May 4, 1948. J. E. KIRKPATRICK 2,441,074

GAME

Filed Dec. 17, 1945 3 Sheets-Sheet 1

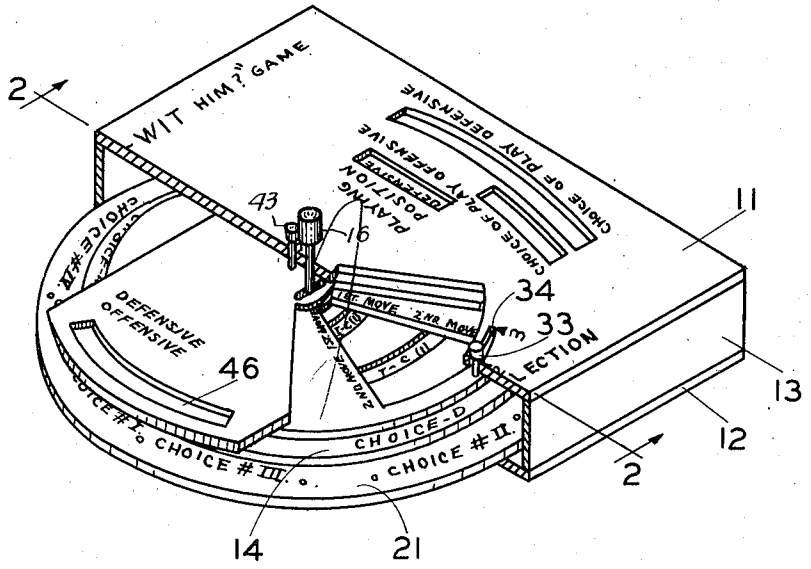


FIG. 1

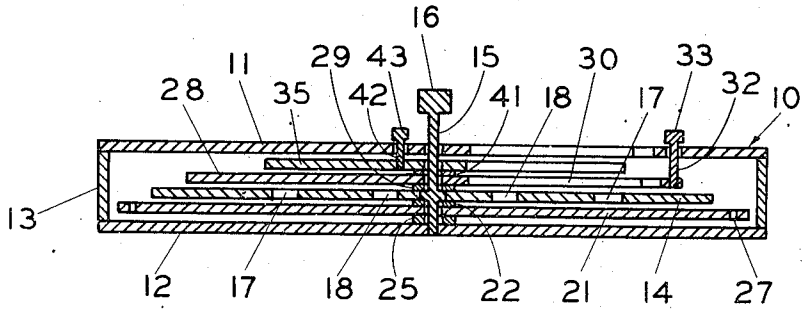


FIG. 2

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GAME

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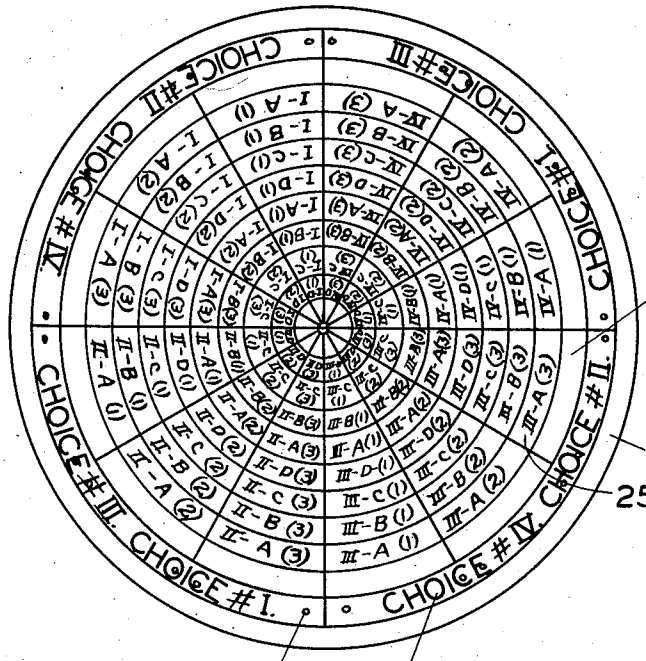


