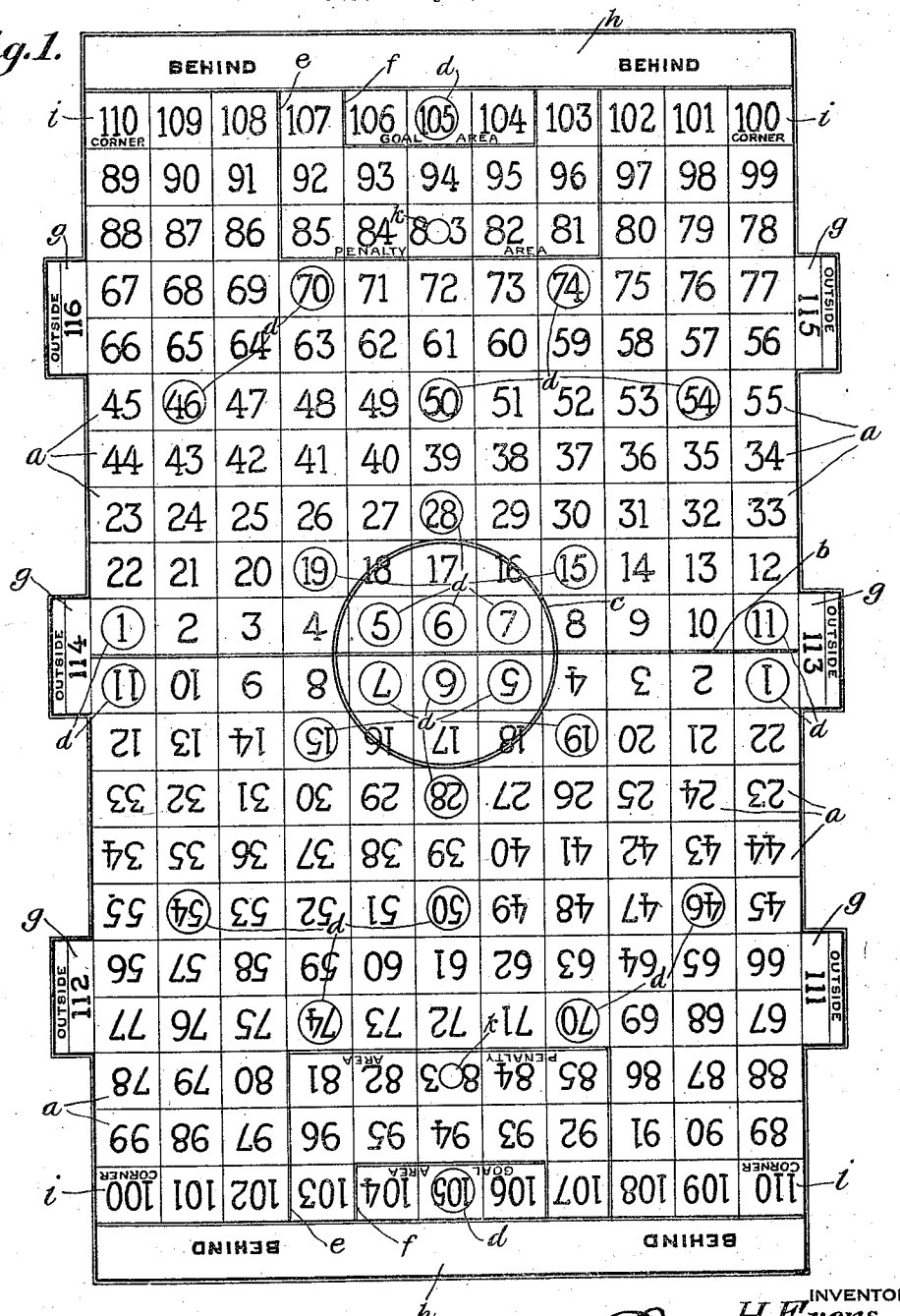
Dec. 21, 1926. 1,611,174

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PARLOR GAME

Filed July 3, 1926 2 Sheets-Sheet 1

Fig. 1.



