

Sept. 25, 1962

G. A. KEMP

3,055,662

BOWLING GAME DEVICE

Filed June 18, 1959

2 Sheets-Sheet 1

Fig. 1

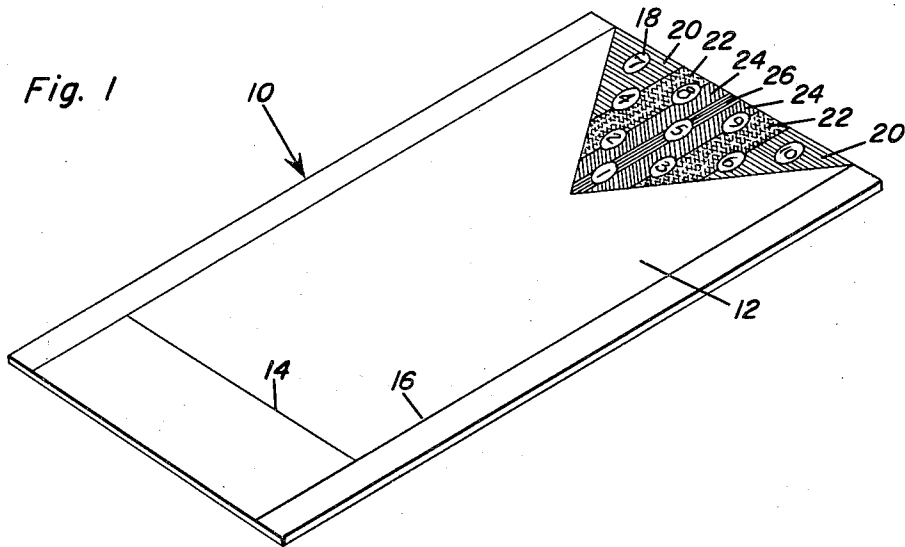


Fig. 2

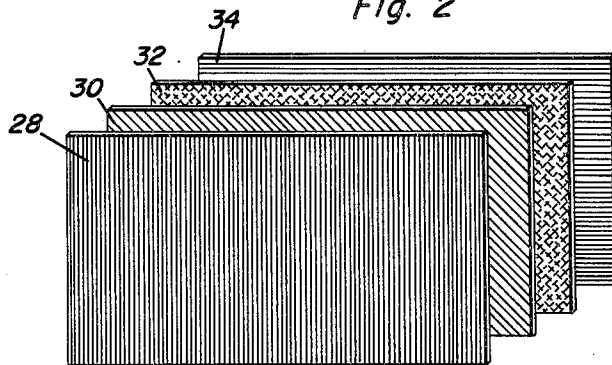
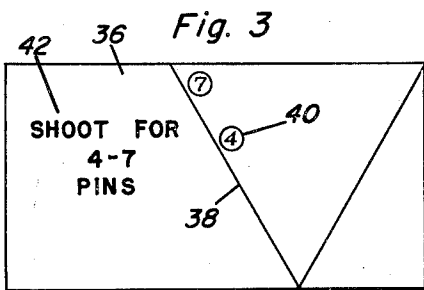


