

Oct. 28, 1941.

A. B. LE MAY

2,260,467

GAME APPARATUS

Filed May 18, 1940

5 Sheets-Sheet 1

Fig. 1.

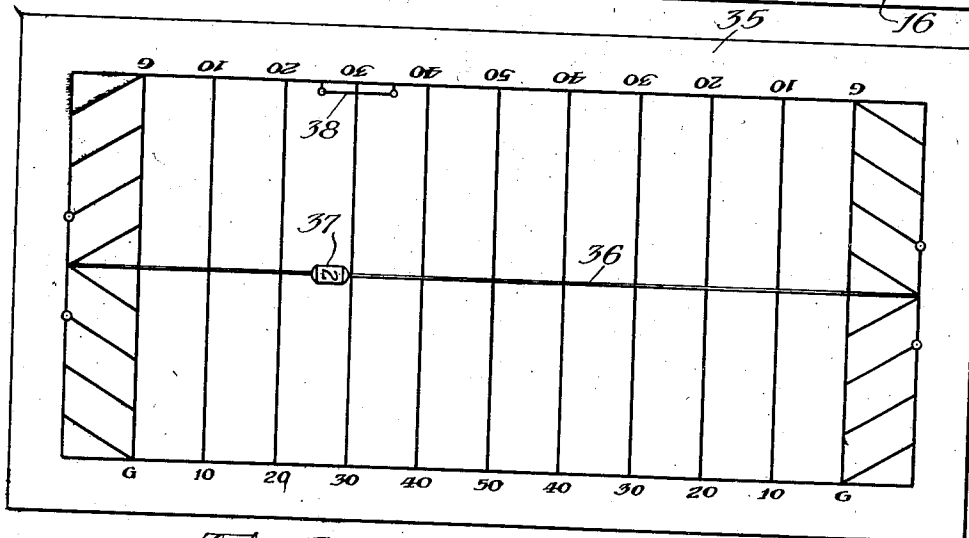
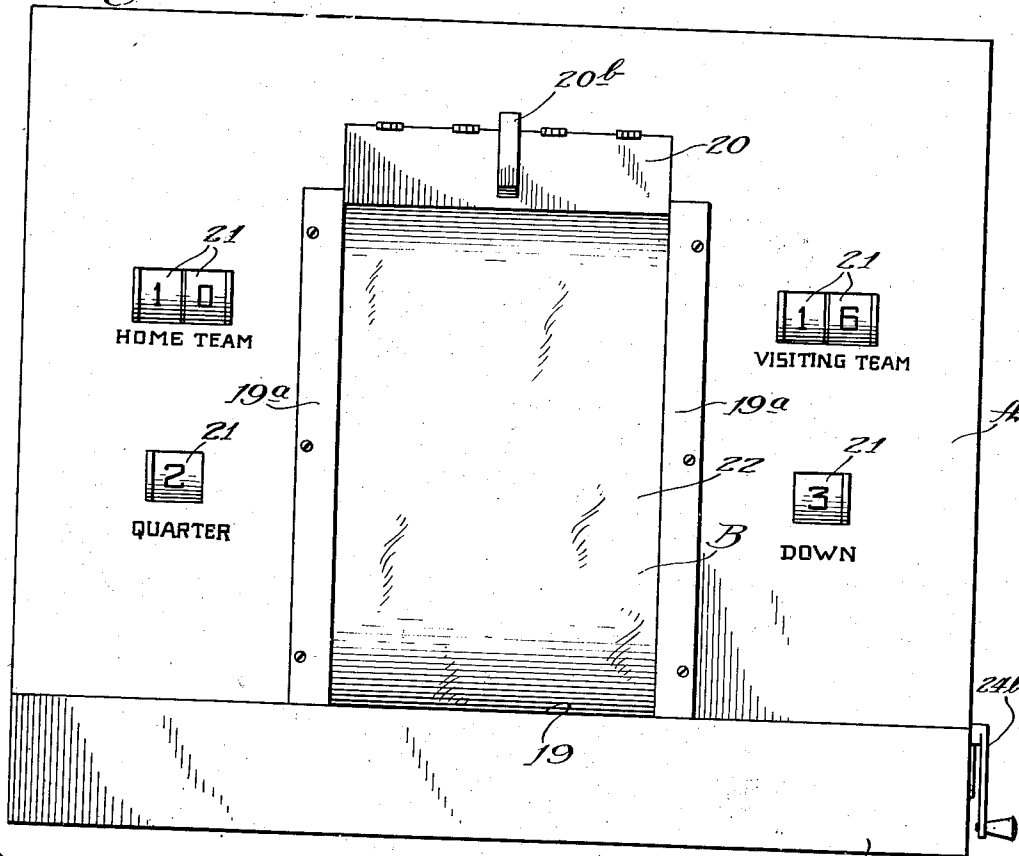


Fig. 2.