WITNESSES
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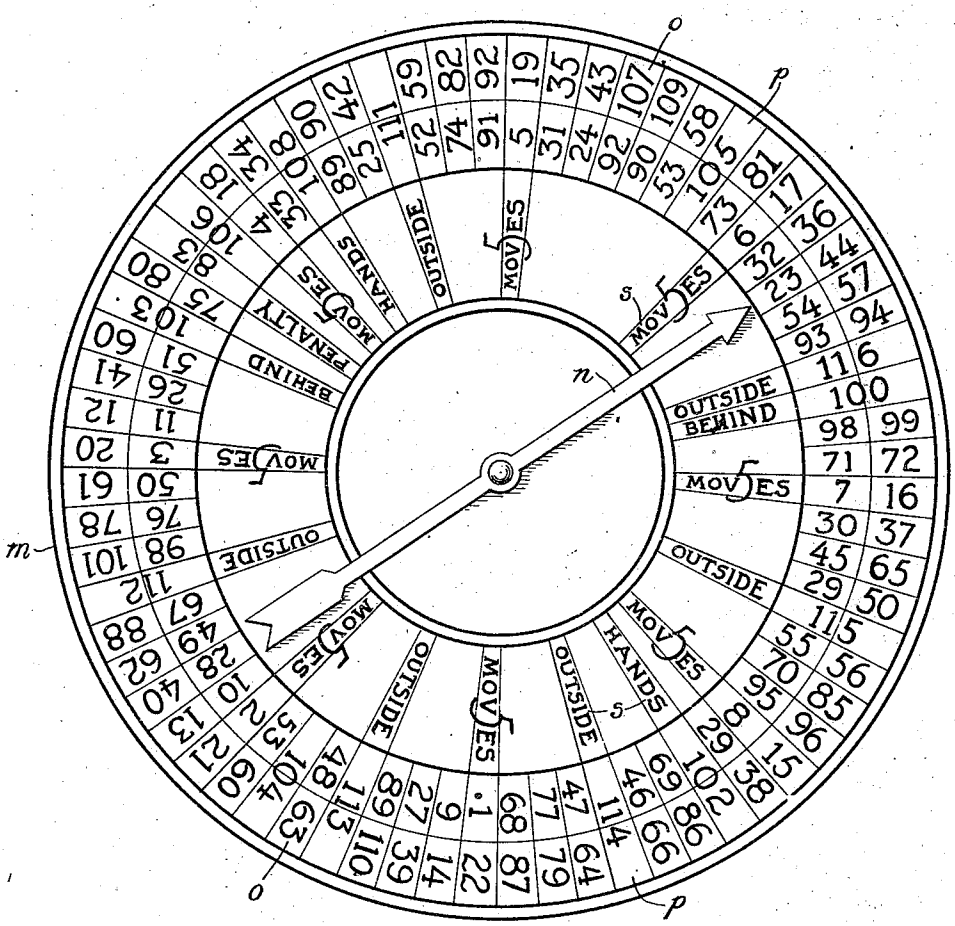
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2 Sheets-Sheet 2

Fig. 2.



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Patented Dec. 21, 1926. 1,611,174

UNITED STATES PATENT OFFICE.

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PARLOR GAME.

Application filed July 3, 1926. Serial No. 120,356.

This invention relates to a parlor game, which may be appropriately termed "soccer at home". It has been designed with the object of providing all the conditions and possibilities which arise in the game of soccer as played by actual teams on the field, and the rules for playing it are substantially the same. It includes a board, which represents the playing field, and which is marked off in areas or squares, identified by suitable numbers or other characters, and in connection therewith, there is provided a suitable indicating dial with a pointer adapted to be spun to determine each successive formation and play of the game.

