **MONOPOLY**. Each geographic location may use a different currency and the exchange rates may change during play. Transitions between boards are mandatory and made when landing on a deportation **board** location.

U.S. Pat. No. 4,585,233 to Wilson discloses an add-on **board** for a game, and is specifically applied to **MONOPOLY**. The patent discloses an add-on **board** for **MONOPOLY** where the new **board** locations are positioned around the exterior of an existing **MONOPOLY** **board**. The add-on **board** has a recess in its center where the existing **MONOPOLY** **board** is placed--such that the add-on **board** locations and the existing **MONOPOLY** **board** locations are flush. Entry to and exit from the add-on **board** is done automatically, i.e., a player who passes the indicated **board** position will always transition from one **board** to the other. This patent also discloses addition of **board** locations for bridges and airlines.

Games such as those described above offer varying levels of skill, elements of chance and theme. For example, some games are directed to positioning pieces on a game **board**, where pieces are moved based on a random factor such as a roll of dice. Other games, such as chess, involve no random element and are based only on skill. In addition, some games have no theme and involve only the positioning of pieces on a game **board**. Other games have a theme such as real estate transactions (for example, **MONOPOLY**). Finally, games have varying levels of complexity both in the rules for the game and for strategic decisions made during the course of play. It is a goal, therefore, to attempt to find a mix of the random elements, strategy, theme and complexity that enhances people's enjoyment of the game and retains their interest over time.

People playing games often wish to play familiar games in order to avoid having to learn new and difficult rules. People also become bored, however, with playing the same game over and over again. One solution to this problem is to develop an add-on **board** for existing games.

U.S. Pat. No. 4,585,233 to Wilson discloses an add-on **board** game for the game of **Monopoly**. The add-on **board** is shaped to fit around the perimeter of the existing **Monopoly** **board** game--thus increasing the size of the overall playing surface. In addition, transitions from the existing **board** to the add-on **board** and transitions back are mandatory.

Accordingly, people desire a new and improved game that offers new features which are not found in the prior art and that provide a mix of skill, chance and theme that increase people's enjoyment in their leisure time.

## SUMMARY OF THE INVENTION

According to the present invention an add-on **board** may be provided for an existing game **board**. The add-on **board** has a plurality of new **board** locations and a mechanism for indicating how to transition between boards.

According to the invention, elements of chance may be introduced into the circumstances where a player transitions between boards, thereby increasing variation and significantly altering strategy in the game during play.

The add-on **board** may be shaped to fit within the existing game **board**. In this configuration, the overall perimeter of the two boards is the same as the perimeter of the existing **board**, resulting in the advantages of greater familiarity and comfort with the game playing surface and avoiding a larger overall playing area which may not fit on the surface or table on which the game is being played or may be difficult for players to reach across.

The add-on **board** may have a number of novel and exciting new features, which are suitable for use in an add-on **board** game or for use in any **board** game. The add-on **board** may include a move backwards location where a player moves in the opposite direction on the player's next turn. This creates fun and excitement because a player may be forced to traverse the same section of the **board** more than one time on succeeding turns. In addition, if the move backwards **board** location is located near a point where a player may transition from one **board** to the other, a player landing on the move backwards **board** location may remain in suspense as to whether the player will be forced to transition back to a different **board** after transitioning onto the **board**. Alternatively, the move backwards location may cause the entire add-on **board** to change orientation against the existing **board**, thereby altering the game playing surface during play.

The add-on **board** may have a **board** location that becomes a part of a common group with **board** locations on the existing **board**. This subtly alters play with the existing game by requiring a player to traverse both the add-on **board** and the existing **board** to take advantage of having landed on all of the members of the common group.

The add-on **board** may include a subway **board** location where a player landing on the subway **board** location may move to any other location.

The add-on **board** may include a double trouble **board** location where a player landing on that **board** location receives a bonus and the other players receive a corresponding penalty based on a random factor. This adds excitement because of the ability to both advance the player's position while damaging each other player's position when this **board** location is landed on.

The add-on **board** may include a refund **board** location where the player landing on the refund **board** location receives a bonus that is based on penalties assessed during the game. This increases enjoyment in the game by slowly building a pot of money from which a player landing on the suitable **board** location can benefit.

The add-on **board** may also include travel cards that provide instructions on where to move pieces. Once acquired, these travel cards may be used in place of a random element used to determine the number of **board** locations traversed during a move. This adds an element of strategy to the game by requiring a player to choose whether to play a travel card to get to a known location or to "roll the dice" and see where the player lands.

The add-on **board** may also include triple play cards and a triple play **board** location. When a triple play **board** location is landed on, the player may determine a random number and match that number against the triple play card. Bonuses are awarded based on the outcome of the random number determination and the content of the triple play card. This adds to the excitement of the game. Players may accumulate triple play cards during play, making the sum of bonuses awarded after landing on the triple play **board** location greater later in the game. Players may also trade or sell triple play cards, adding a further element of strategy to the game.

The add-on **board** game may also include a movable airplane, where a player landing on any **board** location where the airplane is located may move the player's game piece and the airplane to another **board** location. This increases variation in play of the game and provides a unique way of both transitioning between boards and moving around an existing **board**. The add-on **board** game may also include a movable bridge as a way of designating where a player transitions from an existing **board** to the add-on **board**, and/or vice versa.

As can be seen from the above, when new and additional rules are used with an add-on **board** and an existing **board** game, the new combined game retains the advantage of familiarity with the existing **board** game while also renewing interest in the **board** game by offering variations on the rules adapted for use with the add-on **board** game.

In alternative embodiments, the features are adapted for use with a **MONOPOLY** game **board** as the existing **board** game.

Other objects of the present invention, as well as particular features and the advantages thereof, will be apparent from the following description and the drawings.

