

June 4, 1940.

E. SCHUMAN ET AL
GAME

2,203,183

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Fig. 1.

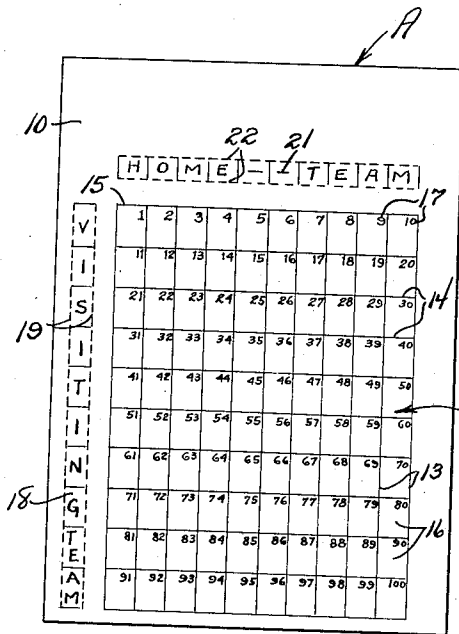


Fig. 2.

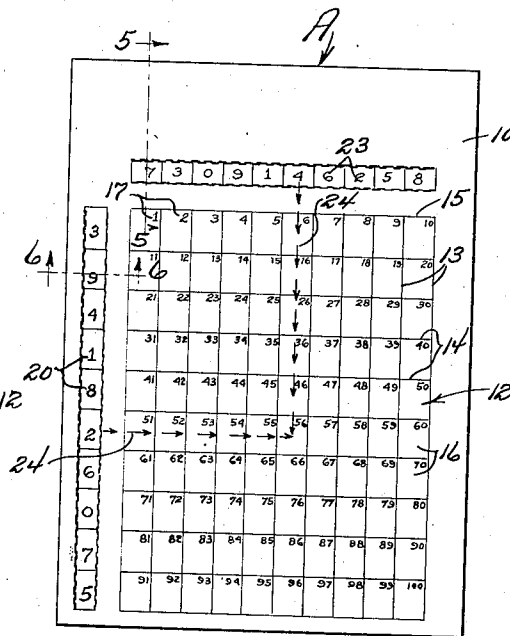


Fig. 3.

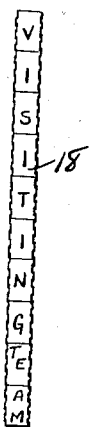


Fig. 4.



Fig. 6.

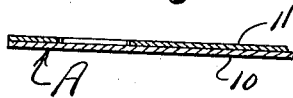
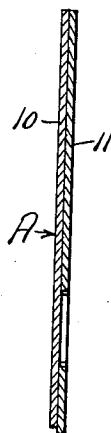


Fig. 5.



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2,203,183

GAME

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Application June 17, 1938, Serial No. 214,322

1 Claim. (Cl. 273-139)

The invention relates to a game and more especially to a game board for the playing of a chance game.

The primary object of the invention is the provision of a board of this character, wherein the scoring indicia are concealed from view so that the players in the use of the board can have no advance knowledge of the winning score and thus assuring an even chance for a winning by any one of the players of the game in the use of the board.

Another object of the invention is the provision of a board of this character, wherein the game played thereby is based upon athletic events in the actual scoring thereof by contestants, such as baseball, football, basketball, etc., and in this manner affording considerable entertainment and amusement to players of the game in the use of the board.

A further object of the invention is the provision of a board of this character, which is simple in its construction, thoroughly reliable and effective in operation, convenient for handling, entertaining in the playing of a game thereby, durable, and inexpensive to manufacture.

With these and other objects in view, the invention consists in the features of construction, combination and arrangement of parts as will be hereinafter more fully described, illustrated in the accompanying drawing, which discloses the preferred embodiment of the invention and pointed out in the claim hereunto appended.

In the accompanying drawing:

Figure 1 is a plan view of the game board constructed in accordance with the invention.

Figure 2 is a view similar to Figure 1 showing the final step in the finishing of a game played in the use of the board.

Figure 3 is a plan view of a removable concealing strip in association with said board and separated.

Figure 4 is a view similar to Figure 3 showing another of such strips removed.

Figure 5 is an enlarged fragmentary sectional view taken on the line 5-5 of Figure 2 looking in the direction of the arrows.

Figure 6 is a fragmentary sectional view taken on the line 6-6 of Figure 2 looking in the direction of the arrows.

Similar reference characters indicate corresponding parts throughout the several views in the drawing.

Referring to the drawing in detail, the game board A constituting the present invention is

formed with a flat back section 10 and a flat front covering section 11, respectively, thereto. This section 11 at its exposed face has impressed or otherwise indicated thereon a playing field 12 constituted by a framed series of spaced longitudinal and transversely disposed parallel lines 13 and 14, respectively, within a border frame 15 and these creating vertical and transverse or longitudinal and transverse rows of spaces 16 which in successive transverse order are numbered at 17 numerically from 1 to 100, the digits of this numbering being located uppermost in the spaces 16.

