

July 3, 1928.

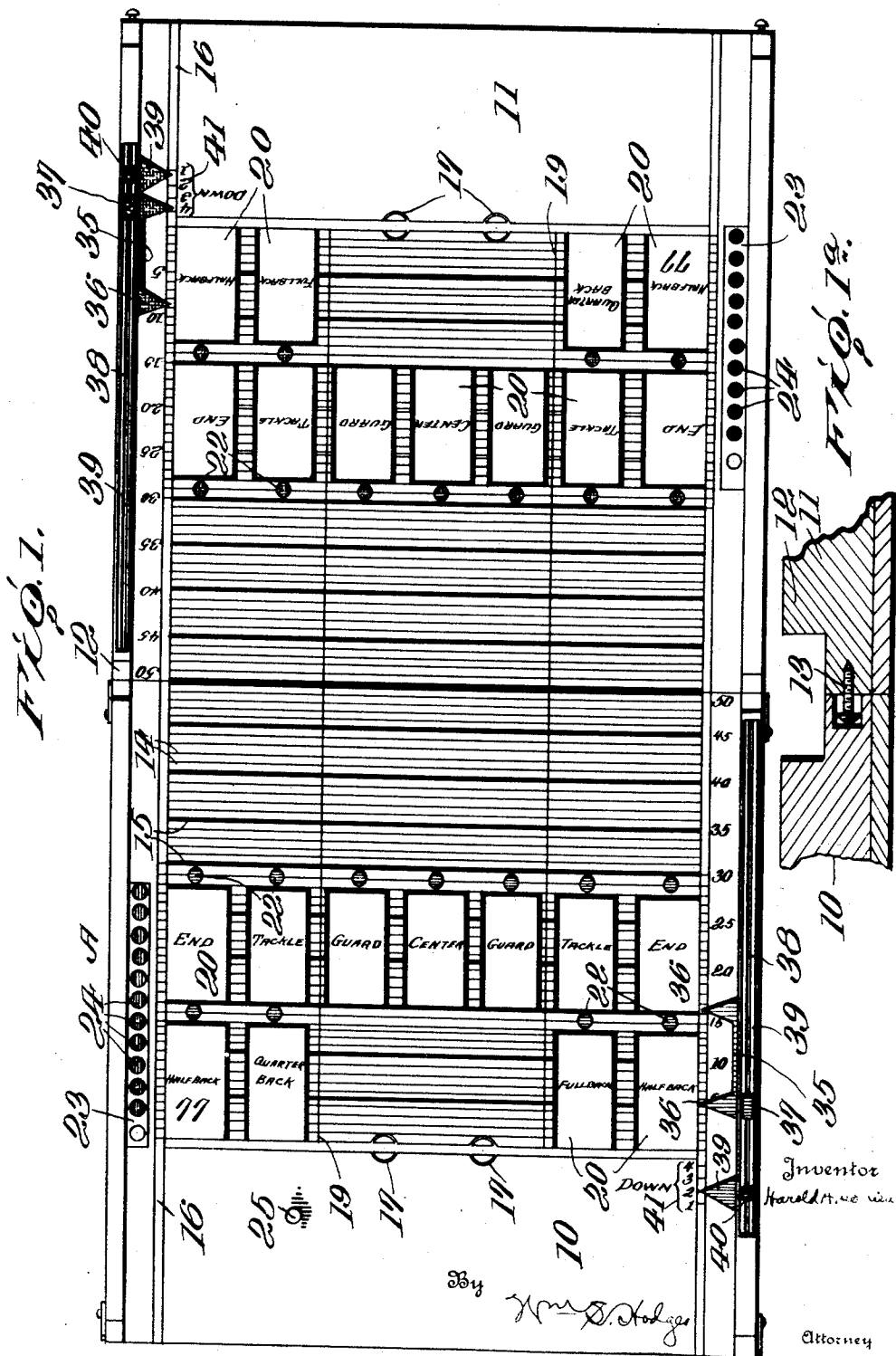
H. A. SORLIEN

1,675,619

GAME

Filed Aug. 21, 1926

4 Sheets-Sheet 1



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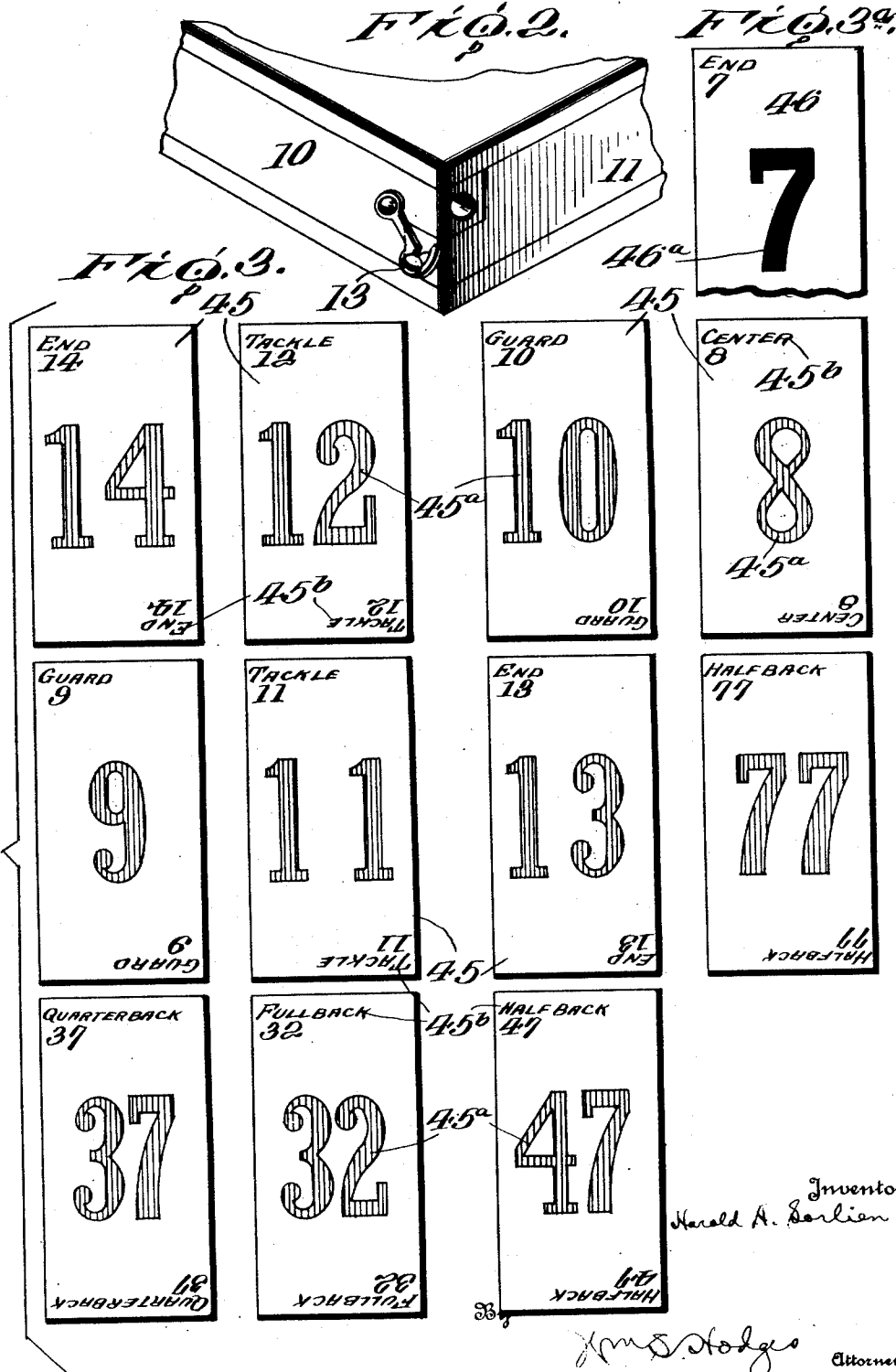
