

# PATENT SPECIFICATION

963,821

DRAWINGS ATTACHED.

963,821



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International Classification :—A 63 f.

## COMPLETE SPECIFICATION.

### Game.

I, ARTHUR DUJARDIN, a French Citizen, of 48 Boulevard de la Plage, Arcachon (Gironde), France, do hereby declare the invention, for which I pray that a patent may be granted to me, and the method by which it is to be performed, to be particularly described in and by the following statement :—

The present invention essentially relates to a game for playing according to rules derived from the "highway code".

According to the invention, therefore, there is provided a game comprising tokens, such as cards, for sharing out between a plurality of players to be used thereby one against another to achieve a predetermined total mileage whilst obeying the rules of the game which are derived from the Highway Code, said tokens being divided into different categories, said categories including a first category in which said tokens are each marked with symbols denoting distance travelled along a highway, a second category in which said tokens are each marked with symbols denoting that the tokens may be used to block the progress of a player and a third category in which said tokens are each marked with a symbol which allows progress of a player whose previous progress has been blocked by a token from said second category.

There is further provided a pack of cards for use in a road traffic game and symbolising the different factors arising in road traffic, wherein the cards are divided into at least three categories, namely progress cards bearing symbols denoting distances travelled along a highway, attack cards bearing symbols denoting prohibitions, adverse incidents or accidents liable to occur on highways, and parade cards bearing symbols denoting privileges, ends of restrictions and remedies for

accidents or adverse incidents occurring on the highway.

In a preferred embodiment of the invention a box or shoe, is provided which is divided into two compartments, one for receiving the cards which have been played and which should not remain in front of the players, and the other for receiving the reserve cards, that is to say those which have not been dealt out or played. This last compartment has excisions or notches in its sides for grasping the cards more easily, said notches extending into the base of the compartment.

The invention will now be described by way of example only with reference to the accompanying drawings in which :—

Figures 1, 2, 3, 4 and 5 illustrate different cards symbolizing road distances travelled ;

Figures 6, 7, 8, 9 and 10 illustrate different cards symbolising prohibitions, accidents or other adverse incidents on highways ;

Figures 11, 12, 13, 14 and 15 illustrate different cards symbolising rights or remedies against accidents or incidents on highways ;

Figures 16, 17, 18, 19 and 20 illustrate different cards symbolising special rights conferring priority of passage reserved for certain official vehicles ;

Figures 21, 22, 23 and 24 illustrate different cards symbolising particular qualities of abilities attributed to a vehicle or to its driver ;

Figure 25 is a perspective view of a box intended to receive the cards ;

Figure 26 is a view from below of the box intended to receive the cards ; and

Figure 27 is a view in section along the line *a—*a** of the box of Figure 26.

The game is played with a set of 106 cards (Figures 1 to 24).

These symbolise vehicles, drivers and road

- traffic scenes, and are subdivided into several different categories. The cards are printed in several colours : but a definite colour predominates in each category, so that the players may at a single glance be able to ascertain to which category the card belongs. The distribution of the cards according to
- the different categories is as follows :—
1. "Progress" Cards (Figures 1 to 5).  
These are in a set of 46 and symbolise distances travelled along a highway. Their numerals are printed in a different colour for each value.
- There are thus :—
- |    |   |     |
|----|---|-----|
| 15 | 10 cards $1_1$ denoting a distance of 25 miles (blue numerals). | 25  |
|    | 10 " $1_2$ " " " " 50 " (red numerals).                         | 50  |
|    | 10 " $1_3$ " " " " 75 " (blue and black numerals).              | 75  |
|    | 12 " $1_4$ " " " " 100 " (black, red, blue numerals).           | 100 |
|    | 4 " $1_5$ " " " " 200 " (red, black, blue numerals).            | 200 |
2. Attack Cards (Figures 6 to 10).  
These are in a set of 18 and symbolise the prohibitions, incidents or accidents liable to occur on highways. The colour red predominates in these cards.
- There are :—
- |    |                                      |    |
|----|--------------------------------------|----|
| 25 | 5 cards $2_1$ " traffic light red ". | 60 |
|    | 3 " $2_2$ " puncture ".              |    |
|    | 3 " $2_3$ " petrol trouble ".        |    |
|    | 3 " $2_4$ " accident ".              |    |
| 30 | 4 " $2_5$ " speed limit ".           |    |
- There are :—
- |  |    |
|--|----|
| 1 card $5_1$ " priority vehicle " (exempts from complying with red traffic light and speed limit). | 60 |
| 2 cards $5_2$ " ace of the steering wheel " (prevents being attacked by "accident").               | 65 |
| 1 card $5_3$ " reserve tank " (prevents being attacked by "petrol trouble").                       |    |
| 1 " $5_4$ " puncture-proof " (prevents being attacked by "puncture").                              | 70 |
3. Parade Cards (Figures 11 to 15).  
These are in a set of 38 and symbolise the privileges, the ends of restrictions, and the remedies for accidents or incidents occurring on the highway. The colours blue and green predominate in these cards.
- There are :—
- |    |   |    |
|----|---|----|
| 40 | 14 cards $3_1$ " traffic light green ". | 75 |
|    | 6 " $3_2$ " spare wheel ".              |    |
|    | 6 " $3_3$ " petrol ".                   |    |
|    | 6 " $3_4$ " repairs ".                  |    |
|    | 6 " $3_5$ " end of speed limit ".       |    |
4. Precedence cards (Figures 16 to 20).  
These are in a set of 5 and symbolise priority rights. The colour black predominates in these cards.
- There are :—
- |    |   |    |
|----|---|----|
| 50 | 1 card $4_1$ " fire service vehicle ".            | 90 |
|    | 1 " $4_2$ " police vehicle ".                     |    |
|    | 1 " $4_3$ " ambulance ".                          |    |
|    | 1 " $4_4$ " breakdown vehicle ".                  |    |
|    | 1 " $4_5$ " garbage collection service vehicle ". |    |
5. Immunity Cards (Figures 21 to 24).  
These could also be described as "trumps". They are in a set of 5 and symbolise special qualities or abilities attributed to a vehicle or to its driver. They bear an oblique bar consisting of a wide green stroke.
- The game may also include a box or shoe (Figures 25, 26 and 27) intended to receive the cards.
- This box may be made of plastics material, ceramic material, wood, cardboard or any other material.
- It is divided into two compartments  $6_1$  and  $6_2$  by a transverse partition  $6_3$ .
- Each of the two compartments  $6_1$  and  $6_2$  is longer and wider by a few millimetres than the playing cards.
- One of the two compartments  $6_2$  is provided with excisions or notches  $6_4$  on the three outer sides. These notches  $6_4$  are continued by other excisions  $6_5$  in the base of the compartment.
- The other compartment  $6_1$  has no excisions of any sort.
- The lateral sides  $6_6$  of the compartments are dished. They are not rectilinear but convex. This renders it possible easily to grasp and remove each card from the side of the notched compartment. Owing to this convexity of the sides moreover, each card discarded into the compartment which is not notched, easily slides and drops into the bottom.
- Rules of the Game.
- According to the rules of the game, 6 cards are first dealt to each player. The rest of the pack may be placed in the notched compartment  $6_2$  of the shoe 6. Each player then in his turn takes a card from the shoe 6 (notched