**BRIEF DESCRIPTION OF DRAWINGS**

FIG. 1 illustrates certain starting materials for **MONOPOLY** 2, including the **board** for **MONOPOLY** 1, game pieces 60, houses 65, hotels 70 and dice 75;

FIGS. 2a-b illustrates **MONOPOLY** Title Deed cards 80;

FIGS. 2c-d illustrates additional Title Deed cards 82;

FIG. 3a illustrates **MONOPOLY** railroad Title Deed cards 85 and utilities Title Deed cards 90;

FIG. 3b illustrates additional utilities Title Deed cards 92;

FIG. 4 illustrates a Chance card 94;

FIG. 5 illustrates a Community Chest card 96;

FIG. 6 illustrates money 98 for use in the invention;

FIG. 7 illustrates an add-on **board** for **MONOPOLY** 150;

FIG. 8 illustrates an add-on **board** for **MONOPOLY** 150 positioned on a **MONOPOLY** **board** 1;

FIG. 9 illustrates travel cards 200;

FIG. 10 illustrates a triple play card 220;

FIG. 11 illustrates a movable bridge 240; and

FIG. 12 illustrates a movable airplane 250.

**DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS**

While the description of the preferred embodiment relates to an add-on **board** for the game of **MONOPOLY**, it should be understood that the invention relates to add-on **board** games generally, the addition of new features to existing **board** games, methods of play, and any other features described in the claims. The term "**board**" as used herein includes not just a firm **board** as in the preferred embodiment, which may or may not be foldable along an axis, but also any equivalent structure such as a surface made of another material (e.g., paper, cloth or plastic) or an electronically or computer implemented **board**.

FIG. 1 illustrates the **board** game of **MONOPOLY** 1. The **MONOPOLY** **board** 1 is preferably made of a firm material and is foldable along an axis. One version of **MONOPOLY** is described in U.S. Pat. No. 2,026,082 to Darrow, which is fully incorporated herein by reference. A description of the current rules for **MONOPOLY** follows.

The **MONOPOLY** game **board** 1 includes a plurality of **board** locations 10-49. The **board** locations 10-49 are arranged around the periphery of the **board** 1. At the interior of the **board** 1, there are markings for a location 3 for Community Chest cards 96 and for a location 5 for Chance cards 94. During play, the Community Chest cards 96 and Chance cards 94 are positioned in the marked locations 3, 5.

Each **board** location 10-49 is marked with indicia that selectively indicate the function of the **board** location. **Board** locations 11-13, 15, 16, 18, 19, 21-26 28, 29, 31, 33-39, 41, 42, 44, 45, 47, 49 are property **board** locations. Certain of the **board** locations have indicia indicating that the locations are of a common group, such as a color unique to that common group. For example, **board** locations 11 and 13 define a common group by having a marking unique (e.g., purple) to the common group at the top of each of **board** location 11 and 13. Similarly, the railroads 15, 25, 35, 45 form a common group and the utilities 22 and 38 form a common group. Other common groups are: 16, 18, 19; 21, 23, 24; 26, 28, 29; 31, 33, 34; 36, 37, 39; 41, 42, 44; and 47, 49.

FIGS. 2a-b shows Title Deed cards 80 for use with **MONOPOLY**, although variations on these and all of the other cards described in this specification are, of course, possible. A unique one of the Title Deed cards 80 is provided for each property **board** location 11-13, 16, 18, 19, 21, 23, 24, 26, 28, 29, 31, 33, 34, 36, 37, 39, 41, 42, 44, 47, 49. Each of the Title Deed cards 80 includes indicia identifying which **board** location corresponds to the Title Deed card, a price for the **board** location, dollar figures for rent (including figures for rent if all property **board** locations of the same common group are owned, and figures if houses or hotels are located on the **board** location, as described below), the cost of placing houses and hotels on the property **board** location and a mortgage value. The Title Deed card may also bear indicia designating a common group to which the corresponding **board** location belongs, such as a purple color at the top of the Baltic Avenue 13 Title Deed card.

FIG. 3a illustrates Title Deed cards for railroad **board** locations 15, 25, 35, 45. A unique one of the Title Deed cards 85 is provided for each railroad **board** location 15, 25, 35, 45. Each of these Title Deed cards 85 include indicia identifying which **board** location corresponds to the Title Deed card, a price for the **board** location, rent figures that vary depending on the number of railroads owned and a mortgage value.

FIG. 3b illustrates Title Deed cards 90 for utilities **board** locations 22, 38. A unique one of the Title Deed cards 90 is also provided for each utility **board** location 22, 38. These Title Deed cards 90 include indicia identifying which **board** location corresponds to the Title Deed card, a price for the **board** location, rent figures that vary depending on the number of utilities owned and a roll of the dice 75, and a mortgage value.

The **MONOPOLY** game is played as follows. The object of the game is to acquire the most money 98 through buying, renting and selling property **board** locations. Optionally, the object of the game is to drive the other players out of money 98, or "Bankrupt."

Each player begins by choosing one of the game pieces 60 to represent the player while traveling around the **board** 1. Each player begins with \$1,500 of money 98 provided with the game and held during play by the Bank (until paid to players).

A player is selected to go first and the players alternate turns. When play is started, each player begins his or her first turn on a **board** location marked "GO" 10 by placing the player's game piece 60 on that **board** location 10.

For each turn, the player taking the turn throws the dice 75 and moves the player's game piece 60, in the direction of the arrow on the GO **board** location 10 (clockwise), the number of **board** locations 10-49 indicated by the dice 75. After a turn is completed, the next player takes a turn. The game pieces 60 remain on the **board** locations occupied at the end of a turn and proceed from that point on the player's next turn. Two or more game pieces 60 may rest on the same **board** location 10-49 at the same time.

According to the ending **board** location for a turn, (the **board** location that is "landed" on) a player may be entitled to buy property **board** locations--or obliged to pay rent, pay taxes, draw a Chance 94 or Community Chest 96 card, "Go to Jail", etc.

If a player rolls doubles (both dice 75 having the same number), a player moves his or her game piece as usual and completes that turn, but after that turn, the player rolls again and takes an additional turn. If doubles are thrown three times in a row, a player must move his or her game piece 60 to the In Jail **board** location 20.