Fig. 3



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2 Sheets-Sheet 2

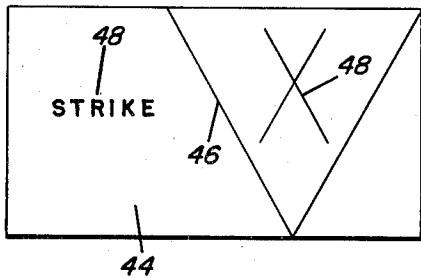


Fig. 4

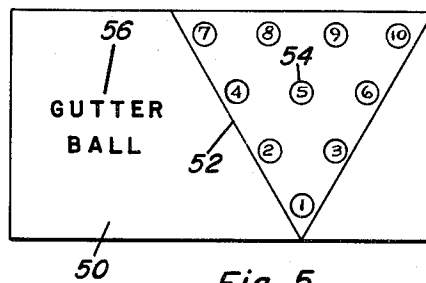


Fig. 5

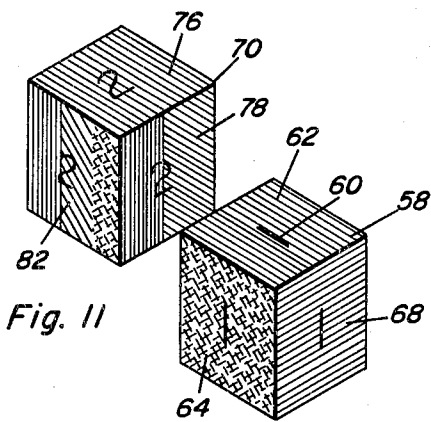


Fig. 11

Fig. 6

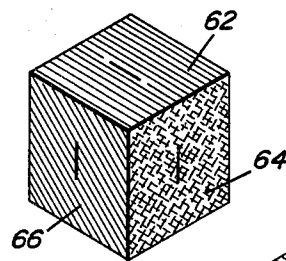


Fig. 7

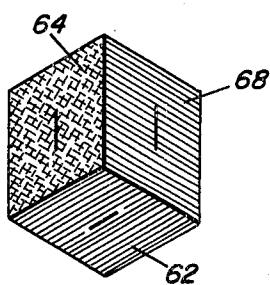


Fig. 8

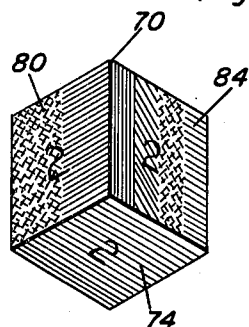


Fig. 9

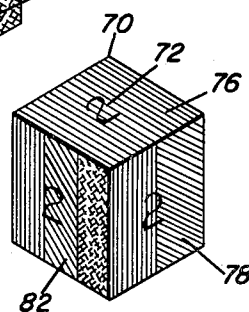


Fig. 10

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1

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BOWLING GAME DEVICE

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1 Claim. (Cl. 273—85)

The present invention generally relates to a bowling game device which includes a novel structural arrangement for simulating an actual bowling game.

The primary object of the present invention is to provide a bowling game device incorporating a game board, a multiplicity of dice and a multiplicity of decks of cards which are employed in a particular manner for closely simulating the action of a full-sized bowling game played on a bowling alley.

A further important object of the present invention is to provide a bowling game device which is simple in construction, highly entertaining, adapted for use by various age groups, easy to use and relatively inexpensive to manufacture.

These together with other objects and advantages which will become subsequently apparent reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout, and in which:

FIGURE 1 is a perspective view of the game board employed in the game device;

FIGURE 2 is a group perspective view of four cards illustrating the colors of the cards;

FIGURE 3 is a plan view of one type of card in each deck;

FIGURE 4 is a plan view of another type of card employed;

FIGURE 5 is a plan view of yet another type of card employed in each deck; and

FIGURES 6-11 inclusive are each perspective views of individual dice employed in the game device of the present invention.

Referring now specifically to the drawings, the numeral 10 generally designates a gameboard which is an elongated generally rectangular board member 12 which may be constructed of cardboard or the like and which has a transverse foul line 14 in spaced relation to one end edge thereof and longitudinal lines 16 adjacent each side edge thereof which define a gutter along each side of the simulated bowling alley.

Remote from the foul line 14 the board or alley 12 is provided with a triangular colored area having circular pin spots 18 therein with each pin spot having numerical indicia designating the particular number of that pin spot which is the same orientation as pin spots on an actual bowling area. As shown in FIGURE 1, the triangular colored area is divided into a plurality of longitudinally extending sections. The outer two sections are designated by numeral 20 and are colored blue. The next two inner colored sections are designated by numeral 22 and are orange or yellow in color. The next two sections disposed inwardly are designated by numeral 24 and are green in color. The center section is designated by numeral 26 and is red.

FIGURE 2 illustrates representative cards from four decks of cards and these cards are designated by numerals 28, 30, 32 and 34. The cards 28 are red on the back, the cards 30 are green on the back, the cards 32 are orange or yellow on the back and the cards 34 are blue on the back corresponding to the colors of the sections of the triangular pin spot area on the game board or alley.

FIGURE 3 illustrates a card which is designated by the numeral 36 and which has a triangular area defined

2

by division line 38 corresponding to the pin spot area and there is provided two pin spots 40 thereon along with the pin numbers designated by numerical indicia and indicia 42 is provided alongside the triangular area 38 defining the significance of the card. For example card 36 has the pin spots 4 and 7 shown and the indicia 42 indicates that the player will shoot for the 4 and 7 pins.

FIGURE 4 illustrates a card 44 having a triangular area 46 and a cross 48 indicating that all the pins were knocked down with numerical indicia 50 indicating a strike. FIGURE 5 illustrates a card 50 having a triangle area 52 with all of the pin spots 54 thereon which indicates a gutter ball and the indicia 56 indicates that the ball was a gutter ball.

There are four decks of cards with each deck consisting of thirteen cards. The cards in each deck are as follows:

In the red deck of cards there are four strike cards and one of each of the following, shoot for 7-10 split, shoot for 4-7, 6-10 split, shoot for #7 pin, shoot for 6-10 pins, shoot for #4 pin, shoot for #6 pin, shoot for #10 pin, shoot for 7-10 split, shoot for 4-7 pins.