FIG. 3

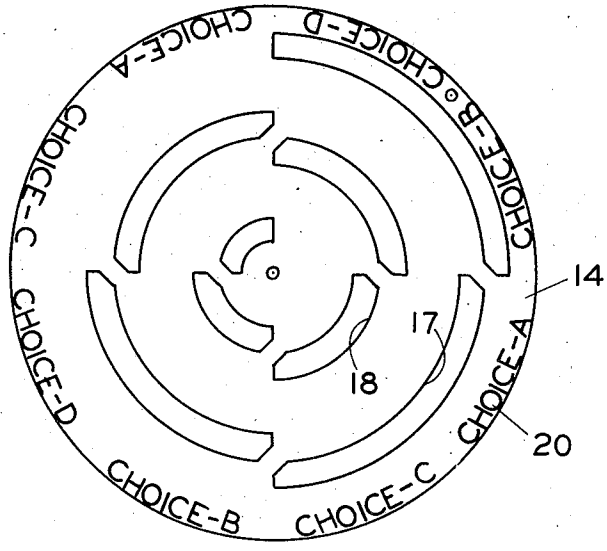


FIG. 4

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GAME

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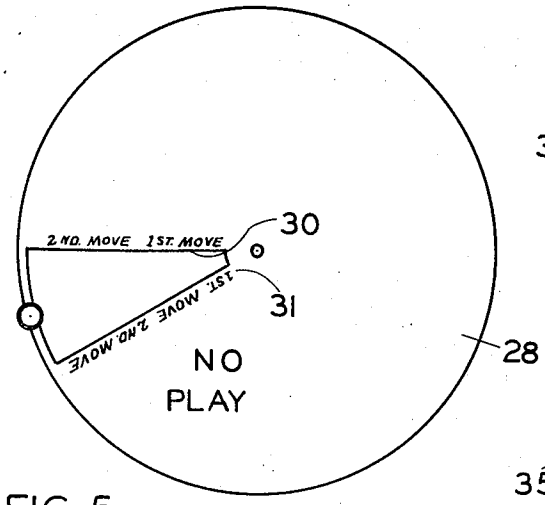


FIG. 5

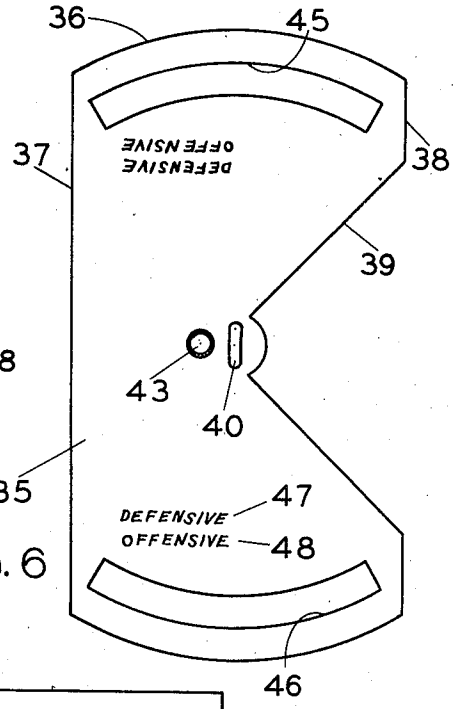
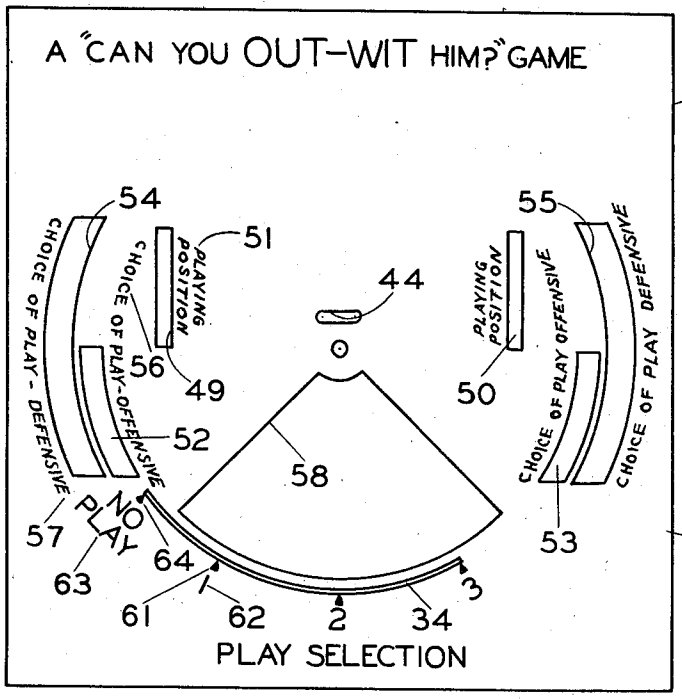


FIG. 6

FIG. 7



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UNITED STATES PATENT OFFICE

2,441,074

GAME

James E. Kirkpatrick, Sioux City, Iowa

Application December 17, 1945, Serial No. 635,494

4 Claims. (Cl. 273—85)

1

This invention relates to games.