Each time a player's game piece 60 lands on or passes over the GO **board** location 10, whether by throwing the dice 75 or drawing a card, the player receives a \$200 salary from the Bank (payment to players may be referred to as a bonus). The \$200 is paid only once each time around the **board** 1. However, if a player passing GO 10 on the throw of the dice 75 lands two **board** locations beyond it on Community Chest 43, or seven **board** locations beyond it on Chance 46, and draws an "Advance to GO" card, the player collects \$200 for passing GO 10 the first time and another \$200 for reaching it the second time by instructions on the card.

Whenever a player lands on a property **board** location not owned by another player, the player may buy that **board** location at the price indicated on the Title Deed. The player pays the Bank for the property **board** location and receives the corresponding one of the Title Deed cards 80, 85, 90 from the Bank.

If the player does not wish to buy that property **board** location, it is auctioned. The buyer pays the amount of the bid in cash 98 to the Bank and receives the Title Deed card 80, 85, 90 for that **board** location from the Bank. Any player, including the one who declined the option to buy the **board** location at the printed price, may bid. Bidding may start at any price.

When a player lands on a property **board** location owned by another player, the owner collects rent from the player in accordance with the list printed on its Title Deed card 80, 85, 90. If the property **board** location is mortgaged, however, no rent is paid. Payments that a player is required to make may be referred to generally as a penalty.

If an owner owns all the property **board** locations in a common group, double rent is paid for unimproved **board** locations (i.e., **board** locations that do not have houses 65 or hotels 70 on them) in that common group or, in the case of railroads and utilities, per the instructions on the Title Deed card 85, 90. This rule applies to unmortgaged property **board** locations even if another property **board** location in that common group is mortgaged. If there are houses 65 or hotels 70 on the **board** location, the owner collects rent from the player in accordance with the list printed on the **board** locations Title Deed card 80. No rent is collected if the owner fails to ask for the rent before the next player throws the dice 75 (or alternatively, the player after the next player).

FIG. 4 illustrates a Chance card 94. FIG. 5 illustrates a Community Chest card 96. Each card may contain a different instruction. The instructions for the **MONOPOLY** Chance and Community Chest cards appear in Table 1.

TABLE 1										Chance 94 and																													
Community Chest 96 cards					CHANCE CARDS					COMMUNITY CHEST																													
CARDS										1 Pay Poor Tax Of \$15 Grand Opera Opening COLLECT \$50																													
FROM EVERY PLAYER					FOR OPENING NIGHT SEATS					2 YOUR BUILDING AND LOAN MATURES YOU INHERIT \$100					COLLECT \$150					3 BANK PAYS YOU																			
DIVIDEND OF \$50 FROM SALE OF STOCK YOU GET \$45										4 ADVANCE TOKEN TO NEAREST YOU HAVE WON SECOND										PRIZE																			
UTILITY. IF UNOWNED you may buy IN A BEAUTY CONTEST										it from bank. IF OWNED, throw dice COLLECT \$10										and pay owner a total of ten																			
times the amount thrown.										5 TAKE A RIDE ON THE READING ADVANCE TO GO (COLLECT \$200)										IF YOU PASS GO COLLECT \$200										6 TAKE A WALK ON									
THE BOARD WALK YOU ARE ASSESSED FOR STREET REPAIRS										ADVANCE TOKEN TO BOARD WALK \$40 PER HOUSE \$115										PER																			
HOTEL					7 GO DIRECTLY TO JAIL DO NOT BANK ERROR IN YOUR FAVOR					PASS GO, DO NOT COLLECT \$200 COLLECT \$200					8 ADVANCE TO ILLINOIS AVENUE																								
RECEIVE FOR SERVICES \$25					9 ADVANCE TO GO GO TO JAIL GO DIRECTLY TO JAIL					(COLLECT \$200) DO NOT PASS GO					DO NOT COLLECT \$200					10																			
ADVANCE TO ST. CHARLES PLACE PAY HOSPITAL \$100										IF YOU PASS GO, COLLECT \$200										11 Advance token to the nearest income tax REFUND																			
Railroad and pay owner Twice the COLLECT \$20										Rental to which he is otherwise										entitled. If Railroad is unowned, you may buy it from																			
the Bank.										12 Advance token to the nearest PAY SCHOOL TAX										Railroad and pay owner Twice the OF \$150										Rental to which he is otherwise									
entitled. If Railroad is unowned,										you may buy it from the Bank.										13 You Have Been ELECTED CHAIRMAN LIFE INSURANCE MATURES										OF THE									
BOARD PAY EACH PLAYER \$50 COLLECT \$100										14 THIS CARD MAY BE KEPT XMAS FUND MATURES										UNTIL NEEDED OR SOLD COLLECT \$100										GET OUT OF JAIL									
FREE										15 Make General Repairs On All Your GET OUT OF JAIL, FREE										Property FOR EACH HOUSE PAY \$25 THIS CARD MAY BE KEPT										FOR EACH HOTEL									

\$100 UNTIL NEEDED OR SOLD 16 GO BACK 3 SPACES DOCTOR'S FEE PAY  
\$50\_\_\_\_\_

Whenever a player lands on a Chance 17, 32, 46 or Community Chest 12, 27, 43 **board** location, the player takes the top card from the deck indicated, follows the instructions and returns the card face down to the bottom of the deck. A "Get Out of Jail Free" card, however, is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, the player may sell it, at any time, to another player at an agreed price.

If a player lands on the income tax **board** location 14, the player has the option of paying \$300 (in the patented version, \$200 in versions of **MONOPOLY** sold today), or paying 10% of the player's total worth, to the Bank. A player's total worth is the sum of all the cash 98 that the player has, printed prices of mortgaged and unmortgaged property **board** locations and the cost price of all houses 65 and hotels 70 owned by the player. The player must decide which option to take before adding up the player's total worth.