side), examines his hand and utilises one of his cards by discarding it into the side of the shoe without notches, by placing it on the table in front of himself, or by placing it on the table in front of one of his opponents.

Each pursues the aim of collecting in front of himself progress cards  $1_1-1_2-1_3-1_4$  and  $1_5$  in order to reach a total of 1000 miles. Each may however stop the progress of an opponent by placing in front of the latter an attack card  $2_1, 2_2, 2_3, 2_4$  and  $2_5$ . This opponent will then be unable to continue adding progress cards until he has placed in front of himself a parade card  $3_1, 3_2, 3_3, 3_4$  or  $3_5$  which cancels the attack (the card  $3_1$  "traffic light green" cancels the card  $2_1$  "traffic light red"; the card  $3_4$  "repairs" cancels the card  $2_4$  "accident", and so on).

*The Function of Immunity Cards.*

When a player possesses and places an immunity card  $5_1, 5_2, 5_3$  or  $5_4$  on the table in front of himself, it is forbidden to his opponents to attack him in the category of this immunity card. For example, if a player places in front of himself the immunity card  $5_2$  "ace of the steering wheel", no other player will be able to attack him with the card  $2_4$  "accident".

*The Function of Precedence Cards.*

A player possessing a precedence card  $4_1, 4_2, 4_3, 4_4$  or  $4_5$ , may when it is his turn to play, place it in front of himself and immediately draw another card from the shoe 6 (he thus plays twice). A bonus will be credited to him as follows :—

	Points
Card $4_1$ " fire service vehicle "	300
Card $4_2$ " police vehicle " ..	200
Card $4_3$ " ambulance " ..	150
Card $4_4$ " breakdown vehicle "	100
Card $4_5$ " garbage collection service vehicle " .. ..	50

If however another player possesses a precedence card of higher value, he may place it in front of himself at this moment, and he alone will have the right to play again and will receive the bonus corresponding to his card.

*Surprise Trick.*

The rules of the game also make provision for a very amusing and spectacular trick. The player who possesses a card of immunity  $5_1, 5_2, 5_3$  or  $5_4$ , may place it in front of himself as stated above, but he may also hold it in his hand among his other cards, like a secret weapon, and not show the card until an opponent subjects him to an attack corresponding to this immunity card.

For example: A player possesses the card  $5_1$  "priority vehicle", without show-

ing it. If an opponent attacks him with a card  $2_1$  "traffic light red" or a card  $2_5$  "speed limit", the player first referred to immediately displays his immunity card which he is holding in reserve, and benefits from a bonus.

*End of the Game.*

The winner is the one who first succeeds in placing in front of himself progress cards totalling 1000 miles. A certain number of points is also credited to any player who has displayed immunity cards  $5_1, 5_2, 5_3$  or  $5_4$ , and a substantial bonus is credited to anyone who succeeds with the surprise trick.

*Advantages of the Game.*

It will be seen that the game is amusing and instructive, and facilitates development of the ability to calculate mentally in children. As far as motorists, cyclists and drivers of all vehicles are concerned, this game improves their reflexes to facilitate obedience to red and green traffic light signals, speed limits and end of speed limit signs.

This game also teaches the priority of passage appropriate to various official vehicles and the habit of respecting this priority.

It should be noted that one may, without changing the basis of the game, modify the face values of the cards and add or withdraw certain attack cards together with the corresponding parade and immunity cards.