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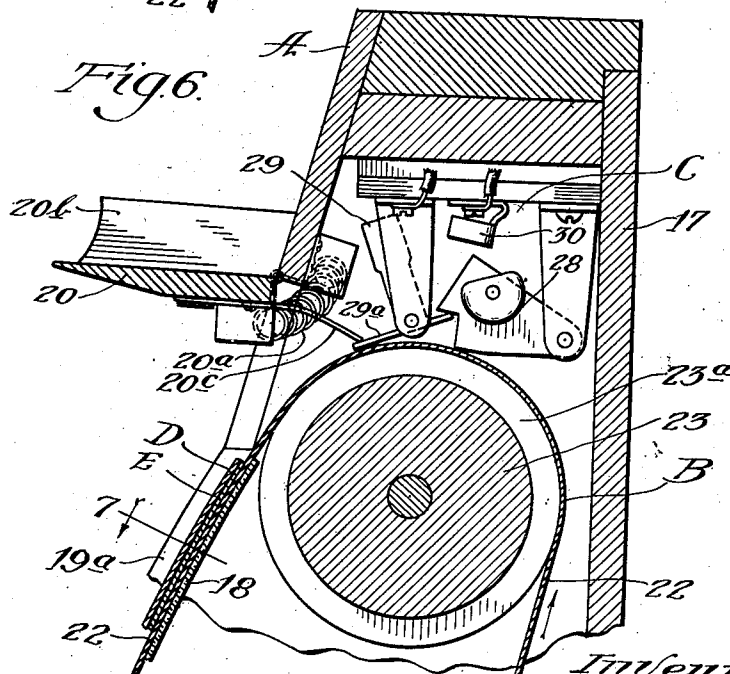
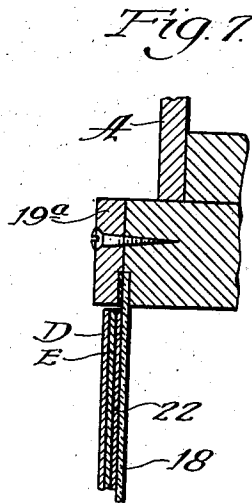
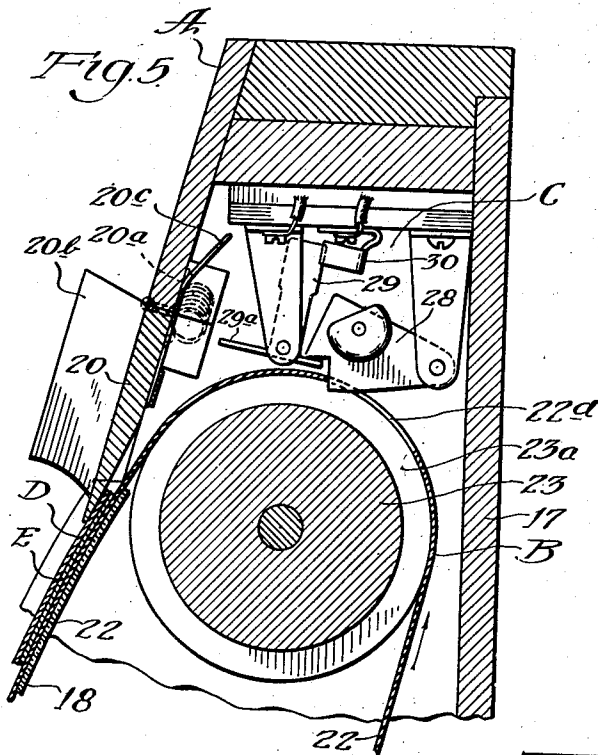
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GAME APPARATUS

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GAME APPARATUS

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Fig. 8.