A player is sent to the Jail **board** location 20 either when the player's game piece lands on the Go to Jail **board** location 40; after drawing a Chance 94 or Community Chest 96 card marked "Go to Jail"; or after rolling doubles three time in a row. When sent to Jail, the player does not collect \$200 for passing the GO **board** location 10, and must move directly into Jail.

If the Jail **board** location 20 is landed on during regular play, the player is "Just Visiting," incurs no penalty, and continues from that location 20 on the player's next turn.

When a player has been sent to the Jail **Board** location 20, the player gets out of the Jail **Board** location 20 by throwing doubles on any of the next three turns (in which case the player takes this turn but does not take another turn even though the player threw doubles); using a Chance 94 or Community Chest 96 card marked "Get Out of Jail Free"; or paying a penalty of \$50 to the Bank before rolling the dice on either of the player's next two turns. If the player does not roll doubles by the third try, the player pays a \$50 penalty to the Bank. The player then immediately moves forward the number of **board** locations 10-49 shown by the roll. Even though in Jail, a player may buy and sell property **board** locations, buy and sell houses 65 and hotels 70 and collect rents.

A player landing on the Free Parking **board** location 30 takes no other action.

When a player owns all the property **board** locations in a common group (except for railroads 15, 25, 35, 45 and utilities 22, 38), the player may buy houses 65 from the Bank and place them on the **board** locations. A player may not place an additional house 65 on a **board** location in a common group unless each of the other **board** locations in the common group have at least as many houses 65. The price for each house 65 is shown on the Title Deed card 80 for the **board** location on which the player places the house 65. When a player has four houses 65 on each property **board** location of a common group, the player may buy a hotel 70 and place it on any **board** location of the common group. The player returns the four houses 65 from that property **board** location and pays the price for the hotel 70 as shown on the Title Deed card 80. Only one hotel 70 may be placed on any **board** location.

When there are no more houses 65, players wishing to build must wait for some player to return or sell houses to the Bank. If there are a limited number of houses 65 and hotels 70 available and two or more players wish to buy the remaining houses 65 or hotels 70, the houses 65 or hotels 70 are auctioned by the Bank.

**Board** locations may be sold to any player as a private transaction for any amount. No property **board** location can be sold, however, to another player if a house 65 or hotel 70 is standing on any property **board** locations of that common group. Any such houses or hotels must be sold back to the Bank before the owner can sell any property **board** location of that common group.

Houses 65 and hotels 70 may be sold back to the Bank at any time for one-half the price paid for them.

All houses 65 on property **board** locations in one common group must be sold one by one, evenly, in reverse of the manner in which they were placed on the **board** locations.

**Board** locations without houses 65 or hotels 70 can be mortgaged to the Bank at any time. (If there are houses or hotels on the **board** locations, they must be sold back prior to mortgaging). The mortgage is printed on each of the Title Deed cards 80, 85, 90.

In order to lift a mortgage, the owner must pay the amount of the mortgage plus 10%. When all the property **board** locations of a common group are no longer mortgaged, the owner may begin to buy houses 65 (at full price).

The player who mortgages a property **board** location retains possession of it. The owner may sell the mortgaged property **board** location to another player at any agreed price (subject to the mortgage). If the mortgage is not lifted at once, the purchaser must pay the Bank 10% interest when buying the property **board** location and 10% interest (plus the price of the mortgage) if the mortgage is lifted.

A player is "Bankrupt" if the player owes more than the player can pay either to another player or to the Bank. If the debt is to another player, the player must turn over to that player all that the player has of value and retire from the game. The Bankrupt player returns any houses 65 or hotels 70 owned by the player to the Bank in exchange for one-half of the money paid for them, which is then given to the creditor. Mortgaged property **board** locations are also turned over to the creditor, but the new owner must at once pay 10% interest on the mortgage. If the mortgage is not lifted at once, the purchaser must pay the Bank 10% interest when receiving the property **board** location and 10% interest (plus the price of the mortgage) if and when the mortgage is lifted.

If the player owes the Bank (and not another player) on Bankruptcy, the player must turn over all **board** locations, houses and hotels to the Bank. The Bank then sells by auction all **board** locations received (but not the houses or hotels). A Bankrupt player stops playing. The last player left in the game wins.

Money 98 can be loaned to a player only through mortgaging **board** locations to the Bank—players may not borrow money from other players.

To shorten the game, players may be given or sold Title Deed cards 80, 85, 90 to a fixed number of **board** locations before play begins. Hotels 70 may be sold after building three houses 65 rather than four. In addition, the ending conditions may be changed. Thus, the game may be ended after one or two Bankruptcies or after a fixed period of time (and the player with the greatest total worth wins).

It should be understood that a number of variations on the above rules can be made without materially departing from what is referred to herein as a "**MONOPOLY**" **board** game. Similarly, names and appearance of **board** locations (such as naming **board** locations for another country or for locations within a city), the forms of game pieces, and the content of cards can be changed without departing from what is referred to herein as a **MONOPOLY board** game.

Players of **MONOPOLY** are furnished with two dice 75, game pieces 60, 32 houses 65 and 12 hotels 70. Players are also furnished with sixteen Community Chest cards 96 and sixteen Chance cards 94, as described in Table 1.

Play in connection with the add-on **board** of the present invention may now be described. In the preferred embodiment of the present invention, the additional equipment includes an add-on **board** 150, one extra die 75, eight additional Chance cards 94, eight additional Community Chest cards 96, seventeen additional houses 65, 7 additional hotels 70, 14 additional Title Deeds (with selective indicia corresponding to **board** locations 161-163, 165, 167, 168, 170, 171, 173, 175, 177, 179, 180, 183), twenty-four travel cards 200, and fifty triple play cards 220.