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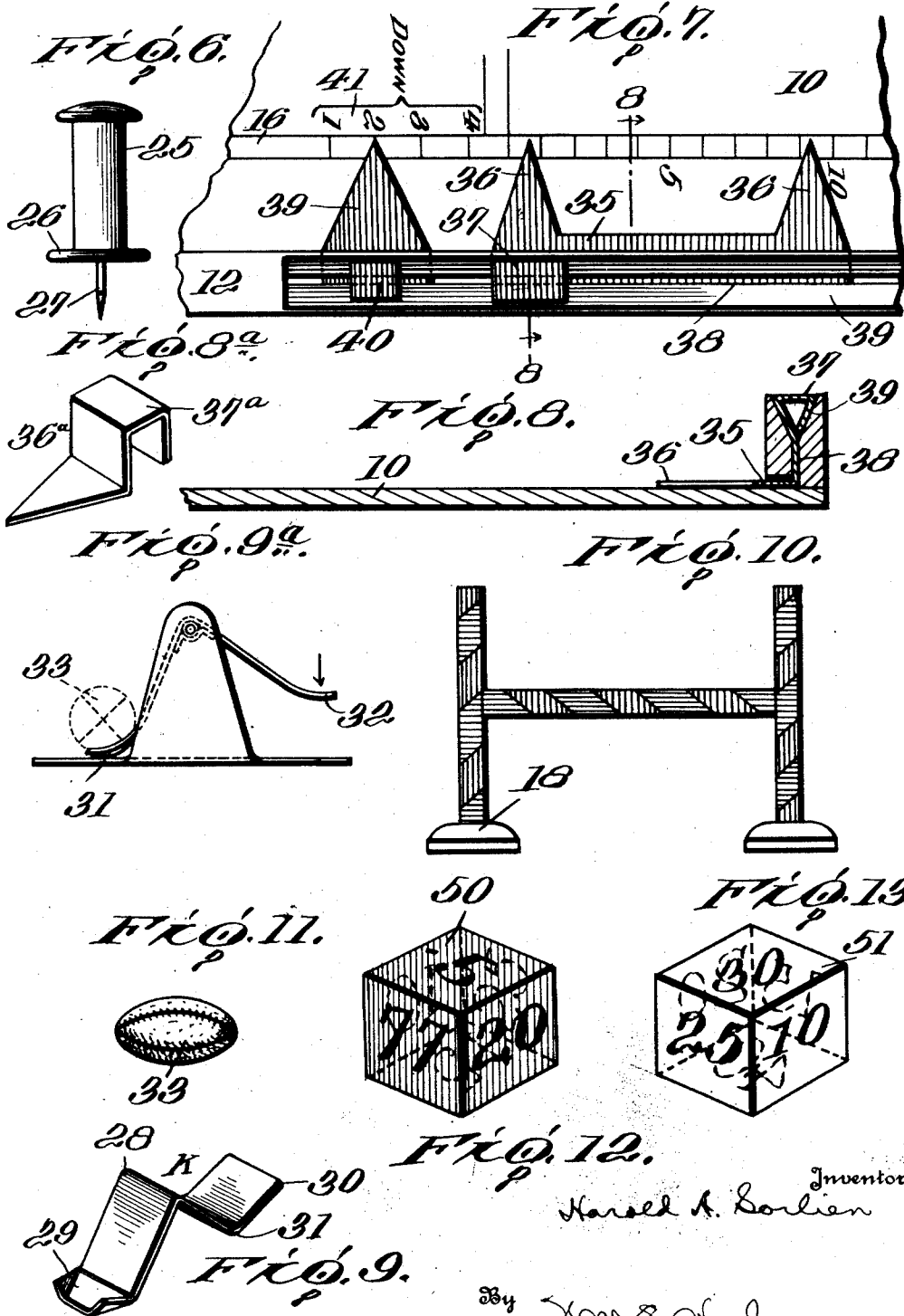
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4 Sheets-Sheet 4