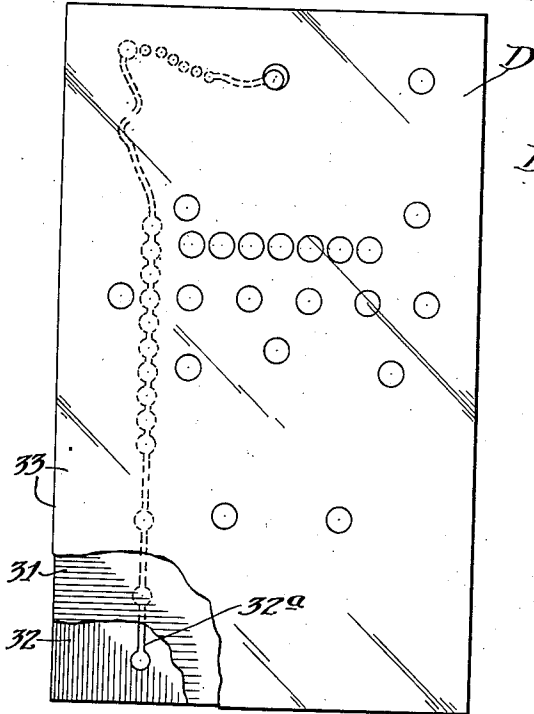


Fig. 9.

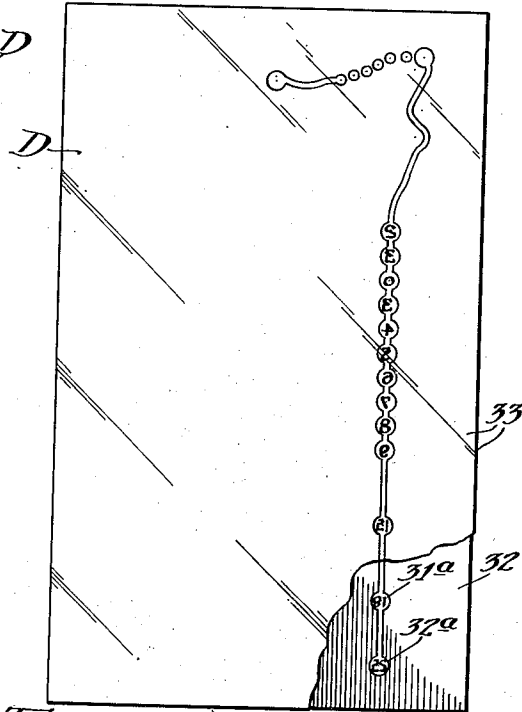


Fig. 10.

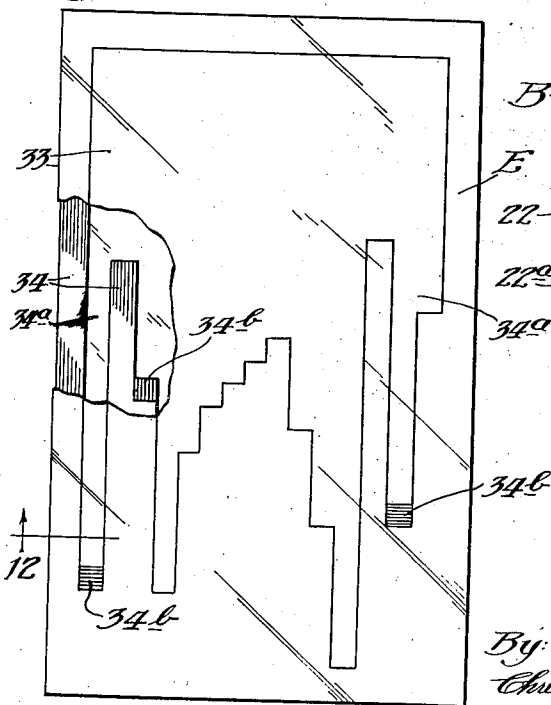


Fig. 11.