FIG. 7 illustrates an add-on **board** 150 in accordance with the preferred embodiment of the present invention. It should be understood that a variety of different marking, illustrations and shapes for the add-on **board** are possible. The add-on **board** may designed to include illustrations that are common to the original **board** game, such as

incorporating logos or figures found on the original **board**. In the preferred embodiment, the add-on **board** 150 fits within the perimeter of the **MONOPOLY board** 1 and, in the most preferred embodiment, the perimeter of the add-on **board** fits within the designations for **board** locations 10-49 of the **MONOPOLY board** 1. The add-on **board** 150 may include indicia for marking where the Chance 94, Community Chest 96, travel 200, and triple play 220, cards are stored during play.

FIGS. 2c-d illustrates certain additional Title Deed cards 82 for **board** locations 165, 167, 168, 170, 171, 173, 177, 179, 180, 183, 161, 162, on the add-on **board** 150. The Title Deed cards and **board** locations bear indicia marking the following common groups: 165, 167, 168; 170, 171, 173; 177, 179, 180; and 183, 161, 162.

FIG. 3c illustrates utilities Tide Deed cards for the utilities **board** locations 163, 175. These **board** locations become a common group with the utilities **board** locations 22, 38 on the existing **MONOPOLY game board** 1.

In the preferred embodiment, the overall appearance of the additional Community Chest and Chance cards is the same as in the existing **board** game as shown in FIG. 4 and FIG. 5. The instructions for the additional Community Chest and Chance cards appear in Table 2.

TABLE 2		Additional Chance and Community Chest cards.	
CHANCE CARDS	COMMUNITY CHEST CARDS		
1 Take a ride in the Subway, Advance to PASS and Collect \$200	2 Advance to Boylston Street Collect a Travel card	3 Advance to Triple Play and roll the dice Win first price in Beauty context collect \$25	4 Advance to Lombard Street Take half of any player's triple play winnings. This card may be kept until needed or sold.
5 Advance to Double Play Your company goes public collect \$200	6 Pay \$25 for each property owned If on inner board collect \$200.	7 Land on Tax refund collect 100% from Stock market crash tax pool. This card may be kept until lose \$150 needed or sold.	8 Go forward 3 spaces Invent new game collect \$100

FIG. 9 illustrates the travel cards 200 or the preferred embodiment.

FIG. 10 illustrates a triple play card 220. The triple play numbers of the preferred embodiment appear in Table 3.

TABLE 3		Triple Play numbers.	
112	133		
223	246 355 113 134 224 255 356 114 135 225 256 366 115 136 226 266 445 116 144 233 334 446 122 145 234 335 455 123 146 235 336 456 124 155 236 344 466 125 156 244 345 556 126 166 245 346 566		

Preferably, the sets of travel cards 200, Community Chest cards 96, Chance cards 94, and triple play cards 220 are distinguishable in some way, such as by being formed of different colored material or having identifying indicia on the back of the card.

Before play begins, the add-on **board** 150 is positioned within the existing **board** game 1 as shown in FIG. 8. In the preferred embodiment, the triple play **board** location 172 is lined up against the Free Parking **board** location 30, as illustrated in FIG. 8, although other configurations are possible and within the scope of this invention. The additional Chance cards 94 and the additional Community Chest cards 96 are mixed with the respective original cards and placed in the center of the add-on **board** 150.

Before play begins and in the preferred embodiment, one of the travel cards 200 is provided to each player (face down) and one of the triple play cards 220 is provided to each player (face up). Provision of a different number of cards, or no cards, is possible. The remaining travel cards 200 and triple play cards 220 are placed in the center of the add-on **board** 150.

Play proceeds as in the existing **board** game, with each player beginning his or her first turn by placing a game piece 60 on the GO **board** location 10. Unlike the existing **board** game, in the preferred embodiment, all money 98 paid by a player due to Community Chest cards 96, Chance cards 94, luxury tax from landing on the luxury tax **board** location 48, income tax from landing on income tax **board** location 14, and penalties from getting out of the Jail **board** location 20, are placed in the center of the add-on **board** 150 rather than paid to the Bank. In an alternative embodiment, only money related to tax penalties from Community Chest cards 96, Chance cards 94, luxury tax and income tax go into the middle of the **board**.

In the preferred embodiment and as illustrated in FIG. 8, the existing game **board** 1 forms a circular path (i.e., a path through which a piece may continually be moved during play, unless the piece is moved to a different path). The add-on **board** 150 also forms a circular path. A player transitions from one **board** to the other as follows.

In the preferred embodiment, the add-on **board** 150 includes transition **board** locations 169, 181. When a player passes a transition **board** location 169, 181 or a location on the existing **board** adjacent to a transition **board** location 169 or 181 (i.e., locations 25, 45 on the configuration shown in FIG. 8), the player may transition between boards (in one embodiment, if a player lands on one of these **board** locations, the player does not "pass" that **board** location until the player's next turn).

In the preferred embodiment, the player transitions from one **board** to the other only if the total roll of the dice 75 is an even number. If the total roll is an odd number, the player continues moving the player's game piece along the **board** on which that game piece is already positioned.

In one embodiment, the transition **board** location is referred to as an "elevator" **board** location. A player's game piece "gets on the elevator" and changes boards on rolls having an even number of moves, but not an odd number.

In an alternative embodiment, the player transitions between boards 1, 150 if passing a transition **board** location 169, 181 or a location on the existing **board** adjacent to a transition **board** location 169 or 181, after an even number of steps, but not after an odd number of steps. For example, if a player rolls a 10 and starts moving his or her game piece on the **board**, if the third move of the 10 passes the transition point, the player would continue to move their piece game 60 on the same **board**. If four out of the Ten rolled had been the number that moved the game piece past the transition point, the piece would have continued forward on the same **board** finishing the count on that **board**, because four is an even number.

The preferred embodiment refers to indicia on the add-on **board** as the means for indicating transition **board** locations—for both the add-on **board** and the existing game **board**. A variety of other means are available for indicating transition **board** locations, such as arrows (affixed or not affixed to the boards), a string which can indicate transitions between **board** locations that are not adjacent to each other (by positioning ends of the string on the two **board** locations and transitioning from the **board** location at one end to the **board** location at other end), instructions for determining a transition **board** location, different indicia, and any other way of indicating a transition **board** location.