Whilst still retaining the same basis, this game could equally well employ, instead of cards, pieces which are designed, printed, painted or carved and are of optional shape, being parallelepipedal for example.

WHAT I CLAIM IS :—

1. A game comprising tokens, such as cards, for sharing out between a plurality of players to be used thereby one against another to achieve a predetermined total mileage whilst obeying the rules of the game which are derived from the Highway Code, said tokens being divided into different categories, said categories including a first category in which said tokens are each marked with symbols denoting distance travelled along a highway, a second category in which said tokens are each marked with symbols denoting that the tokens may be used to block the progress of a player and a third category in which said tokens are each marked with a symbol which allows progress of a player whose previous progress has been blocked by a token from said second category.

2. A game as claimed in Claim 1 including a fourth category of tokens each marked with a symbol denoting special priority rights of passage along said highway which are used to allow the player playing one of

these tokens to take an extra turn and thus be credited with a bonus score.

3. A game as claimed in Claim 2 including a fifth category of tokens each marked with a symbol denoting immunity from attack by a token played from said second category.

4. A game as claimed in Claim 3 in which the tokens in said second category are each marked with a different one of the following symbols, "traffic light red", "puncture", "petrol trouble", "accident", and "speed limit", the tokens in said third category are each marked with a different one of the following symbols, "traffic light green", "repairs", "petrol", "spare wheel" and "end of speed limit", the tokens in said fourth category are each marked with a different one of the following symbols, "fire service vehicle", "police vehicle", "ambulance", "breakdown vehicle", and "garbage collection service vehicle", and the tokens in said fifth category are each marked with a different one of the following symbols, "priority vehicle", "ace of the steering wheel", "reserve tank" and "puncture-proof".

5. A game as claimed in any one of the preceding claims in which said tokens are rectangular cards.

6. A game according to Claim 5 including a box to receive said cards, said box being divided into two compartments, one of which is for receiving the cards discarded which should not remain in front of the players, and the other compartment is for receiving those cards which have not been dealt out or played, this last compartment having notches in its sides extending to the base of the compartment to allow the cards received therein to be grasped more easily.

7. A game according to Claim 6 in which

the box possesses dished lateral sides convex from the inside to facilitate lodging and removal of the cards.

8. A game according to Claims 6 or 7 in which the box is made of plastics material, ceramic material, or wood.

9. A game substantially as hereinbefore described and illustrated in the accompanying drawings.

10. A pack of cards for use in a road traffic game and symbolizing the different factors arising in road traffic, wherein the cards are divided into at least three categories, namely progress cards bearing symbols denoting distances travelled along a highway, attack cards bearing symbols denoting prohibitions, adverse incidents or accidents liable to occur on highways, and parade cards bearing symbols denoting privileges, ends of restrictions and remedies for accidents or adverse incidents occurring on the highway.

11. A pack of cards according to Claim 10, including an additional category of precedence cards bearing symbols denoting special priority rights of passage reserved for certain official vehicles.

12. A pack of cards according to Claim 10 or Claim 11, including an additional category of immunity cards bearing symbols denoting special qualities or abilities attributed to a vehicle or to its driver.

13. A pack of cards substantially as described herein with reference to the accompanying drawings.

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2 & 3 Norfolk Street, Strand,  
London, W.C.2,  
Agents for the Applicants.

FIG. 1.

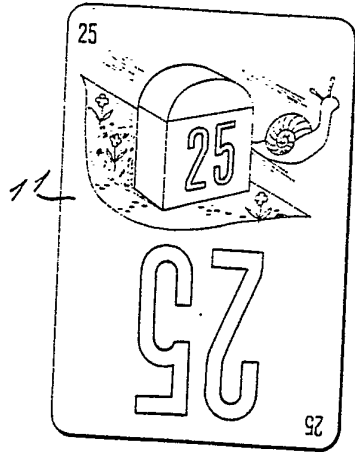


FIG. 2.



FIG. 3.

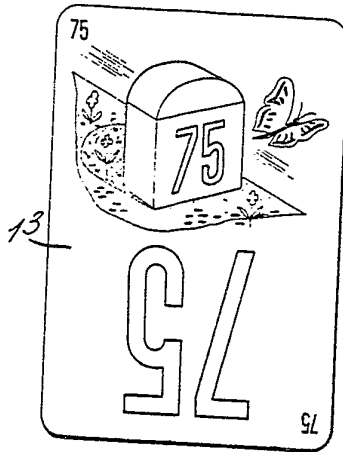
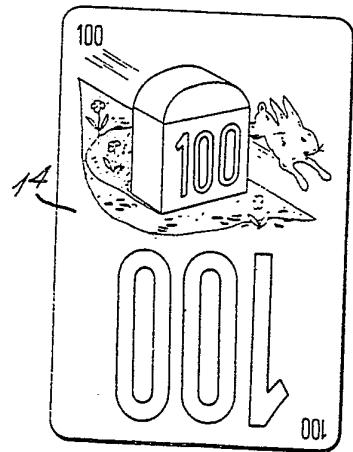


FIG. 4.



3.2.

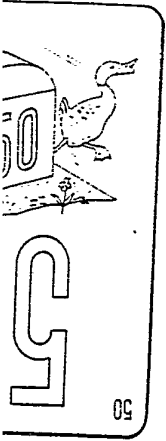


FIG. 5.