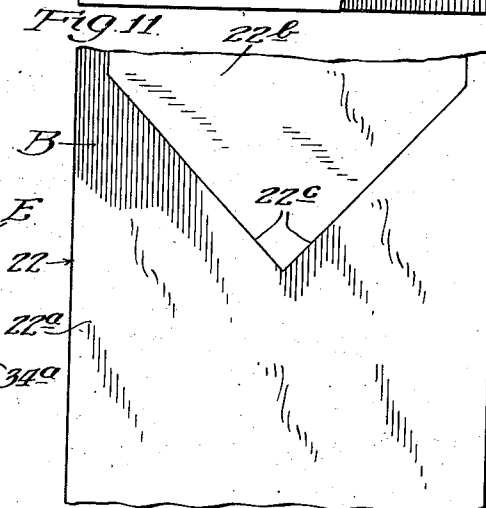
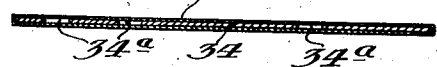


Fig. 12.



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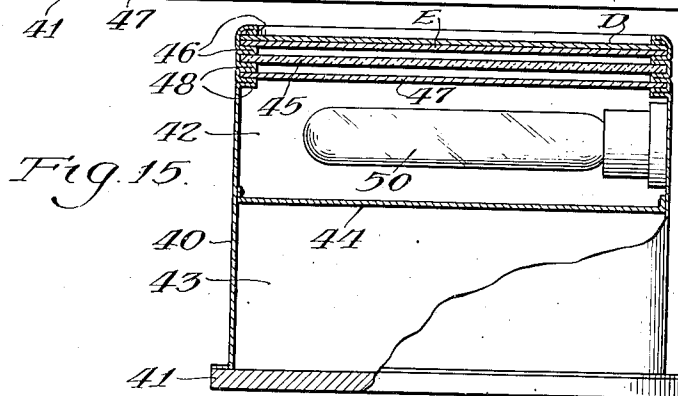
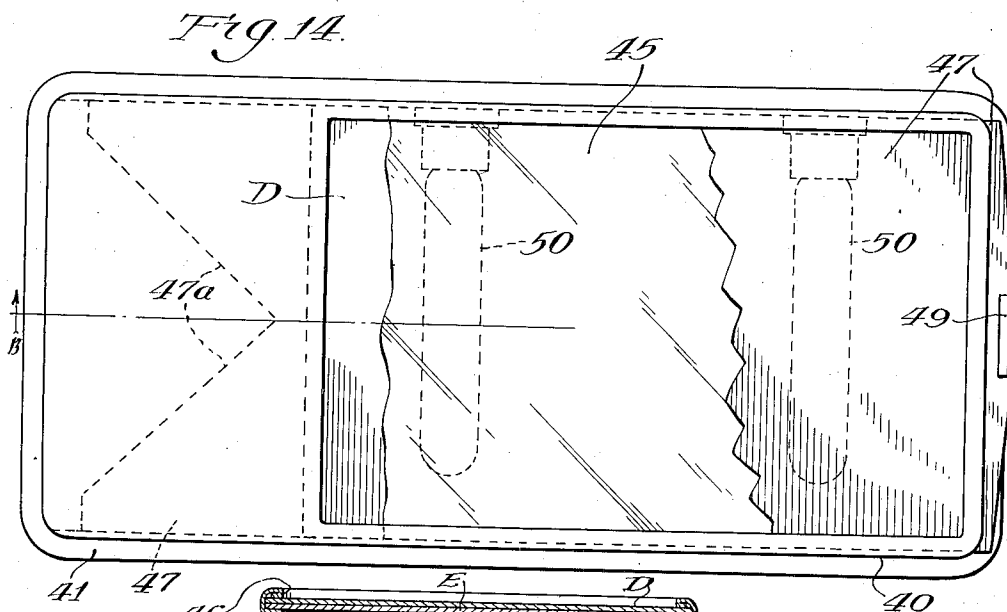
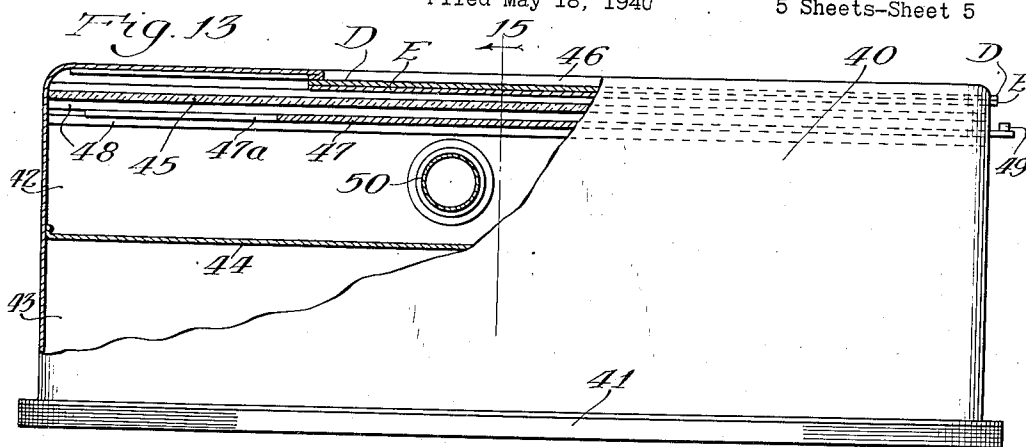
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Filed May 18, 1940

