Dec. 16, 1924. 1,519,422

LE ROY TAYLOR

GAME

Filed Jan. 16, 1922 2 Sheets-Sheet 1

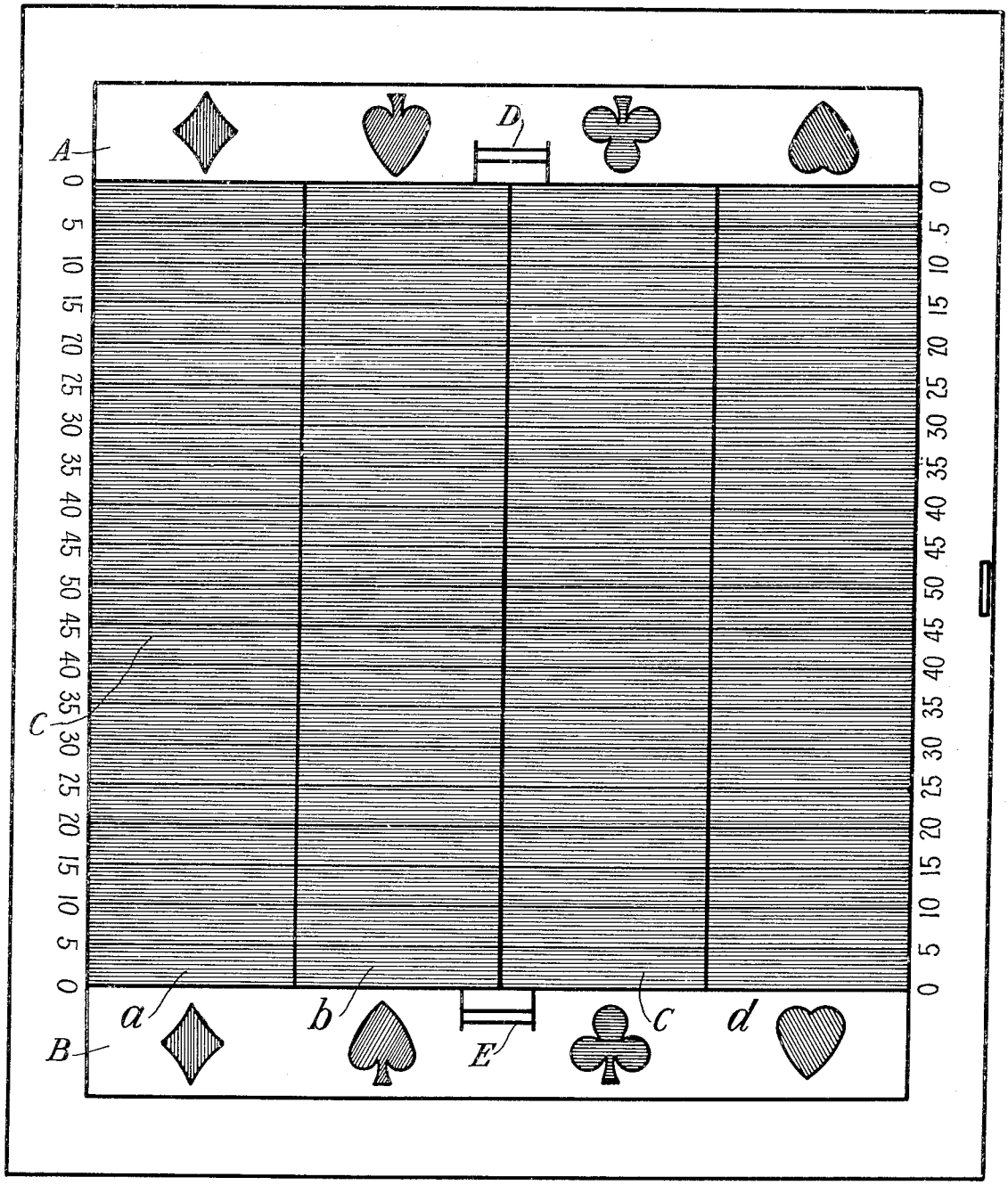


Fig. 1

Le Roy Taylor INVENTOR.

BY

Charles J. Holland ATTORNEY.