The green deck of cards has six strike cards and one each of shoot for 7-10 split, shoot for #10 pin, shoot for #7 pin, shoot for 2-4-7 pins, shoot for 3-7-10 pins, shoot for 9-10 pins, shoot for 7-8 pins.

The orange deck of cards has one strike card and one each of shoot for 1-2-4-7 pins, shoot for 1-3-6-10 pins, shoot for 6-10 split, shoot for 4-7 split, shoot for #1 pin, shoot for #5 pin, shoot for 6-9-10 pins, shoot for 4-7-8 pins, shoot for 1-5 pins, two foul cards and 1 gutter ball card.

The blue deck of cards has two gutter ball cards and one each of a foul, shoot for 1 through 9 pins, shoot for 1-2-3-4-5-6-8-9-10 pins, shoot for 1-2-3-4-5-7-8 pins, shoot for 1-2-3-5-6-9-10 pins, shoot for 1-2-3 pins, shoot for 1-2-3-6-10 pins, shoot for 1-2-3-4-7 pins, shoot for 1-2-3-4-5-7-8-9 pins, shoot for 1-2-3-5-6-8-9-10 pins, shoot for #1 pin.

FIGURES 6, 7 and 8 indicate a first ball die designated by numeral 58 and which has the numeral 1 imprinted on all sides thereof with the numerical indicia being indicated by numeral 60. The die is colored with certain opposite faces thereof being the same color in which two opposite faces are red, two opposite faces are orange and one side is green and the side opposite to that is blue. The die 58 is shown in several positions to indicate the sides and for purposes of identification, the red sides are designated by numeral 62, the orange sides are designated by numeral 64, the green side is designated by numeral 66 with the blue side being designated by numeral 68.

The second ball die is shown in three positions in FIGURES 9, 10 and 11 and is designated by numeral 70 and has the numeral 2 on each face thereof with the numerical indicia being designated by numeral 72. This die has one face thereof blue designated by numeral 74, and one side colored red designated by numeral 76. Another side of the die 70 is one-half red and one-half green and this side is designated by numeral 78. Another side of the die is orange and blue and this side is designated by numeral 80.

Another side of the die 70 is one-third orange, one-third green and one-third red and this side is designated by numeral 82. The other side of the die 70 is one-fourth blue, one-fourth orange, one-fourth green, and one-fourth red and this side of the die is designated by numeral 84.

In playing a game with the present invention, either both dice or a single die is rolled towards the pin spots on the game board in the usual manner. The die must have solid colored sides and with the number 1 on the

sides thereof representing the first ball of the frame. After the die has been rolled, the color that appears upright when it stops rolling indicates from which deck of cards the player selects the card and the card that he selects from the deck having the color corresponding with the upwardly facing color on the #1 die determines the pins that he gets on the first ball. If necessary, the multiple color or #2 die is rolled. Then match the color or colors of the die with the color in the triangle on the board to see if one knocked over the required pins to obtain a spare or in order to determine just what pins were knocked over. For example, if the #2 die turns up with the red, green and orange side facing upwardly, this picks up all of the pins but the 7 and 10. The color red picks up the 1 and 5 pins only, the color blue picks up the 7 and 10 pins only with the colors showing on the #2 die being good for both sides of the triangular pin spot area. In playing the game, all of the rules of a regular game of bowling are employed and the same manner of marking or keeping the score. If a foul or gutter ball is obtained on the first roll, the #1 die will be rolled again and the results will be the total score for that particular frame.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention as claimed.

What is claimed as new is as follows:

A game device comprising a gameboard including an elongated member having a flat planar top surface, said top surface having a triangular pin spot area at one end thereof, a transverse foul line adjacent the other end and longitudinally extending boundary lines spaced inwardly from the side edges thereof, said triangular area being divided into a plurality of differently colored distinguish-

able areas disposed longitudinally of the planar surface, said distinguishable areas being duplicated on both sides of the center line of the planar surface, and a plurality of pin spots representing the pin spots of bowling pins disposed within the confines of the triangular area and generally defining a triangular area themselves, each of said pin spots including numerical indicia designating the particular pin spot, all of said pin spots except for the numbers 7 and 10 spots being partially disposed in two adjacent distinguishable areas, a deck of cards for each colored area in the triangular area with the colors of the decks being the same as the colors of the respective colored areas, a pair of dice for rolling on the gameboard, one of said dice having solid colors on all faces thereof of the same colors as the colored areas and the decks of cards for designating the deck of cards from which a card is to be selected by a player, said cards having indicia thereon indicating the action of the first ball of the frame in a game of bowling, the second die having certain faces thereon with solid colors and other faces thereon with a multiple of colors, the colors on the second die being the same as the colored areas on the gameboard for indicating the numerical pins picked off by the second ball in a frame in a game of bowling, the second die indicating all pins having a portion thereof lying within the color or colors facing upwardly being claimed by the player.

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