5 Sheets-Sheet 5



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UNITED STATES PATENT OFFICE

2,260,467

GAME APPARATUS

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Application May 18, 1940, Serial No. 336,051

9 Claims. (Cl. 273—94)

This invention relates to game apparatus for simulating games such as football, baseball, and the like, or races and other contests wherein two or more players may use their skill as well as chance in attempting to win.

The primary object of the invention is to provide apparatus wherein the players may select cards simulating a desired play in a game, bring these selected cards into superposed relation, and then progressively animate the combination of plays by gradually admitting light through the cards to show the results.

For the purpose of illustration, apparatus is shown for simulating a football game, and such apparatus may be used in connection with a chart representing a football field upon which the progress of the ball may be registered. In playing such a game the player, whose team is in possession of the ball, selects an offensive-play which he thinks would be most likely to succeed under the conditions shown by the position of the ball on the chart. The player of the opposing team decides what sort of an offensive-play may be expected and selects from his pack of cards a defensive-play that he thinks is most likely to stop the expected offensive-play. The two cards are then placed in superposed relation over a light-screen and the players do not know the success or failure of the play until the light-screen is gradually moved to permit light to pass through the two cards and show the path of the ball and how far it progressed against the defence.

Preferably, the offensive-play card is placed on top and has a translucent cover sheet secured to an underlying sheet having cut-out portions which will admit light through the cover sheet when the screen is removed. The cover sheet may be decorated with figures representing eleven men on each team.

The defensive-play card has cut-out areas which are preferably transparent and will register with at least part of the cut-out portions of any offensive-play card. If desired, a window of colored, translucent or transparent material may be provided for certain areas of the defensive card so that with certain plays a colored light will show through the top card, one color indicating a fumble or incomplete pass, and another indicating a completed pass, touchdown, or the like.

In order to provide a game of real educational value, all of the offensive and defensive plays, represented on the cards, have been worked out by football experts, and by using a table of prob-

abilities, the offense can be properly balanced against the defense.

The invention is illustrated in preferred embodiments, in the accompanying drawings, in which—

Figure 1 is a front elevational view of a machine embodying the invention; Figure 2, a plan view of a chart or plat representing a football field on which the progress of the game may be registered; Figure 3, a rear elevational view of the device illustrated in Figure 1 with the back panel of the device removed; Figure 4, a vertical sectional view, taken as indicated at line 4 of Figure 3; Figure 5, an enlarged fragmentary sectional view showing an automatic electrical switch for controlling the lights within the casing; Figure 6, a view similar to Figure 5 but showing how the switch is manually thrown to open position; Figure 7, a fragmentary sectional view, taken as indicated at line 7 of Figure 6; Figure 8, a fragmentary plan view of the top of one of the offensive-play cards; Figure 9, a fragmentary rear view of the card illustrated in Figure 8; Figure 10, a fragmentary plan view of one of the defensive-play cards; Figure 11, a fragmentary view of a portion of the light-screen belt; Figure 12, a sectional view, taken as indicated at line 12 of Figure 10; Figure 13, a fragmentary sectional view of a simplified form of apparatus, taken as indicated at line 13 of Figure 14; Figure 14, a plan view of the device shown in Figure 13; and Figure 15, a fragmentary sectional view, taken as indicated at line 15 of Figure 13.