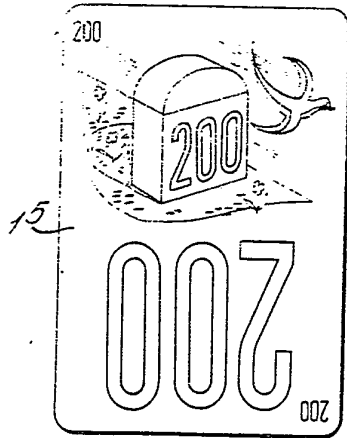
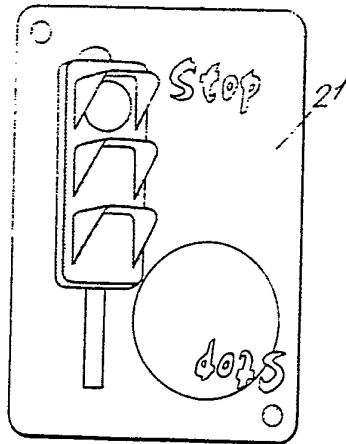


FIG. 6.



4.



FIG. 7.

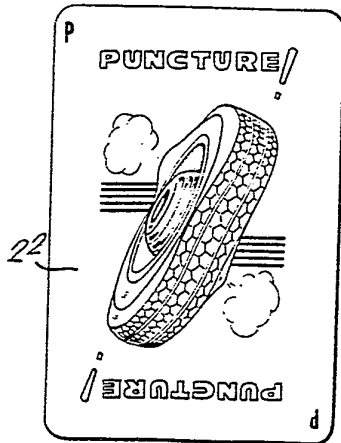
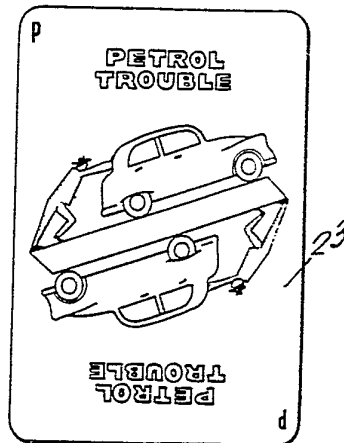


FIG. 8.



963821 COMPLETE SPECIFICATION  
 7 SHEETS This drawing is a reproduction of  
 the Original on a reduced scale  
 Sheets 1 & 2

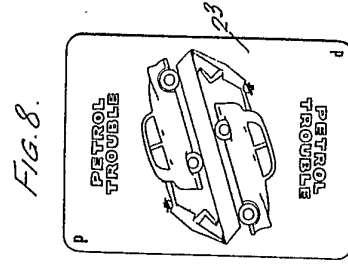
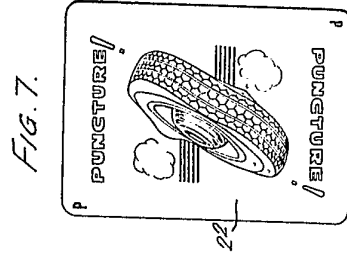
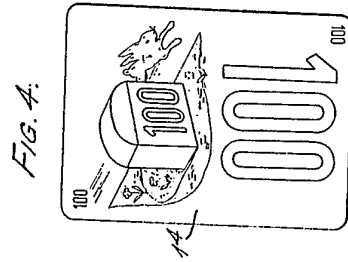
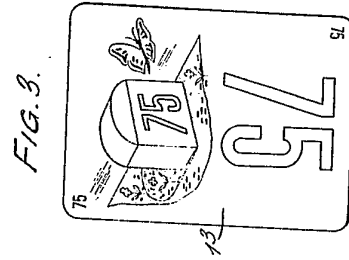
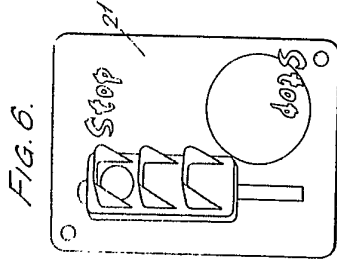
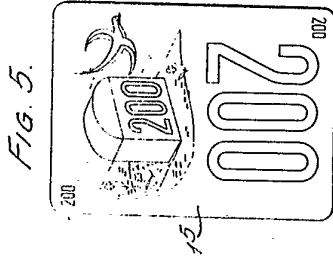
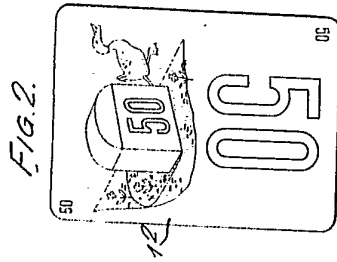
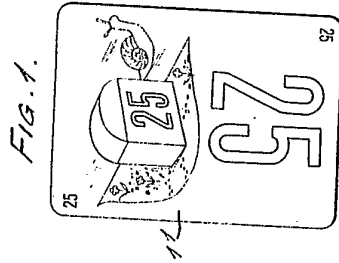


FIG. 9.

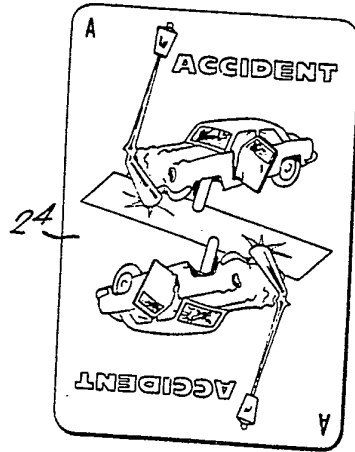


FIG. 10.