Patented July 3, 1928.

1,675,619

# UNITED STATES PATENT OFFICE.

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## GAME.

Application filed August 21, 1926. Serial No. 130,713.

This invention is a game of the character in which playing cards or other value-indicating means are employed to indicate the extent and direction of movement of game pieces with respect to an associated game board.

One of the objects of the invention is to provide a game board constructed to diagrammatically simulate a foot-ball grid iron, with division lines corresponding to the yard lines on a foot-ball field, so as to represent uniform units of value in playing the game, card receiving spaces being indicated at the ends of the board to receive various playing cards, each of which carries a designation of value to be utilized in determining the distance and direction of movement of a game piece movably resting upon said board. A further object is to provide a game board of the character referred to in which the card-receiving spaces are provided with legends which are duplicates of similar legends carried by the respective playing cards to be placed upon said spaces, said cards being arranged in sets, each set being a duplicate of the other set, the individual cards bearing indicia of value to indicate the direction and extent of movement of a game piece movably mounted on said board. A further object is to provide a game board with card receiving spaces positioned to simulate the line-up of a foot-ball squad, and sets of colored game pieces positioned contiguous to the respective card receiving spaces, each set of game pieces containing pieces of one color corresponding to the eleven principal players of a foot-ball squad and pieces of another color indicating any desired number of substitutes for the original players. A further object is to provide a game board and playing cards of the character mentioned, associated with other playing cards to indicate penalties and changes in character of the play as the game progresses. A further object is to provide a game board provided with sets of game pieces of different colors and playing cards containing designations of value to indicate the direction and extent of movement of another game piece upon the board, the characters of the playing cards being of colors corresponding to the colors of the sets of game pieces, so that the cards of the respective opponents playing the game may be readily distinguishable. A further object is to provide sets of cards containing indications of penalties and

the like, the data on the respective cards being printed in contrasting colors, so that the player may readily distinguish between values of the respective cards for offensive and defensive plays. A further object is to provide a game board and playing cards as above indicated together with a game piece representing a miniature foot ball, and means by which the said game piece may be projected from any desired position in the field to simulate the effect of kicking or passing a ball during the playing of a foot ball game. A further object is to provide a game board provided with markers adjustably mounted thereon for the purpose of indicating certain limits of areas in which the play is to be made, and other adjustable indicators or markers for recording the plays. A further object is to provide a game board so constructed that it may be folded to form a box or container for the storage of the game pieces and cards when not in use, and which may be opened out into extended relation for the purposes of playing the game.

The invention will be hereinafter fully set forth and particularly pointed out in the claims.

In the accompanying drawings:—

Figure 1 is a top plan view of the game board arranged in accordance with the invention, the same containing marking to correspond to the diagram of the standard foot-ball grid-iron. Figure 1<sup>a</sup> is a detail sectional view illustrating the means for engaging the ends of the board sections. Figure 2 is a similar view with the board folded and out of use. Figure 3 designates the principal player cards of a set of playing cards, containing indicia of values employed in playing the game. Figure 3<sup>a</sup> illustrates other cards of the set containing penalty indicia. Figure 3<sup>b</sup> illustrates cards of the set containing indicia of changes in the character of the play. Figure 3<sup>c</sup> is a view illustrating one of the substitute cards. Figure 4 is a view of a card from a duplicate set, but containing different colored indicia, it being understood that two duplicate sets of cards Figure 3 are used, the indicia of one set being of one color and the indicia of the other set being of a contrasting color. Figure 5 illustrates a set of substitute cards. It is to be understood that each set of cards is to be made up of any desired number of cards of the character illustrated in Figures 3, 3<sup>a</sup>, 3<sup>b</sup>, and 5, the indicia on the substitute cards of Figure 5 be-

ing of a color contrasting with the color of the indicia on the cards of Figure 3. Figure 6 is a side elevation illustrating one of the game pieces. Figure 7 is a detail view, illustrating the ten yard marker and the "down" marker. Figure 8 is a transverse sectional view illustrating the method of mounting the markers in the game board. Figure 8<sup>a</sup> is a detail view illustrating a modification thereof. Figure 9 is a side view illustrating the device employed for kicking the ball. Figure 9<sup>a</sup> is a view illustrating a modification thereof. Figure 10 is a view of one of the goal posts. Figure 11 is a view of the miniature foot-ball. Figures 12 and 13 are views illustrating two forms of dice used in determining certain values in the play of the game.