In the embodiment illustrated in Figures 1-12, inclusive, A designates a casing for holding a pair of cards selected for a particular play and containing apparatus for progressively revealing the results of the play; B, movable light-screen apparatus mounted in the casing A; C, an electric switch for controlling the lights within the casing; D, offensive-play cards; and E, defensive-play cards.

The casing A may be of any suitable construction and is shown provided with a base 16 having a removable back panel 17 and a window in its front face which preferably is provided with a curved glass panel 18 over which the light-screen may be moved. A groove 19 is provided at the lower edge of the window to receive the marginal edge portions of a pair of playing cards which may be bent around the glass 18 between the guides 19a and held at their top portions by means of a hinged clip 20 which is urged into gripping position by means of springs 20a. The clip may be provided with a finger piece or handle

20b. As best shown in Figure 1, the front of the casing may be provided with suitable counters 21 to register the progress of the game.

The light-screen apparatus in this form of the invention comprises an endless belt 22 having substantially opaque portions 22a and transparent or translucent light admitting portions 22b. As best shown in Figure 12, the front of the light-admitting portion is preferably V-shaped, as indicated at 22c, so that when the belt is moved downwardly over the window 18, light will first be admitted at the central portion. As in football, the ball is always "snapped" from center, this arrangement enables the path of light through the cards to start at center and the ball shown, by the path of light, as traveling laterally and backwardly in the first stages of the play.

The belt 22 is shown looped over a top idler roll 23, having a centrally disposed groove 23a, and down over a driving roll 24 which makes driving engagement with the belt. The rolls 23 and 24 are journaled in a frame 25 in the casing A and preferably the lower roll 24 is provided with a crank shaft 24a provided with a crank 24b which has ratchet teeth so that the belt may only be advanced down over the window 18.

As shown in Figures 3 and 4, a pair of electric light bulbs 26 is connected in parallel with a source of electric current 27 through the special switch C by means of lead wires 27a. Preferably, a metal reflector 26a is secured to the frame 25 to reflect as much light as possible through the window 18.

The switch C is designed to turn on the light automatically when a perforation 22d in the belt 22 passes over the groove 23a in the roll 23 and permits a weighted member 28 to press downwardly on a pivoted contact member 29 and close the circuit with the contact member 30. As the member 29 is also weighted, it will remain in the closed circuit position shown in Figure 5 after the member 28 is again raised by the forward movement of the belt 22. However, the clip member 20 has a rearwardly extending arm 20c which, when the clip is raised to the position shown in Figure 6, will press down an arm 29a, as shown in Figure 6, and open the circuit. This action occurs whenever the clip member is raised to insert new cards. In other words, the light will be turned off manually in the act of changing the cards but will be turned on again automatically by the belt 22 when the belt is advanced to proper position. This insures the development of the play to be shown progressively as the light-screen belt advances at the proper time.

As shown in Figures 8 and 9, the offensive cards D have a translucent cover sheet 31 on which a pair of opposed football teams may be shown. An underlying opaque card 32 has cut-out portions 32a which are only visible through the cover sheet when light is admitted through the card. Preferably, the cards are secured together and enclosed in a transparent envelope 33 for protection and wear. As shown in Figure 9, the cut-out portions may have enlarged circles and in these circles numbers 31a may be printed in reverse on the inner side of the cover sheet 31 to indicate the number of yards gained or lost in a particular play.

A defensive card is illustrated in Figure 10, and comprises a card 34, having large cut-out areas 34a, which will register in part with the cut-out portions in any of the offensive-play cards D. Thus it will be understood that the success of

the offensive-play depends largely upon what defensive-play is selected by the other player. If desired, a portion of the cut-outs may be covered with colored windows 34b which, in some cases, will admit colored light through the offensive-play card to indicate a fumble, completion or failure of a forward pass. Many variations of plays may be worked out, but preferably about twenty offensive and twenty defensive play-cards are provided.

As shown in Figure 2, a chart or plat 35, representing a football gridiron, is provided and divided up in the usual way to provide end zones, goals, side lines, and the like. Preferably, a wire 36 extends the length of the field and carries a four sided member 37 to indicate the position of the ball on the field. This member may be provided with numbers to indicate the down being played. A ten-yard marker, indicated at 38, may have pin points to stick into the chart 35 and indicate the yardage required for a first down.