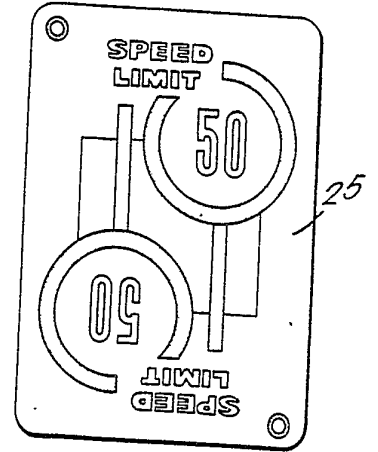


FIG. 11.

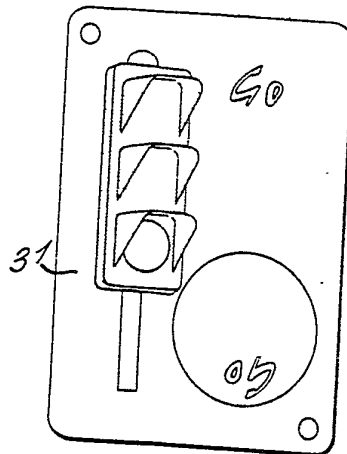


FIG. 14.

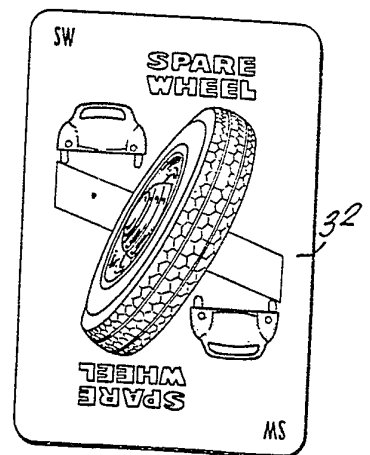




FIG. 10.

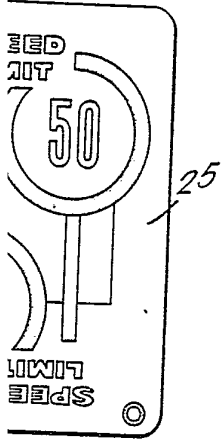


FIG. 13.

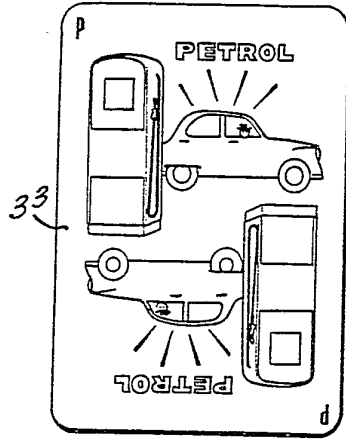
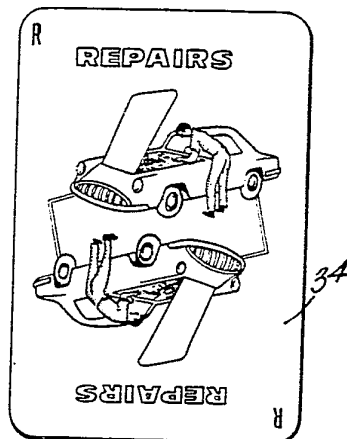


FIG. 12.



14.

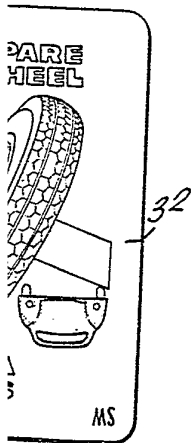


FIG. 15.

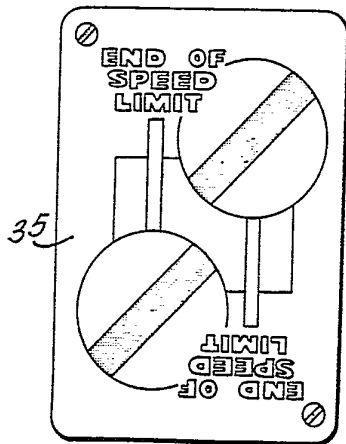


FIG. 16.

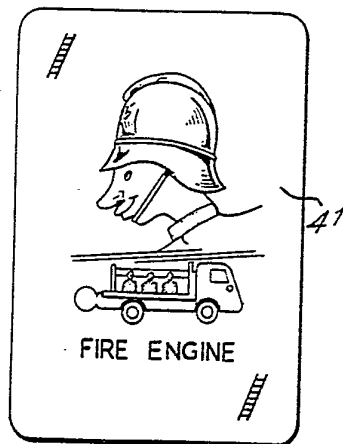


FIG. 9.

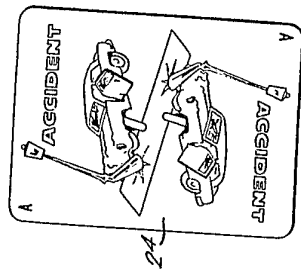


FIG. 10.

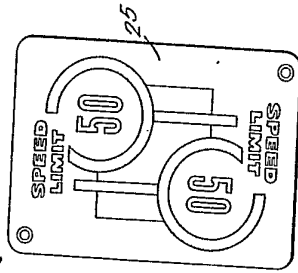


FIG. 13.