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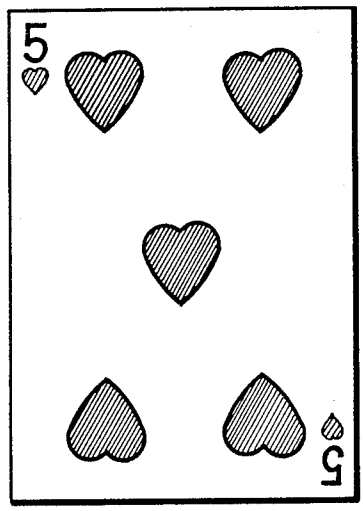


Fig.2

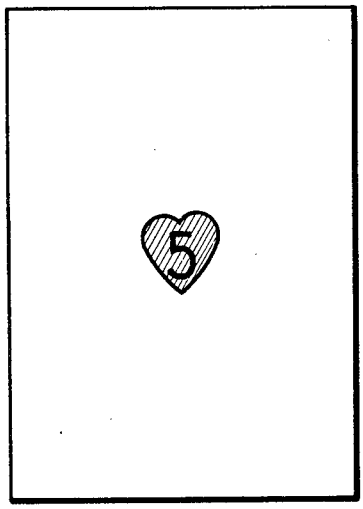


Fig.3

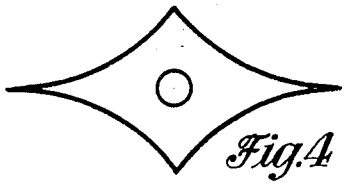


Fig.4

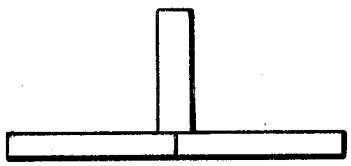


Fig.5

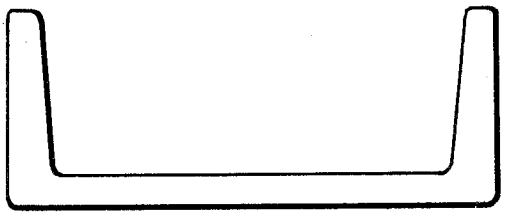


Fig.6

Le Roy Taylor INVENTOR.

BY

Charles J. Holland ATTORNEY.

Patented Dec. 16, 1924. 1,519,422

UNITED STATES PATENT OFFICE.

LE ROY TAYLOR, OF NEW YORK, N. Y., ASSIGNOR TO NELSON M. WAY, OF NEW YORK, N. Y.

GAME.

Application filed January 16, 1922. Serial No. 529,573.

To all whom it may concern:

Be it known that I, LE ROY TAYLOR, a citizen of the United States, and a resident of the borough of Manhattan, city, county, and State of New York, have invented certain new and useful Improvements in Games, of which the following is a specification.

My invention relates to an improved game apparatus for use in playing a game simulating football in miniature in which two players assume the character of two opposing football teams and each strives to advance the game piece across his opponent's goal line as in actual football. The movements of the game piece are controlled by a pack of cards, which indicate not only the distance forward or backward the game-piece or "ball" is to be moved, but also the direction and distance laterally that it is to go on a given play. A marker or "linesman" may be used to keep track of the gains made by either side.

The board on which the game is played comprises three parts: A football field diagrammatically represented occupying the middle portion and marked C in the accompanying drawing, Figure 1, and two end fields of different colors, A and B, one at either end of the board behind the goal lines of the football field, C.

It is essential to this game that the football field represented on the board should be divided lengthwise into several sections or "lanes" and that these sections or "lanes" should be differentiated by characteristic colors or marks; that the cards with which the game is played should also be divided into a number of suits of differently marked or colored cards, there being one suit for each lane of the board. Thus, if there be three lanes laid out on the field, there must be also three suits of cards in the deck. Furthermore, the end fields are differentiated from each other by different colors, which colors are also comprised within those of the different suits of the cards.

Referring more particularly to the drawings:

Figure 1 represents the board in a form adapted to illustrate the foregoing, on which the football field has four sections or "lanes" distinguished by markings suitable for playing the game with an ordinary poker deck or with specially designed cards having four suits marked with hearts, spades, clubs and diamonds in any arrangement.

Figures 2 and 3 show cards suitably designed for play with the board designed as shown in the drawing.

Figure 4 is the game piece or ball in plan view and Figure 5 is the same in elevation.

Figure 6 is the marker or "linesman" used to measure the distance gained on the downs. This may be dispensed with.

It will be understood that the board may, without departing from the principle of this invention have more or less than four lanes in the football field and that the sections or "lanes" may simply be colored differently, as for instance blue, red, green and black. In the latter case the cards with which the game is played must have four suits, which may be marked simply with blue, red, green and black numbers. I do not limit myself to any prescribed number of playing cards but a poker deck of fifty-two cards is very satisfactory if the football field is divided into four lanes marked as in, Figure 1, with diamonds (*a*), spades (*b*), clubs (*c*) and hearts (*d*).