It will be understood that the usual football rules will be observed and the players of the game represent the quarterbacks on the team. In actual tests, it has been found that experienced football players have an advantage over inexperienced players and the game has educational value in training quarterbacks as to how to meet a particular situation.

In Figures 13-15, inclusive, a simplified form of casing has been illustrated for utilizing the same cards and playing the game with a chart of the type shown in Figure 2. A simple form of sheet metal casing 40 may be mounted on a base 41 and is divided into a light compartment 42 and a card-storage compartment 43 by means of a light-reflecting partition 44. The casing is provided with a glass top 45 upon which may be rested the playing cards D and E in guides 46. An opaque slide 47 is mounted in guides 48 beneath the glass 45 and may be pulled back by means of a handle 48 to permit light from bulb 50 to shine through the glass top and portions of the cards D and E. The light-screen slide may also be provided with a V-shaped notch 47a for the reasons explained above.

In using the latter form of device, the selected cards are placed in the slides 46 and the slide is slowly drawn back by means of the handle 49 to show the progressive development of the play resulting from the combination of the cards. After the results of the play have been registered on the chart, the slide is returned to the position shown in Figure 13 and a new pair of selected cards are substituted.

The foregoing detailed description has been given by clearness of understanding only, and no unnecessary limitations should be understood therefrom for some modifications will be obvious to those skilled in the art.

I claim:

1. Game apparatus comprising: a movable light-screen having opaque portions; and a pair of selected cards adapted to be placed temporarily in superposed relation with respect to said screen to determine a combined play, the upper card having opaque portions and translucent portions to indicate a desired line of play, the lower card having opaque portions and light-admitting portions adapted to register with part of the translucent portions of the upper card whereby withdrawal of the underlying light-screen will indicate progressively, by a path of light through the

registered translucent portions of both cards, the predetermined relative action of the play.

2. Apparatus as specified in claim 1, in which the part of the light-admitting portion of the lower card has a colored window to admit colored light through the registering translucent portion of the upper card when the light-screen is withdrawn.

3. Apparatus as specified in claim 1, in which the movable light-screen is provided with a large V-shaped opening disposed so that when the opaque portion of the screen is withdrawn from beneath the superposed cards, in the general direction of the desired play, light will first be admitted through the central portion of the cards.

4. Game apparatus, adapted for use with a chart representing a football field, comprising: a light-screen having opaque portions and light-admitting portions; a pack of cards, each having a translucent portion to indicate the path of travel of a football in a particular offensive-play; a second pack of defensive-play cards, each having a light-admitting area adapted to register with part of the translucent portion of any of the cards in said first pack when one card from each pack is placed in superposed relation with respect to said screen; and means for moving the opaque portion of said light-screen to indicate progressively, by a path of light through the registering light admitting areas of the selected cards, the action and results of the play.

5. Apparatus as specified in claim 4, in which the light-screen is a flat, opaque card having a V-shaped notch in its rear end portion.

6. Apparatus as specified in claim 4, in which the light-screen is in the form of an endless belt and a source of artificial light is placed within said belt.

7. Game apparatus comprising: a withdrawal light-screen having opaque portions, said screen being positioned to shield a source of light; a lower sheet adapted to be placed over said light-screen, said sheet having opaque portions and normally concealed translucent portions to indicate a desired line of play; and an upper sheet adapted to be superposed on said lower sheet, said upper sheet having translucent portions and being marked to indicate stoppages of certain lines of play whereby withdrawal of the underlying light-screen from over a source of light will indicate progressively, by a path of light projected through the translucent portions of both sheets, the extent of the play.

8. Game apparatus comprising: a box-like casing containing an electric light and having a top portion through which light may pass; a light screen slidably mounted at the top of said box, said screen having opaque portions; a lower sheet adapted to be placed on said casing over said light screen, said sheet having opaque portions and normally concealed translucent portions to indicate a desired line of play; and an upper sheet having translucent portions and being marked to indicate stoppages of certain lines of play whereby gradual withdrawal of the light-screen from the superposed sheets will indicate progressively, by a path of light through the upper sheet, projected through the concealed translucent portions of the lower sheet, the direction and extent of the predetermined play.

9. Apparatus as specified in claim 8, in which the light-screen comprises a flat stiff sheet of cardboard provided at one end with a large V-shaped notch.

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