FIG. 11 illustrates a movable bridge 240. In an alternative embodiment, players are provided with at least one bridge 240. Players may position the bridge 240 with one end of the bridge on a **board** location on the existing **board** 1 and the other end of the bridge on a **board** location on the add-on **board** 150. A player passing a **board** location that has one end of the bridge 240 on that **board** location may transition to the **board** location corresponding to the other end of the bridge 240 according to the techniques described above for **board** locations adjacent to the odd even, or elevator, **board** locations 169, 181. Optionally, the bridges may be moved during play according to a predetermined set of rules. Optionally, the bridge is adjustable to have different lengths or is made of a flexible material so that the bridge can mark transition **board** locations that are of varying distances apart. The bridge is another means for indicating **board** locations that allow a player to transition between boards. It should be understood that an object serving the above function is referred to as a bridge herein, no matter what the appearance of the object is.



FIG. 12 shows a movable airplane 250. In another embodiment, the players are provided with at least one airplane 250 that is positioned at a **board** location. A player that lands on a **board** location where the airplane 250 is located may "**board**" the airplane 250 and fly to any other **board** location on either **board** 1, 150 (leaving the airplane 250 on the destination **board** location on "exiting" the plane). Optionally, the player is required to pay an airplane fare which may vary depending on the destination **board** location. The airplane 250 is another means for indicating **board** locations that allow a player to transition between boards. It should be understood that any object serving the above function is referred to herein as an "airplane", no matter what the appearance of the object is.

When a player lands on the triple play **board** location 172, the player first draws a triple play card 220 from the pile. The player then rolls three dice to see if the player's, or another player's, triple play numbers match the dice rolled. The three dice are read in order from lowest to highest number. If any one of the rolled dice matches any one number of a player's triple play card 220, that player wins \$50. If two of the rolled dice match numbers on a player's triple play card 220, that player wins \$200 from the Bank. If all three rolled dice match the numbers on a player's triple play card 220, that player wins \$1,000 from the Bank. If the player who rolled the dice rolled the number on his or her own triple play card 220, that player wins \$1,500 from the Bank. In the preferred embodiment, players retain triple play cards 220 after a triple play roll. Players may have more than one triple play card 220 and a player collects a bonus for each triple play card that matches one or more number on the roll (alternatively, the player is required to pick a single triple play card from which to calculate the bonus).

For example, if the triple play dice rolled were 6, 3 and 1 and the players had the following numbers on triple play cards 220, the winnings would be as follows:

_____	Player 1	544	No Numbers Match	\$0.	Player 2	642	One Number
Matches \$50.	Player 3	431	Two Numbers Match \$200.	Player 4	631	Three Numbers Match \$1,000.	_____

If the player who landed on the triple play **board** location 172 had the 631 Triple play number, that player would win \$1,500 from the Bank. In determining the bonus, the numbers rolled may be taken in any order. Triple play cards 220 may be bought, sold, or traded among players.

While the triple play **board** location 172 and cards 220 of the preferred embodiment have been described, it should be understood that "triple play **board** location" and "triple play cards" refer to any **board** location and cards (or other device) that serve substantially similar functions, independent of the appearance or label attached to such a **board** location and cards.

When a player lands on an odd even/elevator **board** location 169, 181, the player draws a travel card 200. The player keeps the card until the player decides to use it. A player may use a travel card 200 before the player rolls the dice 75 for the player's turn. The use of a travel card 200 counts as a player's turn. A player does not throw the dice when using a travel card. Instead, the player follows the instructions for travel that appear on the face of the travel card 200. More than one travel card 200 may be used by a player at a time, but the player only "lands" on the final location after using each travel card 200 that the player uses during the move. Travel cards 200 may be bought, sold or traded among players. Players using a backward travel card that takes them past GO 10 or PASS 166 do not collect the \$200. The player would collect \$200 on the next turn that takes the player's game piece 60 onto or past the GO 10 or PASS 166 **board** location. After a travel card 200 has been used, it is returned to the bottom of the travel card pile, face down.

In an alternative embodiment, players can use travel cards 200 in conjunction with the roll of the dice 75. For example, if a player rolled an eight and had a forward two card of the travel cards 200, the player could play the forward two card with the roll of eight, making the actual move a ten instead of an eight. In this situation, the total number of **board** locations traversed (including through use of a travel card) are used to determine whether a transition between boards 1, 150 must be made.

When a player lands on the double trouble **board** location 160, the player rolls two dice 75 to determine how much money the other players must pay the player landing on the double trouble **board** location 160. If the player rolls a total of 5, 6, 7, 8 or 9, the player collects \$50 from each player. If the player rolls 2, 3, 10 or 11, the player collects \$100 from each player. Rolls of 2 or 12 mean "Double Trouble" and the player collects \$200 from each other player. In an alternative embodiment, if a player rolls doubles they receive \$200 from every player—any other roll and the player collects nothing.

While the double trouble **board** location 160 of the preferred embodiment has been described, it should be understood that "double trouble **board** location" refers to any **board** location that serves substantially similar functions, independent of the appearance or label attached to such a **board** location.

A player who lands on the tax refund **board** location 174 collects 50% from the current pool of money that is located in the middle of the **board** 150 (paid by players due to Community Chest cards 96, Chance cards 94, luxury tax from landing on the luxury tax **board** location 48, income tax from landing on income tax **board** location 14, and getting out of Jail **board** location 20). In an alternative embodiment, a player who lands on the tax refund **board** location 174 collects some other percentage or all of the current pool of money placed in the middle of the **board** 150.

While the tax refund **board** location 174 of the preferred embodiment has been described, it should be understood that "refund **board** location" refers to any **board** location that serves substantially similar functions, independent of the appearance or label attached to such a **board** location.