The apparatus being thus described the game may be played in the following manner if we use the board as shown in Figure 1 and a poker deck.

Let us assume that in Figure 1 the end field, A, is colored red and that the end field, B, is colored black. One player chooses the red end field and becomes the red team; the other plays from the black end field and becomes captain of the black team. A cut of the cards determines which shall receive the ball. Assuming that the black team gets the ball, this team puts it into play by "kicking off." To do this the black team places the game piece or "ball," Figure 4, on the forty yard line measuring from the goal line at the black end of the board and turns up a card from the deck. The number on this card multiplied by 5 gives the distance the ball is kicked; the pips on the card show the portion of the field on which the ball is caught by the red team. Thus, if the card turned up on "kick off" is the ten of diamonds the ball is kicked fifty yards towards the red team's goal and is caught at the red ten yard line in the lane, *a*, marked with a diamond.

As in football the red team now takes the ball and must run it back towards the black goal. He turns a card, a four of clubs, for example, which advances the game piece or ball twice the number of the card, or eight yards in the desired direction and is downed in the lane, *c*, marked with a club. Unless the red player makes the required ten yards in four plays or "downs", the black player takes the ball and in a similar manner advances it toward the red goal.

The player announces the play he will attempt before he turns the card.

The rules may thus prescribe the following system of gains:

In general the rules of intercollegiate football are to be observed and the player must make ten yards in four downs or lose the ball to his opponent.

If the player having the ball calls a straight line play or end run, the cards have the actual value in yards denoted by the numbers on their faces. On a play of this sort, however, if a face card is turned, it indicates an offside play. If the face card turned is the color of the team of the player turning it, his team is offside; if it is the color of the opposing team, that team is offside. The penalty for being offside is 5 yards, but the ball does not change hands.

On running the ball back from "kick-off" or from a "punt", the ball is advanced twice the number of yards indicated by the card turned. On this play, all face cards have the same value as a ten spot.

When a forward pass is called, the ball advances three times as many yards as the number on the card turned. If, however, a face card of the color of the player's team is turned, the player is offside, the pass is intercepted and he is penalized 5 yards. If a face card of the opposing color is turned, the opposing team has intercepted the pass, obtained the ball and run it back 10 yards for a first down. Again if any card from ace to ten is turned of the opposing color, the forward pass is unsuccessful, the ball is grounded and a down without gain is counted.

If the player announces a try for a field goal, he is successful only if the number turned multiplied by 4 would be sufficient to carry the ball from the position whence the kick is made to the goal line, and furthermore only if the card is marked with the pips indicating the lanes *b* and *c*, that is, by spades and clubs. In case of an unsuccessful try for a field goal the opposing player gets the ball on his twenty yard line.

On a kick off or punt, the ball is advanced five times the number of yards indicated by the card turned and face cards have the value of ten.

In all cases, however, the ball comes to rest in the lane indicated by the suit of the card turned on the play.

Having thus described my invention what I claim and desire to secure by Letters Patent, is:

1. In a game apparatus, a board representing in miniature a standard football field, divided lengthwise of the field, a game piece or "ball", and a pack of cards, divided into suits corresponding in number with the divisions of the field, substantially as described.

2. In a game apparatus, the combination of a board on which is delineated a miniature football field and fields of different colors behind the goal lines, the football field having several divisions lengthwise thereof, each division differentiated by color; a movable game piece or "ball" and a pack of cards having a number of suits corresponding in number and color with the said divisions of the football field of the board.

3. In a game apparatus, the combination of a board on which is delineated a football field in miniature with divisions lengthwise or "lanes" distinctively marked with a different mark for each lane; a movable game piece or "ball" and a pack of cards having a number of suits, there being one suit colored and marked to correspond with the color and mark of each lane upon the board and the cards of each suit being differentiated by the number of such distinguishing marks, this system of colors and marks controlling the distance and direction of movement of the game piece upon the board.

4. The combination in a game apparatus of a board having delineated upon it a football field in miniature, with end fields behind each goal line, one colored red and the other black, the football field having divisions lengthwise, or "lanes", marked respectively, diamonds, spades, clubs and hearts; a moveable game piece or ball and a poker deck of cards marked in the regulation manner.

In testimony whereof, I hereunto affix my signature this 31st day of December, 1921.

LE ROY TAYLOR.