An object of this invention is to provide a game involving an element of chance and also an element of skill and is designed particularly for the playing of a sports event or for military maneuvers, battles or the like.

Another object of this invention is to provide a game of this kind involving a least two players wherein each player is permitted selected movements of playing members and a chance device such as a spinner or the like, is provided for determining which one of several alternative outcomes, which might result from the combination of movements selected by the two players, is to be employed at that particular stage in the playing of the game.

A further object of this invention is to provide a device of this kind which includes rotatable play selecting members and means whereby the selected playing or movement of one player is screened from the other player until the number of the play is determined by the spinner or other chance device.

Another object of this invention is to provide a game in which the main object on the part of each player is to try to out-guess or to out-wit his opponent, and in which progress toward winning the game is based primarily upon the success which a player has in anticipating or guessing the move which his opponent is selecting, and then himself selecting a move which will result in an outcome favorable to him rather than to his opponent.

A further object of this invention is to provide a game structure of this kind which can be used for simulating the plays of various kinds of sports events or other competitive events.

To the foregoing objects and others which may hereinafter more fully appear, the invention consists of the novel construction, combination and arrangement of parts, as will be more specifically referred to and illustrated in the accompanying drawings, but it is to be understood that changes, variations, and modifications may be resorted to which fall within the scope of the invention as claimed.

In the drawings:

Figure 1 is a perspective view partly broken away and in section of a game structure constructed according to an embodiment of this invention,

Figure 2 is a sectional view taken on the line 2—2 of Figure 1,

Figure 3 is a plan view of the lowermost of the disk members movable by one of the players,

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Figure 4 is a plan view of another disk member movable by the other player,

Figure 5 is a plan view of the screening disk member,

Figure 6 is a plan view of the side selecting member, and

Figure 7 is a plan view of the top of the device.

Referring to the drawing, the numeral 10 designates generally a housing which embodies a top wall 11, a bottom wall 12 and upstanding side and end walls 13. The top and bottom walls 11 and 12 are polygonal in plan and may be square, rectangular or other shape as may be desired. A disk member 14 is fixedly mounted on a shaft 15 rotatably carried by the housing 10 and extending upwardly through the top wall and provided at its upper end with a knob 16. The disk 14 is provided with a plurality of arcuate elongated pairs of slots or openings 17 and 18. The upper side of the disk 14 has printed or otherwise impressed thereon indicia 20 which is in the form of characters, such as choice A, B, C, D, etc.

A lower disk 21 is disposed between the disk 14 and the bottom wall 12 being rotatable on the shaft 15 and separated from the disk 14 by a washer 22. A lower washer 25 is interposed between the disk 21 and the bottom wall 12. The disk 21 shown in detail in Figure 3 is divided into a plurality of sector-shaped spaces 24 having indicia 25 which represents the particular movement during the playing of the game which is to be made by the players. The marginal portion of the disk 21 is also provided with indicia 26 in the form of words such as Choice I, II, III, IV, etc. and the disk 21 is also formed with small openings 27, the purpose for which will be hereinafter described.

A screening disk 28 is loose on the shaft 15 being separated from the disk 14 by means of a washer 29. The screening disk 28 shown in plan in Figure 5 is formed with a sector-shaped opening 30 having indicia 31 on the marginal edges of the opening, which in the present instance indicate the several moves to be made by the players. The disk 28 has secured thereto an upwardly extending pin 32 having a knob 33 on the upper end thereof and the pin 32 loosely engages through an elongated arcuate slot 34, which is formed in the upper wall 11. The disk 28 is of a diameter substantially less than the diameter of the disk 14, so that the indicia 20 on the margin of the disk 14 will be exposed beyond the margin of the disk 28.