Referring to the drawings, A designates a game board which is formed of two sections 10 and 11, which are arranged to be placed end for end, the contiguous ends of the sides of the section 12 being provided with dowels 13 to hold them in alignment while the game board is in use. It will be noted that the board is drawn to represent a miniature foot-ball field, being provided with transverse lines 14 representing spaces corresponding to the yard lines of a foot-ball field, every fifth line 15 being made heavier to indicate five yard intervals. The field is bound by heavy lines 16, those at the end representing the goal lines, circles 17 serving to indicate the positions of the goal posts 18. Running longitudinally of the field are two lines 19 dividing the field into what may be termed "kick zones".

At the ends of the board, within the area between the goal posts, are indicated duplicate series of card-receiving spaces 20, there being at each end one row consisting of seven of such spaces extending across the board, and an additional row of four of such spaces, the last four spaces being arranged in pairs, each pair being separated by a substantial space at the middle portion of the field. Each space contains a designation corresponding to the name and position of a player in the line-up of a foot ball squad, and immediately in front of each of said spaces is a circle to indicate the positions of the first team player pieces 22. On the left hand side of each set of card receiving spaces 20 is a space 23 which may be termed the "substitute bench", at which are positioned a number of player pieces 24.

It will be noted that there is a set of card receiving spaces, and two sets of player pieces for each player of the game. The sets of player pieces are of contrasting colors so that the principal team pieces of one set may be readily distinguished from those of the substitute pieces of the set belonging to the same player. The principal and substitute pieces are thus readily distinguishable from

each other, and the pieces of one side are readily distinguishable from those of the other side. For instance, for one side the main player pieces may be colored red and the corresponding pieces of the other side colored yellow. The substitute players on one side may be colored blue and the substitute players on the other side may be colored black. It is to be understood that these colors are arbitrary and may be varied without departing from the spirit of the invention.

To indicate the position of the foot-ball in play during the periods of the game, it is preferred to employ a game piece 25, which is of a color contrasting with the colors of the other game pieces and preferably white. It will be noted that all of the game pieces thus far described are provided with bases 26, from which project sharp pins 27, by means of which they may be stuck into the board at any desired position as the game progresses.

To simulate the kicking or passing of the foot-ball under the conditions which frequently happen during the playing of a game, any desired means may be employed. It is preferred however, to use the kicking device K illustrated in Figure 9. This device consists of a piece of metal bent to provide a portion 28 of inverted V-shape, a ball-receiving portion 29, and an operating portion 30, the angle 31 provided at the point of union between arm 30 and the V-shaped portion forming a pivot. In practice, to represent a kick, the foot ball 33 which is preferably weighted and nonresilient, is placed well upon the ball receiving portion 29, and by tapping the handle portion 30 smartly with a finger, the device will rock on the portion 31 and project the ball over the field in much the same manner as the ball would be kicked during the playing of a regular game. If desired, the kicker device may comprise a base 31, in which the projecting device 32 is pivoted (see Figure 9<sup>a</sup>).

As is well-known in the playing of foot ball, the side which has the ball must advance a specified distance within a certain number of "downs". To meet these conditions in the present game, each of the sections 10, 11, of the game board are provided with a marker 35 (Figures 7 and 8), provided with pointers 36 extending over the contiguous foul line, said pointers in the device illustrated being separated a distance indicating a space of ten yards. It is to be understood of course that this distance is arbitrary and may be varied without departing from the spirit of the invention. The marker is provided with a handle portion 37 extending at an angle to the body of the marker, and projecting through a slot 38 formed in a side 12 of the game board, 130

said slot being enlarged at the top to provide a space for a widened portion of said handle, which may be readily grasped by the player so as to slide the marker along the field. Each section 10 and 11 is provided with a marker 35 to cover the area of the field represented by the respective section, said markers being preferably colored to correspond to the colors of the player pieces. To indicate the number of points each section of the game board is also provided with a marker 39, having a handle 40 working in the slot 38, said pointer cooperating with a scale 41 containing suitable indicia. In Figure 8<sup>a</sup> the marker 36<sup>a</sup> is shown as provided with a bent portion 37<sup>a</sup> shaped to fit over the side 12 so as to slide thereon.

Associating with the game pieces and the board are two sets of players' cards of any desired number, each set consisting of team cards 45 (Figure 3), substitute cards 46 (Figure 5), one or more forward pass cards 47 (Figure 3<sup>b</sup>), and any desired number of penalty cards 48, (Figure 3<sup>a</sup>). It will be noted that the team cards 45 of each set are provided with numerical characters 45<sup>a</sup> of a color corresponding to the color of the player pieces 22 of the side to which they belong, and each card also contains a legend 45<sup>b</sup> corresponding to the legends on the card receiving spaces 20.

The substitute cards 46 are provided with numerical characters 46<sup>a</sup> which are colored to conform with the color of the sets of substitute player pieces 24 of the side to which they belong, and said cards also contain legends corresponding to the legends on the card receiving spaces 20. The forward pass cards are provided with legends 47<sup>a</sup> indicating the offensive play and other legends 47<sup>b</sup> indicating defensive plays. These cards may be used for offensive and defensive play during the game. The penalty cards are provided with indicia 48<sup>a</sup> indicating the character of the card and other indicia 48<sup>b</sup> indicating the character of the offense which is penalized. The legends on the cards 47 and 48 are contrasted in a way to readily indicate the offensive and the defensive plays. In association with the forward pass cards and the kick-off device, two dies 50 and 51 of contrasting colors are used, the die 50 which is preferably colored red, being used in association with the kick-off device K, and the die 51 (preferably white) being used in association with the forward pass cards.