When a player lands on the subway **board** location 178, the player may "catch a train" directly to any **board** location 10-49, 166-172 on the boards 1, 150. If a property **board** location is selected and not owned, the player may purchase it from the Bank. Since this is a direct route, there is no way to pass GO 10 or PASS 166 when moving the player's piece. Alternatively, a player may have to pay a predetermined fare in order to ride the train. The fare may vary depending on the destination.

While the subway **board** location 178 of the preferred embodiment has been described, it should be understood that "subway **board** location" refers to any **board** location that serves substantially similar functions, independent of the appearance or label (such as train, taxi or airport) attached to such a **board** location.

When a player lands on or passes the PASS **board** location 166, that player collects \$200.

Two new utilities **board** locations are included in the preferred embodiment (telephone 163 and gas 175) and accompany the original utilities **board** locations (electric company 22 & water works 38), thus increasing the potential revenue a player can earn from the utilities **board** locations. The rent charged when the owner holds more than two utilities are listed on the telephone & gas Title Deed cards 300.

When a player lands on the move backwards **board** location 182, on the player's next roll of the dice under the normal rules (i.e., the player's next turn or subsequent roll after doubles), the player moves backwards the number rolled, rather than forward. The directions for the odd even/elevator **board** locations 169, 181 are followed just as if going forward. In the preferred embodiment, a travel card cannot be used from the move backwards **board** location 182. In an alternative embodiment, instead of moving backward when landing on **board** location 182, the add-on **board** is rotated 90 degrees. On the player's next turn, the player continues moving forward.

While the move backwards **board** location 182 of the preferred embodiment has been described, it should be understood that "move backwards **board** location" refers to any **board** location that serves substantially similar functions, independent of the appearance or label attached to such a **board** location.

It should be understood that the above rules and additional **board** locations can be used together or by themselves to keep games fun and exciting. It should also be understood that a myriad of variations on the above rules are readily apparent to one of skill in the art and are within the scope of the present invention. For example, the dollar values may be altered, the **board** locations changed, or different cards used.

While the invention has been disclosed in connection with the preferred embodiments shown and described in detail, various modifications and improvements thereon will become readily apparent to those skilled in the art. For example, the above disclosure includes use of dice for determining a random number. A variety of other means for determining a random number (such as an arrow on a spin wheel that has numbers on its base, drawing a number from a shuffled deck of cards and using a

computer to generate a random number) are possible and within the scope of the present invention even if the specific structure of the means is not explicitly disclosed herein. Accordingly, the spirit and scope of the present invention is to be limited only by the following claims.

Patent Citations (18) ▲

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US2026082A *	1935-08-31	1935-12-31	Parker Brothers Inc	Board game apparatus
US2282128A *	1940-04-22	1942-05-05	James B Gubbins	Game
GB694880A *	1950-12-14	1953-07-29	Anglo Scottish Pictures Ltd	Improvements in and relating to apparatus for playing board games
US2926917A *	1957-09-13	1960-03-01	Kriz Aldrich	Game
US3606334A *	1970-02-03	1971-09-20	Gary L Pippin	Gameboard with rotatable discs
US3804416A *	1972-03-27	1974-04-16	California R & D Center	Two level game board apparatus
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US5255923A *	1989-06-16	1993-10-26	Waddingtons Games Limited	Board games
FR2690354A1 *	1992-04-24	1993-10-29	Gennesson Patrick	Indoor game with track marked on four plates - has central receptacle to which plates are fixed temporarily and each plate being marked with part of track
US5388836A *	1994-06-30	1995-02-14	Foti; Dino A.	Board game of international finance
US5439229A *	1994-04-25	1995-08-08	Kaiser; Ronald A.	Parlor game apparatus strips
Family To Family Citations				

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Title
"Stock Exchange" game board attachment and "Rules for Stock Exchange" instruction sheet, Chessex, 2990 San Pablo Ave., Berkeley, CA 94702.
Stock Exchange game board attachment and Rules for Stock Exchange instruction sheet, Chessex, 2990 San Pablo Ave., Berkeley, CA 94702. *

\* Cited by examiner, † Cited by third party

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Publication number	Priority date	Publication date	Assignee	Title
US6371848B1 *	1999-10-27	2002-04-16	David C. Ashby	Educational game simulating business startup to initial public offering
US20030075868A1 *	2001-10-22	2003-04-24	Lipps Lawrence T.	Multi-level marketing game
US20030094758A1 *	2001-11-02	2003-05-22	Hardie Jeannie Burns	Board game
US20060033278A1 *	2004-08-11	2006-02-16	Conde James R	Card game