A plate 35 is disposed above the disk 28 having

curved opposite ends 36 and parallel longitudinal edges 37 and 38. A V-shaped cutout 39 is formed in the edge 38 and the center of the plate 35 is formed with an elongated opening 40 through which the shaft 15 loosely engages. A washer 41 separates the disk 28 from the plate member 35. The opening 40 is elongated in a direction parallel with the sides 37 and 38, so that the plate 35 may be moved endwise. The plate 35 has secured thereto a pin 42 having a knob 43 at its outer end and the pin 42 loosely engages through an elongated slot 44, which is formed in the top wall 11. In this manner the plate 35 may be moved endwise by movement of the knob 43.

The plate 35 is formed adjacent the opposite ends thereof with arcuate slots 45 and 46 and the upper side of the plate 35 has printed or otherwise impressed thereon inwardly of slots 46 indicia 47 and 48 which in the present instance are in the form of the words "Defensive" and "Offensive" respectively. The top wall 11 is provided with a pair of elongated openings 49 and 50 forming windows through which the indicia 47 and 48 are adapted to be exposed. The windows 49 and 50 are narrow so that at one side of the device the word "Defensive" will be exposed, whereas on the opposite side of the device, such as through window 50, the word "Offensive" will be exposed. The openings 49 and 50 are defined by the legend "Playing position" indicated by the numeral 51. The plate 11 is also provided with a pair of short arcuate slots 52 and 53 and a pair of long slots 54 and 55. The short slot 52 is inwardly from the long slot 54 and on the inner sides or edges of the slots 52 and 53 there is a legend 56 comprising "Choice of play—Offensive." There is also a legend 57 on the outer edges of the long slots 54 and 55 which comprises "Choice of play—Defensive." The plate 11 is also formed with a sector-shaped opening 58 having the outer margin thereof disposed inwardly from the arcuate slot 34 and within the area of which the opening 30 of the disk 28 is adapted to be positioned, so as to expose the selected indicia on the lowermost disk 21.

The wall 11 also has printed or otherwise formed on the upper side thereof pointers 61 adjacent the outer margin of the opening 34 and the pointers 61 have correlated therewith the numerals 62 which designate the particular play determined by a chance device in the form of a spinner or the like. The slot 34 at one end thereof has the legend 63 in the form of "No play" so that when the knob 33 is moved to a position registering with the pointer 64 adjacent the legend "No play" the sector-shaped opening 30 will be disposed out of registry with the sector-shaped opening 58. It will be understood that the indicia defining the offensive and defensive players are differentiated by colors, such as red for the offensive and the blue for the defensive. Any other suitable color differentiation may be used so that there will be a clear distinction in the exposed indicia indicating the moves to be made by the players when offensive and defensive.

General directions

Two opposing players Red and Blue sit on opposite sides of the game board. Red is seated at the right hand side, Blue on the left. When Red is on the offensive, Blue is on the defensive and vice versa.

The play selector or screening disk 28 is moved to the "no play" position completely covering the "choice" disks 14 and 21.

If Red is on the offensive, slide plate 35 is moved to the left. This will expose the offensive choices printed on the edge of disk 14 for Red, and cover the defensive choices printed on the edge of disk 21 for Red; it will cover the offensive choices and expose the defensive choices for Blue. When Blue takes the offensive slide 35 is moved to the right, which will expose the offensive and cover the defensive choices for Blue and do the opposite for Red.

The offensive player rotates his disk 14 by turning the knob 16 in the center of the board to a position such that the desired choice printed in his own color is read through the "offensive" slot 52 or 53 at his side of the board.

Simultaneously, the defensive player rotates his disk 21 by reaching through his "defensive" slot 55 or 54 making contact with an opening 27 and turning the disk 21 until the desired choice printed in his own color appears.

By means of a spinner or some such "chance" device, the number of the play is determined.

The "chance" disk 28 also known as the screening disk, is rotated by moving the play selection knob 33 to the number 62 of the play just determined.

The play is then read through the exposed area on the playing surface of wall 11.

After the corresponding moves are made with the playing pieces on the playing field, the play selector is returned to the "no play" position and the process is repeated in accordance with the rules of the particular game.

The statements "I—A," "I—B," "III—A" etc., represent the various outcomes of all the possible combinations of defensive (I, II, III, IV) and offensive (A, B, C, D) plays. In the game as developed, the statements I—A, I—B, III—A, etc. will be replaced by actual verbal descriptions of the particular play or outcome. The numbers (1), (2), (3) represent different possible outcomes selected by chance of the various defensive-offensive combinations. In the drawing there are three "chance" possibilities for each combination. Any number of "chances" may be provided.