The characteristic features of the game, as I have conceived it, and the manner in which it is played will be more specifically explained in connection with the accompanying drawings, which illustrate the invention in its preferred form.

In the drawings:

Figure 1 is a plan view of the board on which the plays are executed.

Figure 2 is a plan view of the dial and pointer by which the plays are determined.

The board shown in Figure 1 may be made from paper, fiber, or other suitable material, and is suitably divided into squares *a*, on which are inscribed suitable identifying numbers or other characters. The field is divided into two equal parts by a center line *b*, and each half is a duplicate of the other half. A central area is demarked by a comparatively large circle *c*, and smaller circles *d* demark the usual positions of the men on the various teams at the beginning of the game, the men on the side having the kick off being placed on their side of the line *b* within the circle *c*, while the men on the opposing team are located on the opposite side of the center line *b*, and outside of the circle *c*.

The penalty area at each end of the field is demarked by a line *e*, and within this area is the goal area demarked by a line *f*, within which the goal defender usually stands. An area *h*, behind the goal line, is designated "Behind", and at each corner is a space *i* from which the corner kicks are made. At each side of the field are a number of spaces *g*, which are "Outside", and are identified by numbers other than those designating the squares *a*. In square 83, within each penalty area, is a small circle *k*, denoting the square from which a penalty kick may be taken.

In determining the character of the successive plays, a dial *m* is used, as shown in Figure 2, having a pointer *n* rotatably mounted centrally thereof. The outer portion of the dial is divided into numerous sectors, and certain of these sectors, as designated at *o*, contain two numbers, while others, as designated at *p*, contain only one number each. Certain of the sectors are also extended inwardly, as indicated at *s*, and contain certain indicia indicating other features of the game such as "5 moves", "Outside", "Behind", "Hands", or "Penalty".

The game is designed to be played by two persons, but others may officiate as referee or linesmen, if desired.

In starting the game, the side to take the first kick off may be determined by flipping a coin. A time limit is fixed for the game, and ends may be changed at half time.

The side taking the kick off places the men inside of the circle *c*, while the other side places the men outside of the circle. The side kicking off spins the pointer *n*, and moves as the pointer directs, using the numbers shown on the opposite side of the halfway line *b* unless "outside". If two numbers are indicated, as shown in one of the sectors *o*, the ball is placed on the higher of these numbers, and the nearest man is moved to the lower number. The defending side then takes the first move toward the ball, and then the other side takes a move, and so on until one side reaches the ball. In making these moves, the men may be moved laterally or longitudinally, as desired, but not diagonally. The man first reaching the ball is placed on the same square with it, and his side takes the next kick, or spin. If a man on the opposite side be standing on the number where the ball should go, he takes the ball and spins. No other move is necessary unless "5 free moves" are obtained, in which case other men may be moved, but the other side still has the spin.

The "5 free moves" are designed to be used for offside plays, and for shifting the men about the field. These free moves are taken only after moving the ball and men, as indicated by the numbers in these sectors.

When "outside" is indicated, corresponding to one of the numbers 111 to 116 inclusive, the ball is placed on the space and number indicated, and the opposite side places the nearest man with the ball, and spins the

indicator to throw in. Should any "outside" number be indicated while a side is throwing the ball in, a foul throw is called, and the other side takes a spin. A man throwing the ball in moves back onto the field to the nearest number.

A man should always be placed where the ball stops as in the ordinary soccer game as played on the field. Two men are allowed on one square, but the defending side takes the ball if that number is indicated by the pointer.

Numbers 104, 105 and 106 score goals if the goal keeper is not standing on the number indicated. If a number is indicated which he is standing on, he takes the ball, and his side takes the next spin or kick. If a goal keeper gets out of the goal area, he can be moved back only when free moves are spun on the dial.

In moving a man to the ball, none but the nearest man may be used.

When 83 is indicated on the dial, this allows a penalty kick. The ball and the nearest man are moved to that number, and a kick or spin is taken. Men on the other side must be moved out of the penalty area.