US20060097451A1 *	2004-11-08	2006-05-11	Callaway Brad L	Character Trading Card Game Method of Play and Property Verification
US20070063433A1 *	2005-09-16	2007-03-22	Ross Regan M	Educational simulation game and method for playing
US7287753B1 *	2004-08-02	2007-10-30	Brigidi Frank J	Game and method of play
US20070284817A1 *	2006-06-12	2007-12-13	Donald Northrop	Adult Board Game
US20080029960A1 *	2001-05-03	2008-02-07	Mattel, Inc.	Die-Rolling Device and Game
US20080042349A1 *	2006-08-17	2008-02-21	Killgo Yvonne T	Board game playing system and method of incorporating city landmarks
US20080048396A1 *	2006-08-22	2008-02-28	Home Focus Development Limited, A Corp. Of The British Virgin Islands, Trustnet Chambers Limited	Game piece including a random outcome generator
WO2009137546A1 *	2008-05-06	2009-11-12	Eric Bower	Game system with cooperative and competitive boards
US20090278311A1 *	2008-05-06	2009-11-12	Eric Steven Bower	Sudoku board game
US20090278310A1 *	2008-05-06	2009-11-12	Eric Steven Bower	Sudoku board game
US20090302538A1 *	2008-06-10	2009-12-10	Futrell Iii Henley W	Board Game Having Multi-Level Playing Rules
US20100176550A1 *	2009-01-12	2010-07-15	Isaac Karel	Board game extension
WO2014004088A1 *	2012-06-26	2014-01-03	Mallett Jerry L	Board game for drug dealing sensitivity
US20150352432A1 *	2014-05-19	2015-12-10	National Entertainment Collectibles, Inc.	Episodic Board Game
USD763968S1 *	2014-11-17	2016-08-16	Christopher M. Hunt, Sr.	Game board
US20160328996A1 *	2015-05-08	2016-11-10	Kelly Hamner	Board Game Assembly
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US6019371A *	1998-07-09	2000-02-01	Mantis; Nicholas J.	Environmental board game
US6254099B1 *	1999-05-05	2001-07-03	Mark Pederson	Playing card war simulation game
US6299169B1 *	1999-08-02	2001-10-09	Anthony Adams	Board game utilizing a remote control for a television
AU5519700A *	1999-08-16	2001-03-13	Josef Hnik	Board game apparatus and a method of playing a board game
US6322076B1 *	1999-09-02	2001-11-27	Steve E. Fikki	Investment board game and method of playing same
US6536766B1	2000-01-08	2003-03-25	Donald T. Deitch	Multi-functional game board with rotating mechanism
US6588754B1 *	2000-07-05	2003-07-08	Gabe Adams	Method for playing casino board game
US6257577B1 *	2000-09-01	2001-07-10	Nancy H. Sutton	Game of cribbage and method of playing the same
US6409172B1 *	2000-09-08	2002-06-25	Olaf Vancura	Methods and apparatus for a casino game
US6352259B1 *	2000-09-12	2002-03-05	Richard N. Israel	Pet lover's board game
JP3454357B2 *	2001-07-05	2003-10-06	株式会社コナミコンピュータエンタテインメントスタジオ	Network game server device, the network game progress control method and a network game progress control program
CA2465191A1	2001-11-02	2003-05-15	Mattel, Inc.	Board game
US6769691B1 *	2002-11-04	2004-08-03	Aaron Kim	Apparatus for financial investment education and entertainment
US20050200078A1 *	2004-03-09	2005-09-15	Doublestar, Llc	Educational science game and method of play
US7204693B2 *	2004-03-24	2007-04-17	Nagle George L	Egyptian pyramids board game
US20070132181A1 *	2005-12-12	2007-06-14	Daniels Owen O	Big business usa
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US20090043914A1 *	2007-08-07	2009-02-12	Adam Kornblum	Board game system and method of use thereof
US20090102124A1 *	2007-09-20	2009-04-23	Adam Ross Kornblum	Board game system and associated method
US20110018199A1 *	2009-07-24	2011-01-27	Justin Peterson	Death and taxes board game and apparatus
US8506390B2 *	2010-11-04	2013-08-13	Wms Gaming Inc.	Wagering game having game assets with multiple levels of enhancement

US20140291931A1 *	2013-03-15	2014-10-02	The Negative Image, L.L.C.	Systems And Methods For Playing A Treasure Hunting Board Game
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US6409172B1	2002-06-25	Methods and apparatus for a casino game
US4874177A	1989-10-17	Horse racing game
US20020082071A1	2002-06-27	Game of chance with multiple paths on a virtual scratch ticket
Rottenberg	1956	The baseball players' labor market
Munting	1996	An economic and social history of gambling in Britain and the USA
US6106300A	2000-08-22	Game for teaching fundamental aspects of personal finance, investing and accounting to children
US3223420A	1965-12-14	Solar system travel game
US5273431A	1993-12-28	Educational game and method of playing said game
US6793219B2	2004-09-21	Accumulation variation of lottery-style games of chance
USRE35864E	1998-07-28	Pari-mutuel electronic and live table gaming
US7021626B2	2006-04-04	Board game
US5476259A	1995-12-19	Pari-mutuel electronic and live table gaming
US6962336B2	2005-11-08	Credit card debt management board game
Statman	2002	Lottery players/stock traders
EP0954360B1	2008-05-21	Board game for teaching fundamental aspects of personal finance, investing and accounting
US5810663A	1998-09-22	Method of playing a high/low card game
US2976044A	1961-03-21	Board game apparatus
US6142475A	2000-11-07	Collectable card game
US4306724A	1981-12-22	Board game apparatus
US5071135A	1991-12-10	Board game apparatus for the teaching of financial management principles
US7407436B2	2008-08-05	Method and system for increasing expected rate of return and maximum payout in a game with one or more players
US2174058A	1939-09-26	Game
US4522407A	1985-06-11	Financial board game
US4109918A	1978-08-29	Learning and earning educational game

Priority And Related Applications

Child Applications (1)

Application	Priority date	Filing date	Relation	Title
US08/839,214	1995-08-31	1997-04-22	Division	Board game

Priority Applications (1)

Application	Priority date	Filing date	Title
US08/521,873	1995-08-31	1995-08-31	Board game

Applications Claiming Priority (2)

Application	Filing date	Title

<a href="#">US08/521,873</a>	1995-08-31	Board game
<a href="#">US08/839,214</a>	1997-04-22	Board game

Legal Events

▲

Date	Code	Title	Description
1995-10-06	AS	Assignment	<b>Owner name:</b> MCLELLAN & MCMAHON, INC., NEW HAMPSHIRE <b>Free format text:</b> ASSIGNMENT OF ASSIGNORS INTEREST;ASSIGNORS:WILKINS, ROBERT F.;BEFFA-NEGRINI, DAVID B.;HALL, DAVID M.;REEL/FRAME:007673/0085 <b>Effective date:</b> 19950925
2004-06-28	FPAY	Fee payment	<b>Year of fee payment:</b> 4
2008-07-07	REMI	Maintenance fee reminder mailed	
2008-12-29	FPAY	Fee payment	<b>Year of fee payment:</b> 8
2008-12-29	SULP	Surcharge for late payment	<b>Year of fee payment:</b> 7
2012-08-06	REMI	Maintenance fee reminder mailed	
2012-12-26	LAPS	Lapse for failure to pay maintenance fees	
2013-02-12	FP	Expired due to failure to pay maintenance fee	<b>Effective date:</b> 20121226

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