Following the framing 15 preferably at the left hand side thereof in a longitudinal direction of the playing field 12 is a concealing strip 18 separable by weakened lines 19 in the section 11 and displayed at the exposed side of this strip 18 are the words "Visiting team." Beneath the strip 18 upon the face of the section 10 next to the section 11 are digits 20 ranging from 0 to 9 but not in numerical order, the said strip 18 being adapted to normally conceal such digits 20 from view and the said digits are indicative of scoring by a visiting team in the playing of a competitive game whether baseball, basketball, football, etc.

Heading the playing field 12 and arranged transversely next to the top of the framing 15 thereof is a concealing strip 21 being separable from the section 11 through weakened lines 22 and the exposed face of this strip 21 bears the words "Home team," while concealed normally by the strip 21 before separation are the digits 23 ranging from 0 to 9 but not in numerical order, these digits being upon the face of the section 10 next to or confronting the section 11 and are exposed on separation of the concealing strip 21 from the section 11. These digits 23 are indicative of scoring by a home team.

In the playing of a game by the use of the board A, the scoring of competitive teams is the factor of the game in that the players, these in number ranging from 1 to 100 in conformity with the spaces 16, select a space 16 and such selection is identified by the numerals 17 under selection, then the player initials or writes his or her name in said space, this making a permanent selection thereof. Now when the competitive game has been completed or won, those players of the game under their listing in the selected spaces 16 stand an equal chance as the winner of the game and the winner is determined when the concealing strips 18 and 21 are separated along the weakened lines 19 and 22

from the section 11 exposing the digits 20 and 23 so that the scores had by both the home and visiting teams can be identified by such digits and thus when this has been done lines 24 are drawn from the respective scores of such competing teams as identified by the digits 20 and 23 at right angles to each other upon the playing field 12 until such lines meet at the merger of the said lines 24 with each other in a particular space 16 identifying the merger of these lines and the party selecting that space as represented by the initialing or the writing of the name therein under such selection is the winner of the game played by the use of the game board.

It is necessary that the game played by the players in the use of the board A be based upon the results of a competitive athletic event as hereinbefore mentioned and the winnings of the respective teams is represented by the digits 20 and 23, these being concealed during the competing of the teams and not visible to the players of the game in the use of the board by the concealing strips 18 and 21 so that no player in the use of the board may have advance knowledge of the results of the competing athletic games for aiding him in making a selection of a space 16 on the playing field 12 of the said board A whereby the winning selected space could be traced by the lines 24 as the disposition of the digits 20 and 23 are unknown until the strips 18 and 21 before removed or separated from the section 11 and also no knowledge in advance of the finishing of the athletic game of the final scoring is discernible until the completion of such competitive game. Therefore, the players of the game in the use of the board stand an equal chance as a winner of the game so played thereon.

An example in the playing of the game by the board A is that assuming competitive teams have completed a game and the score stands 4—2 in favor of the home team so upon removing the concealing strips 18 and 21 from the section 11, these scores for both the home and visiting teams can be identified by the digits 20 and 23 then by drawing the lines 24 as indicated by the arrow marks in Figure 2 of the drawing at right angles to each other from said scorings 4—2 the merger of these lines occurs at the spaces 16 bearing the numeral "56" so the player selecting this space is the winner of the game played in the use of

the board A while those selecting the other remaining spaces are the losers in the game.

While we have designated the strips 18 and 21 as being labeled "Visiting team" and "Home team," respectively, these strips may be blank. With the strips 18 and 21 in blank, various games, such as, automobile races, boat races, horse races, etc., may be played to determine first, second and third winners. In playing such games, the winners are determined by removing the strips 18 and 21 for exposing the digits covered thereby. To determine first place or the first winner, the digits 1 in the spaces 18 and 21 are first located. According to Fig. 2, the right angular horizontal line projected from digit 1 in strip 18 will intersect the vertical right angular line projected from the strip 21 in section 16, represented by the numeral 35. The player who has selected the space 16 designated 35 is declared the winner. Second place is determined by selecting the digits 2 in the strips 18 and 21 and projecting right angular lines to a point of intersection which in Fig. 2 carries the number 58. Thus, the player who has selected section 16, numbered 58, is declared second winner. It will thus be seen that other winners may be determined in the same manner through the selection of common digits in their numerical order.

What is claimed is:

A game board of the character described comprising a multiple ply elongated board-like body presenting matched flat front and back sections unitary with each other, the front section being provided with an exposed playing field involving longitudinally and transversely disposed columnar rows of spaces having therein in successive transverse order identifying digits ranging numerically from one to one hundred, the digits being located uppermost in the spaces, separated strips arranged at right angles to each other having weakened connections with the front section for separation therefrom, one of the strips being located at one side and the other above the said spaces, digits ranging in irregular order from zero to nine concealed by said strips and visible on the removal of said strips along the weakened connections thereof with the front section, and identifying matter at the outer surface of the said separable strips indicative of offensive and defensive characteristics.

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