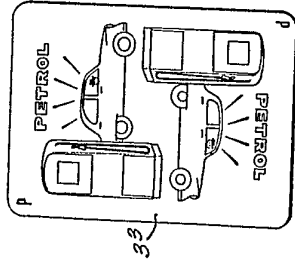


FIG. 12.

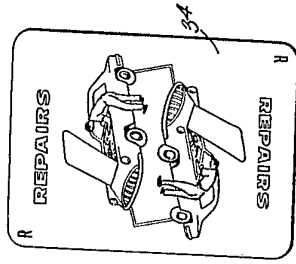


FIG. 11.

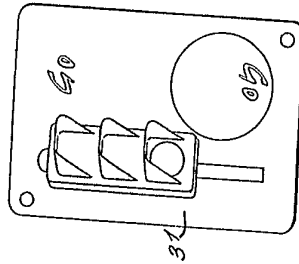


FIG. 14.

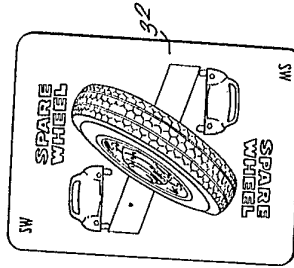


FIG. 15.

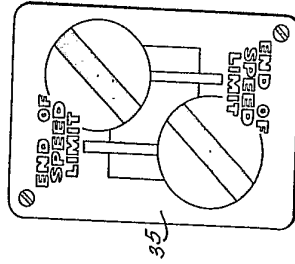


FIG. 16.

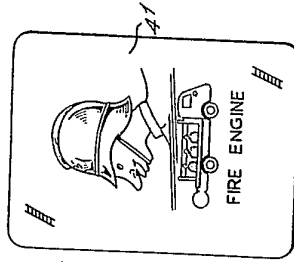


FIG. 17.

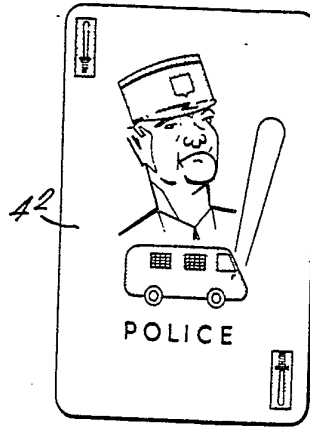


FIG. 18.

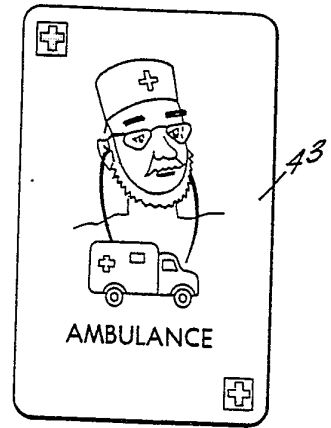


FIG. 19.

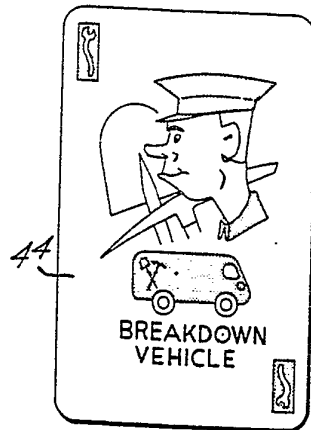
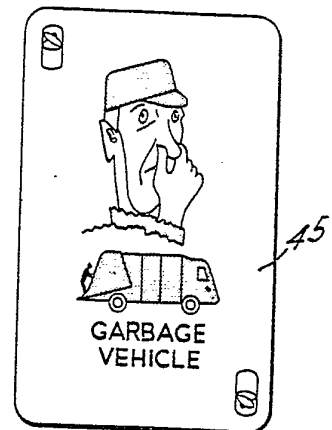


FIG. 20.



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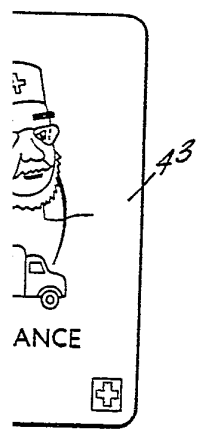


FIG. 21.

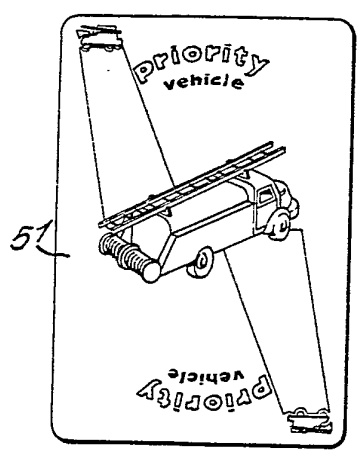
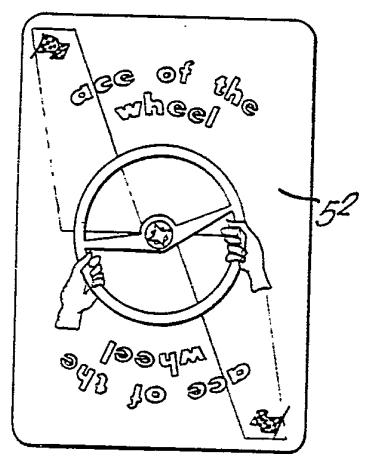


FIG. 22.



20.