In practice, it is preferred to provide each player with 30 cards consisting of eleven team cards 45, ten substitute cards 46, eight other cards which are made up of the forward pass cards 47 and penalty cards 48, as may be desired. It is to be understood however, that the number of cards may be varied without departing from the spirit of the invention.

In preparing to play the game the players may determine in any preferred manner as to which shall kick-off or receive the opponent's kick-off. For instance, this may be done by the tossing of a coin. After shuffling the cards, each player deals seven cards to himself and places the remainder of the pack face downward on the grid iron board in the area between the card receiving spaces 20 and the contiguous end of the board. The cards so placed become the "draw pile". Each player also sees to it that all of his first team player pieces 22 are at their positions on the field of play in the circles 21, and that the substitute player pieces 24 are on the substitute bench 23. As in a regular foot-ball game the ball shall be kicked off by the side designated by the winner of the toss. This is done by positioning the kicker device K at the forty yard line of the kicker's side, placing the foot ball 33 thereon, and then projecting the ball by striking the handle 32 of the kicker device, as already described. When the ball falls after a kick, it is allowed to remain on the board in the position at which it drops because it will not interfere with the progress of the game. After the kick-off the player of the side receiving the ball throws the die 50, and the number which turns up will indicate the distance in yards that his team will have advanced the ball after receiving it. This distance is counted from the yard line 14 or 15 nearest the goal of the kick-off player indicated by the position of the ball 33 when it falls. After this distance has been determined, the game piece 25 is placed on the yard line indicated, and this position indicates the location of the ball at the first "down". The player whose side has received the ball and advanced it in the manner stated is now playing the offensive.

Following the return of the kick-off the ball is put into play by a "scrimmage", the player having the offensive being entitled to elect whether the ball shall be kicked or he shall play a card from his hand. Player cards are used either by the offense to make runs or by the defense to offset runs. The value of each card is the number marked on the face of the card.

Examples of play with player cards:—

|                              |    |             |
|------------------------------|----|-------------|
| Scrimmage 1.                 |    |             |
| Offense plays end.....       | 14 |             |
| Defense plays tackle.....    | 12 | 120         |
| Gain .....                   | 2  | (yards)     |
| Scrimmage 2.                 |    |             |
| Offense plays tackle.....    | 12 |             |
| Defense plays end .....      | 14 |             |
| Loss .....                   | 2  | (yards)     |
| Scrimmage 3.                 |    |             |
| Offense plays half-back..... | 27 | 125         |
| Defense plays full-back..... | 42 |             |
| Loss .....                   | 15 | (yards)     |
| Scrimmage 4.                 |    |             |
| Offense plays half-back..... | 77 |             |
| Defense plays half-back..... | 37 |             |
| Gain .....                   | 40 | (yards) 130 |

Thus the offense made a net gain of 25 yards in four downs and having gained more than ten yards in four downs, is entitled to a new first down.

- Each side has eleven positions or spaces on the gridiron board. Whenever a player card is played it shall be placed face up at the corresponding position on the field of play. Not more than two player cards shall be placed at each position. No other card but half-back 77 shall be played at the half-back 77 position, there being no substitute for half-back 77. Wherever there are two positions alike, as for example, the two ends, any two of the four player cards for the positions may be played at each position. A player card must never be played on another player card as long as there is a position vacant at which it may be played. A first team player card for a position may be played on a substitute card for the same position. Likewise, a substitute player card for a position may be played on a first team player card for the same position. Either a first team player card or a substitute card may be played at a position, regardless of whether the position is played by a first team man or a substitute.

- Each side shall place all other cards when played, including discarded player cards face up in a neat pile in his end zone. These cards form the discard pile. Each side shall always keep seven cards in hand, drawing one card from his draw pile following each play of a card from the hand. Whenever a side must draw more than one card to maintain seven cards in hand, he shall be penalized five yards for each additional card drawn. Each side shall voluntarily penalize his own team. If the cards in the draw pile are all drawn before a fumble is declared, the discard pile shall be turned face down without shuffling and used as the second draw pile. If the cards in the second draw pile are all drawn before a fumble is declared, a new deal of all cards by both sides shall be made.

Foul cards may be played as follows:—

- A—Distance penalty cards (5 or 15 yards).  
By offense—After defense has played once.  
By defense—After offense has played either once or twice.  
Distance penalty cards may be used regardless of what kind of play was made by the offense in starting the scrimmage.  
B—Forward pass foul card.  
By offense—After defense has played once.  
By defense—After offense has played either once or twice.

- Forward pass foul cards shall only be used in a scrimmage which started with a forward pass. Neither side shall play more than twice during each scrimmage. The second card when played must be a foul card. Only one of the fouls listed on each card shall be declared against opponent when the card is

played. A scrimmage in which a foul occurs shall not count as a down except in the case of the forward pass foul.

When the defense plays a forward pass foul card, the offense shall be penalized fifteen yards from the line of the preceding scrimmage. The scrimmage shall count as a down. When the offense plays a forward pass foul card, the pass shall be allowed and the offense shall roll the white die 51 to determine the yards gained. The ensuing down shall be first down with ten yards to go. To penalize the offense, the defense shall play a foul card. The down and point to be gained for the first down shall remain the same. To penalize the defense, the offense shall play a foul card. The ensuing down shall be first down with ten yards to go. When foul cards are played by both sides during the same scrimmage, there shall be no penalty on either side. The down and point to be gained for first down shall remain the same. This rule shall apply regardless of whether or not the foul cards played call for the same distance penalties. Whenever a foul is declared during a scrimmage, no other cards played during that scrimmage shall count.