Each statement (as I—A(1)) is found in two different circles on the drawing. This represents two different moves made by two playing pieces as the result of the defensive-offensive combination chosen. There may be any number of such individual playing piece moves provided in a specific game. For example in baseball there would be four, one for each possible base runner.

Disk 14 is the upper "choice" disk controlled by the offensive player by means of a knob attached to the center and extending above the playing surface. "Choice A," "Choice B" etc., represent the choices of the offensive player. The drawing illustrates four offensive choices. Any number may be used.

Disk 21 is a lower "choice" disk controlled by the defensive player and is adjusted by inserting an implement through a slot 54 or 55 in the top 11 into an opening 27 and then partially rotating the disk. The number of concentric arcuate slots in any section represent the number of different playing piece moves as the result of any single offensive-defensive combination. The drawing illustrates a game in which there are two such moves, but any number may be provided.

Disk 28 is the "chance" disk or the play selector. The knob 33 is fastened near the outer edge and extends through the circular slot 34 in the playing surface so that the disk may be turned

to the various "play selection" positions exposing a single section of the "choice" disks 18 and 21.

Slide 35 is the slide which enables a player to change from offensive to defensive position or vice versa without changing his position relative to the game board. It is controlled by the knob 43 extending above the playing surface and may be moved to the right or left a distance just equal to the difference in radii of the two "choice" disks.

The top of the board is the playing surface. It will contain the diagram of the playing field, the directions, devices for counting score, etc. The drawing illustrates three "chance" selections corresponding to the "choice" disks in the model. Any number may be used.

What I claim is:

1. A game device comprising a housing formed of top and bottom walls, side and end walls, a disk in said housing, a shaft fixed to said disk and projecting through said top wall, a knob on the upper end of said shaft, said disk having pairs of arcuate slots, a second disk loose on said shaft below said first disk and having indicia on the upper side thereof for exposure through selected pairs of said slots, a third screening disk above said first disk and formed with a sector-shaped opening, said top wall having an arcuate slot outwardly of the outer edge of said sector-shaped opening, an operating member fixed to said third disk loosely engaging through said latter slot, said disks being of progressively decreasing diameter whereby a substantial portion of the margin of each disk will be exposed from above, a sliding selecting plate above said third disk having an elongated slot through which said shaft loosely engages, said top wall having an elongated slot parallel with the slot in said plate laterally of said shaft, and an operating pin fixed to said plate projecting through said latter slot whereby said plate may be shifted lengthwise of said latter slot, said plate having an arcuate slot adjacent the opposite ends thereof, one of said latter slots adapted to overlie the projecting margin of said first disk and the other of said latter slots overlying the projecting margin of said second disk, said top wall having pairs of oppositely disposed concentric slots and indicia adjacent the marginal edges thereof whereby the marginal indicia of said disks may be viewed, said plate also having a V-shaped cutout and said top wall having a V-shaped opening registering with said cutout.

2. A game device as set forth in claim 1 wherein said second disk is formed with holes in the projecting margins thereof whereby an implement may be extended through said top wall concentric slots to effect selective turning of said disk.

3. A game device comprising a housing, a disc in said housing, said disc having concentric segmental arcuate slots, a second disc below said first disc and having indicia for exposure through said slots, a screening disc above said first disc and formed with a sector shaped opening, said discs being of progressively decreasing diameter whereby a substantial portion of the margin of each disc will be exposed for view from above, a sliding plate above said screening disc, correlated means carried by said plate and said housing mounting said plate for transverse sliding movement, said plate having an arcuate slot adjacent opposite ends thereof, one of said latter slots adapted to overlie the projecting margin of said first disc and the other of said latter slots overlying the projecting margin of said second disc in the extreme positions of said plate, a top wall on said housing formed with a sector shaped opening, the opening of said screening disc registering with said top wall opening for exposing the indicia viewed through said discs, the marginal edges of said first and second disc being viewed through openings in said top wall in registry with the slots of said sliding plate.

4. A game device as set forth in claim 3, including operating members carried by certain of said discs and said plate loosely engaging through said housing for rotating said certain discs and said plate.

JAMES E. KIRKPATRICK.

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