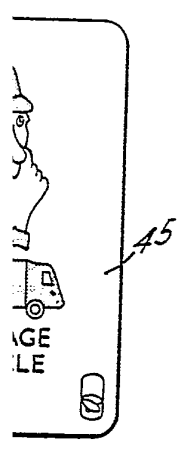


FIG. 23.

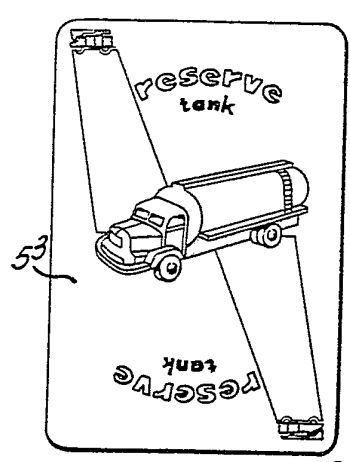


FIG. 24.

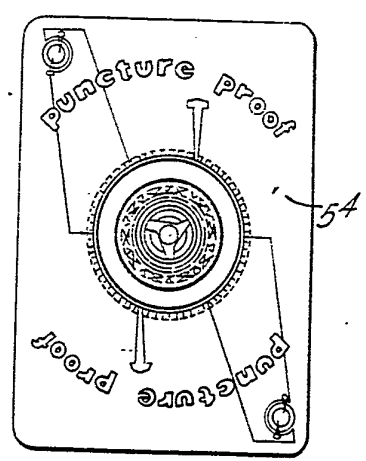


FIG. 17.

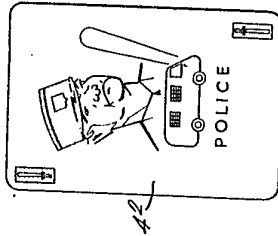


FIG. 18.

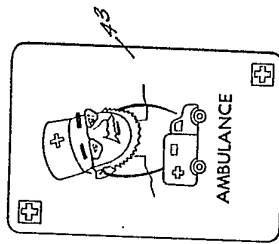


FIG. 21.

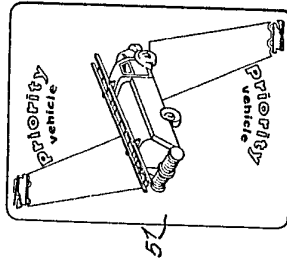


FIG. 22.

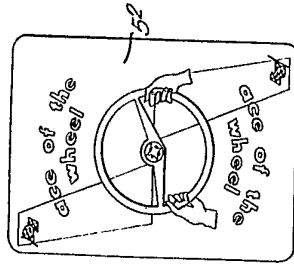


FIG. 19.

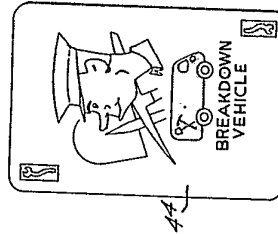


FIG. 20.

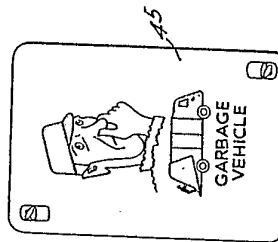


FIG. 23.

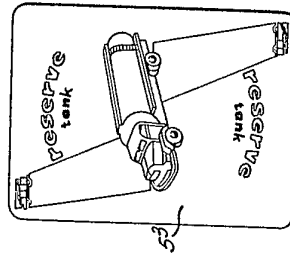
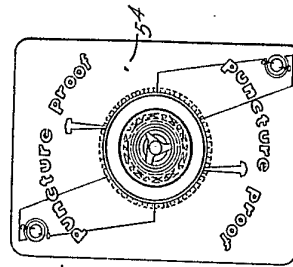
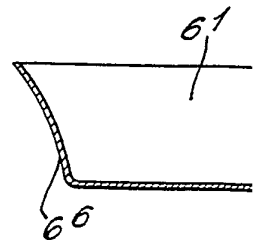
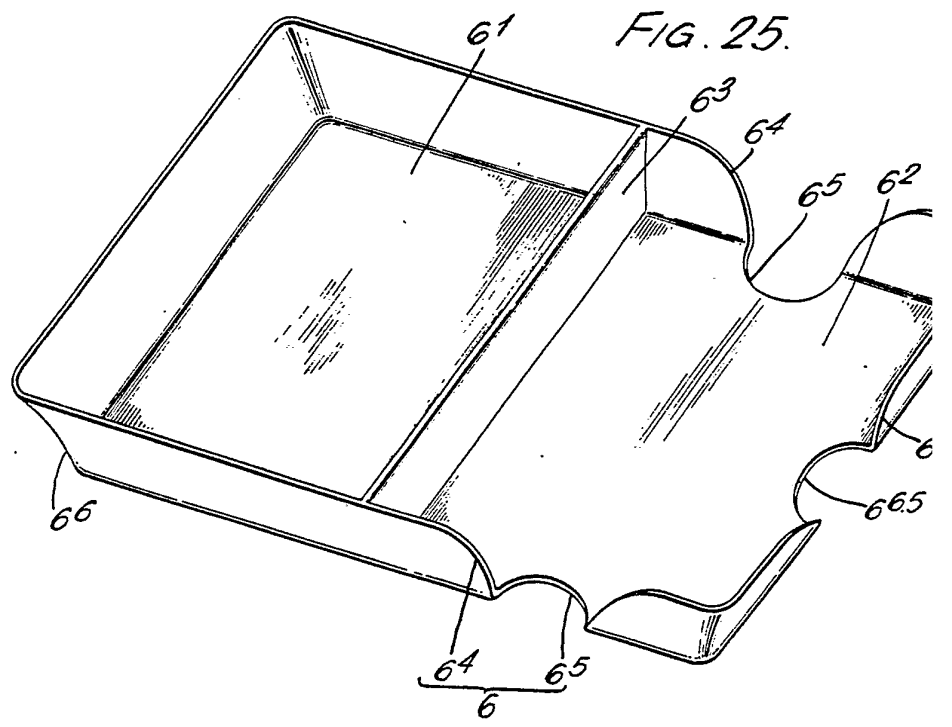


FIG. 24.