The offense in order to play a forward pass card must play it as the first card of a scrimmage. The defense, in order to play a forward pass card must play it as the first card played following the forward pass card played by the offense. The pass is completed whenever the defense is unable or unwilling to play a forward pass or a foul card. The defense shall so indicate by saying, "completed". The offense shall then roll the white die 51 to determine the number of yards gained. The defense must then discard a card (any card in hand) to the discard pile. If a player card is discarded, the value of the card shall represent the distance the ball is advanced after being caught and shall be added to the gain made by the offense. The pass is intercepted whenever the defense plays his forward pass intercepted card. The passer's side may roll the white die 51 to determine the distance the ball was thrown or the ball may be projected by the device K, the portion 29 being placed nearest the line of skirmish with one end of the ball 32 resting against it. The ball shall go to opponent at this point, who shall roll the red die 50 to determine the distance the ball is returned or advanced from the point at which it was intercepted. The ensuing down shall be first down with ten yards to go. The pass is incomplete whenever the defense plays a forward pass-incomplete card. There shall be no gain or loss on the first incompleting pass made in the same series of plays before a new first down is obtained. A second and third incompleting pass which shall be made

in the same series of plays before the first down is obtained, shall be penalized by a loss of five yards. The point to be gained for first down shall remain the same but the scrimmage shall count as a down. Whenever a forward pass is made near opponent's goal line, the defense may, before playing, request the offense to roll the white die 51 to determine if the ball is thrown to or over the goal line. A forward pass-completed on or beyond the goal line is a touchdown. A forward pass-incompleted on or beyond the goal line is a touchback. A forward pass-intercepted on or beyond the goal line is a touchback.

When a card is played it must be either a player card (example: half-back 77) or a forward pass card. After the offense has played a card the defense must either play a card or discard. If the offense elects to kick, the defense may play a kick blocked or a foul card or the defense may permit the offense to kick by not playing a card. Whenever the defense plays his first card, the offense may play a second time provided the second card played is a foul card. Whenever the offense plays a second time by playing a foul card, the defense may play a second time provided the card played is a foul card. Not more than four cards shall be played in each scrimmage.

#### Examples of scrimmage:—

- Scrimmage 1.  
Offense elects to kick.  
Defense plays kick blocked card.  
Offense does not play a foul card.  
Scrimmage completed.
- Scrimmage 2.  
Offense plays half-back 77.  
Defense plays a foul card.  
Offense does not play a foul card.  
Scrimmage completed.
- Scrimmage 3.  
Offense plays half-back 17.  
Defense plays full-back 37.  
Offense plays foul card.  
Defense does not play foul card.  
Scrimmage completed.
- Scrimmage 4.  
Offense plays forward pass card.  
Defense plays forward pass intercepted card.  
Offense plays forward pass foul card.  
Defense plays forward pass foul card.  
Scrimmage completed.

After a scrimmage is completed, the piece shall be moved, provided the line of scrimmage has changed, from the previous line of scrimmage to the new line of scrimmage. Each scrimmage shall count as one down unless a foul card has been played during the scrimmage. The offense must gain ten yards from the line of the initial scrimmage in four consecutive downs. Whenever the offense is successful in advancing the ball to or beyond the point, the ensuing down shall be a new first down. The offense shall then be allowed four more downs in which to gain the next ten yards. Whenever the offense fails to gain the required distance in four downs the ball shall go to opponent at the spot of the fourth down.

The offense may make any one of the following plays during a scrimmage:—

- Run—Playing a player card from hand.  
Kick—Electing to use the kicker.  
No card is played.  
Forward Pass—Playing a forward pass from hand.

The defense may make any one of the following plays:—

- To offset run.—When offense has played a line player card, defense must also play either a line player card or a foul card.  
When offense has played a backfield player card other than half-back 77, defense must also play a backfield player card other than half-back 77, or a foul card.  
When offense has played half-back 77, defense must play any player card in hand, including half-back 77, or a foul card.  
To offset a kick.—When an offense has elected to kick, defense may play kick blocked card, or a foul card. Defense is not required to play a card and shall not discard.  
To offset a forward pass.—When offense has played a forward pass card, defense may play any forward pass card or forward pass foul card.

The offense may elect to punt if he desires, to kick the ball toward his opponent's goal line. Or he may call for a drop kick or a place kick when he desires to try for a field goal. When the offensive player announces his election for a kick the defense may play his kick blocked card, provided he has it in hand in any scrimmage in which the offense has elected to punt, drop-kick or place-kick. Whenever the kick is blocked the scrimmage ends unless the offense plays a foul card. Whenever a scrimmage ends with a blocked kick, the ball shall be recovered by the kicker's side at a loss of ten yards from the preceding line of scrimmage. (See blocked kick card.) The scrimmage shall count as a down. Whenever the defense is unable or unwilling to play the kick blocked card or a foul card, the offense shall kick the ball. Whenever a kick is blocked on or behind the ten yard line of the kicker's side, a safety is made. Whenever the ball is kicked out of bounds from a scrimmage, it shall be put in play by opponent in the center zone and on the yard line that intersects the side line at the point where the ball went out of bounds.