If "Behind" is spun by the defending side, when the ball is in his own territory, the opposing side takes a corner kick or spin. Should the opposing side spin "Behind" when the ball is in the opponents' territory, or in taking a corner kick, the defending side takes a goal kick from the goal line. The ball should always be moved to numbers on the opposite side of the halfway line *b*, unless an "outside" number is thrown. The men may be moved freely about only when "5 free moves" are spun on the dial.

When "Hands" is spun on the dial, the opposite side takes a spin after placing the ball on the indicated number in the "Hands" sector, and placing the closest man on the same square. The men on the side spinning "Hands" are not moved.

A man may be offside only when his side is attacking the opposite goal. He may be made offside by the defending side moving a man up on free moves, or by having to play the ball on a number spun by his side. In case of offside, the player must move the man back onside voluntarily, and not on free moves. If a player spins a goal when one of his men are offside, the other player takes a kick from the space where the offside took place. There is no offside on corner kicks. The player in whose territory offside occurs should call offside, unless a referee has been appointed beforehand. When a goal is scored, the men are placed again in position for the kick off, and the side scoring the goal must let the other side take the next kick off.

The playing field and the dial are made separately from any suitable material, and may be colored in any desired manner to indicate the various areas. They may be of any size and shape suitable for the purpose, but the field is preferably made in the same proportions as a soccer field. The ball and the men composing the two teams may, of course, be of any style desired, but it is preferable to make them so that they will simulate the actual play on the field. For example, the ball will be nearly round and colored brown to represent leather, and the men will be made to represent real men in regulation uniform with differeint colors to represent the two teams. It is apparent, however, that the invention is not limited to the specific arrangement or construction shown, except as interpreted by the appended claims.

What is claimed is:

1. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, and an indicator provided with characters corresponding to those on the field, and with means for sometimes indicating two of said characters simultaneously, one denoting whither the ball is to be moved, and the other denoting whither a man is to be moved.

2. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, means demarking a certain portion of the field as a penalty area, means demarking a portion within the penalty area as a goal area, an indicator provided with characters corresponding collectively to those of the field, and with means for indicating certain of said characters to denote that certain playing pieces are to be moved to the areas represented thereby.

3. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, means demarking a certain portion of the field as a penalty area, means demarking a portion within the penalty area as a goal area, an indicator provided with characters corresponding to those of the field, and provided also with means for sometimes indicating only one character, sometimes two of the characters, and sometimes three of the characters simultaneously to denote the positions to which certain playing pieces are to be moved.

4. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, other areas identified as "Outside", still other areas identified as "Behind", and an indicator provided with characters collectively corresponding to all the characters of the field and also "Outside" and "Behind", and also provided with means for selecting certain of said characters to denote positions to which the playing pieces are to be moved.

5. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, and a dial provided with a revoluble pointer and having sectors with characters thereon corresponding to characters in the field, certain of said sectors indicating two such characters, one denoting whither the ball is to be moved and the other denoting whither a man is to be moved.

6. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, means demarking a certain portion of the field as a penalty area, means demarking a portion within the penalty area as a goal area, and a dial provided with a revoluble pointer and having sectors, all of said sectors collectively bearing characters corresponding to all the various characters of the field.

7. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, means demarking a certain portion of the field as a penalty area, means demarking a portion within the penalty area as a goal area, and a dial provided with a revoluble pointer and having sectors, all of said sectors collectively bearing characters corresponding to all the various characters of the field, certain of the sectors bearing only one character each, others bearing two characters each, and others bearing three characters each.

8. A parlor game resembling soccer, comprising a field marked off in areas, with characters identifying said areas, other areas identified as "Outside" and others as "Behind", and a dial provided with a revoluble pointer and having sectors provided with characters collectively corresponding to the characters on the field, and to the areas identified as "Outside" and "Behind".

In testimony, that I claim the foregoing as my own, I have hereto affixed my signature.

HANS H. EVERS.