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FIG. 26.

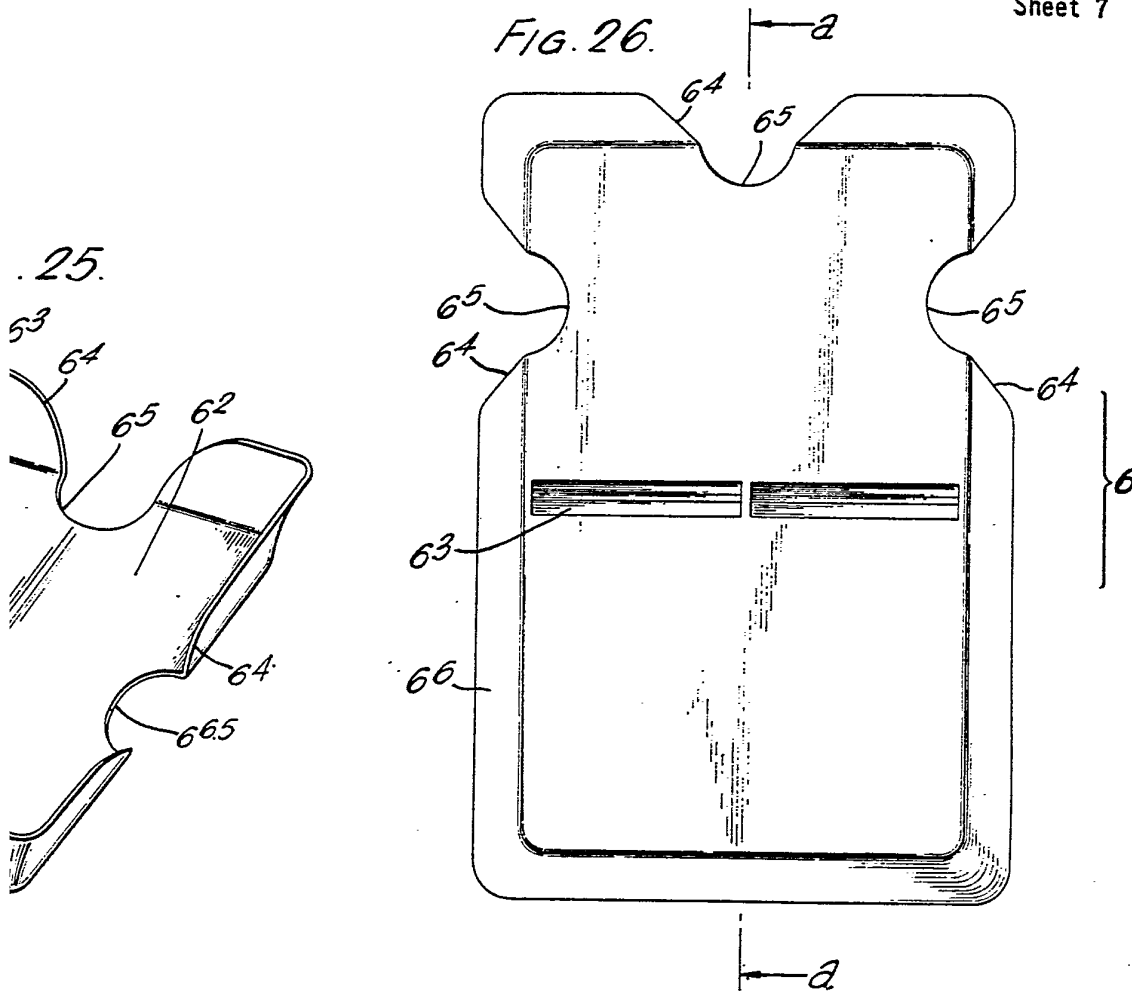
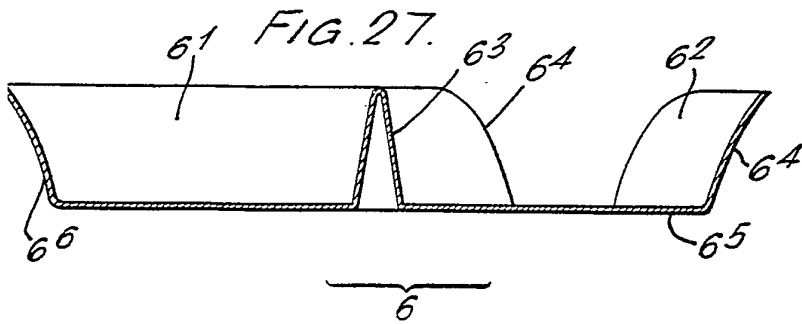


FIG. 27.



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