The game may be divided into as many periods as may be desired. At the commencement of the first period the ball shall be kicked by the side designated by the winner of the toss, as already stated. If two periods are played the loser of the toss shall have the choice of kicking or receiving at the beginning of the second period, the side scored upon shall have the choice of kicking or receiving. The ball shall be kicked from behind the forty yard line of the kicker's side and no part of either ball or kicker shall be offside, i. e. extend beyond the forty yard line. If the ball is kicked out of bounds, it shall be kicked off again. If it goes out of bounds again, the ball shall go to opponent on his forty yard line and put in play by a scrimmage in the center "kick zone." A touchback is made whenever the ball is

kicked to or beyond opponent's goal line. The ball shall go to opponent and be put in play on his twenty yard line in the center "kick zone." When the kick-off is neither  
 5 out of bounds nor over the goal line, the ball shall be played in the "kick zone" to which it is kicked until it is kicked into another "kick zone." The side receiving the kick-off shall receive the ball at the yard line on  
 10 which the ball is down, that is, nearest the opponent's goal line. The line shall be marked by the linesman 25 at the spot of the ball. The side receiving the kick-off shall roll the red die 50 to determine the yards  
 15 gained or lost. The gain or loss shall be recorded by moving the linesman 25 accordingly.

Interference with fair catch is listed on the fifteen yard penalty card. The defense  
 20 may declare this foul by playing the fifteen yard penalty card after the offense has kicked, thereby advancing the ball 15 yards from the line on which it was received. No returning of the kick shall then be permitted.

25 Whenever a side has placed one or more player cards at each of the eleven positions, he has completed his team. The cards may be either first team player cards or substitute cards when first team men are at the positions.  
 30 Whenever a side has completed his team he shall call "fumble." All play shall cease immediately. Whenever a fumble is declared, the ball shall go to the side having the completed team, at the line of the preceding scrimmage. From the line of the preceding scrimmage the side in possession of the ball shall be permitted to advance  
 35 yards, minus the number of yards represented by the cards showing face up in opponent's first line of defense, i. e. centers, guards, tackles, and ends. In other words, add together the total value of opponent's line cards showing face up on gridiron and deduct the amount from 77.

45 Example:

| No.<br>Card | 4      | 2     | 8      | 10    | 11     | No.<br>Card |
|-------------|--------|-------|--------|-------|--------|-------------|
| End         | Tackle | Guard | Center | Guard | Tackle | End         |

50 In this case the total value of cards is thirty-five yards. Seventy-seven yards minus thirty-five yards equals forty-two yards. The side declaring the fumble would therefore be entitled to advance the ball forty-two yards toward opponent's goal line.

55 Whenever a fumble is declared, each side shall remove all first team men at positions where the top cards showing face up are substitute player cards. In other words, one side shall remove red pegs at positions where  
 60 there are blue cards and the other side shall remove orange pegs at positions where there are black cards. Whenever a man is removed from the game he shall be sent to his players' bench at the side of the field. Whenever a  
 65 first team man is removed from the game, he

shall be replaced by a substitute. In other words replace red pegs with blue pegs and orange pegs with black pegs. First team men when removed shall not be returned to the game until the commencement of a new 70 period.

Substitutes, after replacing first team men, must remain in the game until the end of the period in which they entered the game. In order to legally declare a fumble 75 when substitutes are playing, substitute player cards must be showing face up at the positions played by substitutes. To declare a fumble, when first team player cards are showing face up at positions played by sub- 80 stitutes, is illegal substitution. The penalty shall be half the distance to the goal line of the side which made the illegal substitution. After a penalty for illegal substitution, play shall continue as though no fumble 85 had been declared until another fumble is declared by either side.

There shall be a new deal of all cards whenever either side has completed his team and declared a fumble and whenever either 90 side has drawn all the cards in his second draw pile and at the beginning of each period. There shall be no new deal of cards following a score or when a side has declared a fumble without properly complet- 95 ing his team. Play shall proceed from the point at which it stopped, pending a new deal.

After a touchdown play shall recommence with a kick-off. The side scored upon shall 100 have the choice of kicking or receiving. After a field goal play shall recommence with a kick-off. The side scored upon shall have the choice of kicking or receiving. After a 105 safety, the side scored upon shall put the ball in play by a kick from scrimmage from their twenty yard line.

The game shall be played in either one or two periods of not less than forty-five minutes each. The length of the periods 110 shall be decided by agreement at the beginning of each game. Time shall not be taken out during a period for any reason except necessary absence from the field of play.

Having thus explained the nature of the invention and described an operative manner of constructing and using the same, although without attempting to set forth all of the forms in which it may be made, or all of the forms of its use, what is claimed is:— 120

1. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally stationary game piece having means for removably engaging said game board at any 125 position thereon to indicate progress of the game, and two sets of duplicate playing cards, one set for each player of the game, each set of cards containing numerical value indicia, correlated with the units of value 130

indicated on the board, so that the difference in the numerical values of any two cards played in succession by the respective players will indicate the distance and direction that the game piece is to be shifted on said board.

2. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, and two sets of duplicate playing cards, one set for each player of the game, each set of cards containing numerical value indicia, correlated with the units of value indicated on the board, so that the difference in the numerical values of any two cards played in succession by the respective players will indicate the distance and direction that the game piece is to be shifted on said board, said sets of cards also including other cards containing data indicating changes in the character of play which may be utilized by either player for moving said game piece to positions which may be more advantageous to himself.

3. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, and two sets of duplicate playing cards, one set for each player of the game, each set of cards containing numerical value indicia correlated with the units of value indicated on the board, so that the difference in the numerical values of any two cards played in succession by the respective players will indicate the distance and direction that the game piece is to be shifted on said board, said sets of cards also including other cards containing data indicating changes in the character of play which may be utilized by either player for moving said game piece to positions which may be more advantageous to himself, said sets of cards also including other cards containing indicia having the effect when played of counteracting the effect of playing any of the previously mentioned cards.

4. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, two sets of duplicate playing cards, one set for each player of the game, each set of cards containing numerical value indicia correlated with the units of value indicated on the board, so that the difference in the numerical values of any two cards played in succession by the respective play-

ers will indicate the distance and direction that the game piece is to be shifted on said board, said sets of cards also including penalty cards which modify the advantages gained by a player by reason of said difference in numerical value of the first mentioned cards.

5. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, two sets of duplicate playing cards, one set for each player of the game, each set of cards containing numerical value indicia correlated with the units of value indicated on the board, so that the difference in the numerical values of any two cards played in succession by the respective players will indicate the distance and direction that the game piece is to be shifted on said board, said sets of cards also including other cards containing data indicating changes in the character of play which may be utilized by either player for moving said game piece to positions which may be more advantageous to himself, said sets of cards also including penalty cards which may modify the advantages gained by a player by reason of said difference in numerical value of the first mentioned cards.

6. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, two sets of duplicate playing cards, one set for each player of the game, each set of cards containing numerical value indicia correlated with the units of value indicated on the board, so that the difference in the numerical values of any two cards played in succession by the respective players will indicate the distance and direction that the game piece is to be shifted on said board, said sets of cards also including other cards containing data indicating changes in the character of play which may be utilized by either player for moving said game piece to positions which may be more advantageous to himself, said sets of cards also including other cards containing indicia having the effect when played of counteracting the effect of playing any of the previously mentioned cards, said sets of cards also including penalty cards which modify the advantages gained by a player by reason of said difference in numerical value of the first mentioned cards.

7. The combination with a game board having division lines indicated thereon representing uniform units of value, and also having duplicate card-receiving spaces at

both ends, each space bearing a legend indicating its functions, of a movable game piece having means for engaging said game board at any position on the face thereof  
 5 to indicate the progress of the game, and two duplicate sets of playing cards adapted to be placed upon the card-receiving spaces, there being a set of cards for each player, the cards of each set bearing legends corresponding to the respective legends of said  
 10 spaces, so as to identify the correlation between the cards and the spaces, said cards also containing numerical value indicia correlated with the units of value indicated on the board, so that the difference in the numerical values of any two cards played in  
 15 succession by the respective players will indicate the distance and direction that the game piece is to be shifted on said board.

20 8. The combination with a game board having division lines indicated thereon representing uniform units of value, and also having duplicate card-receiving spaces at both ends, each space bearing a legend indicating its functions, of a plurality of sets  
 25 of normally immovable team game pieces removably engaging said board in positions contiguous to said spaces, a normally immovable play-indicating game piece also removably engaging said board, two duplicate  
 30 sets of playing cards adapted to be placed upon the card-receiving spaces, there being a set of cards for each player, the cards of each set bearing legends corresponding to the respective legends of said spaces, so as to  
 35 identify the correlation between the cards and the spaces, said cards also containing numerical value indicia, the team game pieces and said numerical value card indicia of each player being colored to indicate their  
 40 correlation and to distinguish them from the corresponding elements of the other player.

9. The combination with a game board having division lines indicated thereon representing uniform units of value, and also having duplicate card-receiving spaces at  
 45 both ends, each space bearing a legend indicating its functions, of a plurality of sets of normally immovable team player pieces and substitute player pieces removably engaging said board, a normally immovable  
 50 play-indicating game piece also removably engaging said board, two duplicate sets of playing cards adapted to be placed upon the card-receiving spaces, there being a set of cards for each player, the cards of each set bearing legends corresponding to the respective legends of said spaces, so as to identify  
 55 the correlation between the cards and the spaces, said cards also containing numerical value indicia, the team and substitute game pieces of each player being of contrasting colors, the team and substitute player pieces, and the numerical value card indicia of each  
 60 player being colored to indicate their cor-

relation and to distinguish them from the corresponding elements of the other player.

10. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally  
 70 stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, a projecting device, a game piece capable of being projected thereby, means  
 75 for indicating the distance of return of the projected game piece, and playing cards bearing numerical value indicia correlated with the units of value indicated on the board and serving to define various changes  
 80 in location of the first mentioned game piece.

11. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally  
 85 stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, a projecting device consisting of a fulcrumed projector, a game piece capable of being projected thereby, means for  
 90 indicating the distance of return of the projected game piece, and playing cards bearing numerical value indicia correlated with the units of value indicated on the board and  
 95 serving to define various changes in location of the first mentioned game piece.

12. The combination with a game board having division lines indicated thereon representing uniform units of value, a normally  
 100 stationary game piece having means for removably engaging said game board at any position thereon to indicate progress of the game, a projecting device consisting of a fulcrumed projector, a game piece capable  
 105 of being projected thereby, means for indicating the distance of return of the projected game piece, and playing cards having numerical value indicia correlated with the units of value indicated on the board and  
 110 serving to define various changes in location of the first mentioned game piece, and additional penalty cards modifying the indicated location of the first mentioned game piece subsequent to a projection of the second  
 115 game piece.

13. The combination with a game board having enclosing sides, one of which is provided with angularly disposed intersecting  
 120 slots extending longitudinally thereof, of an indicator member having angularly related portions slidably mounted in said slots so that one of said angular portions may project over the face of said board and be moved with respect thereto.  
 125

14. The combination with a game board having enclosing sides, one of which is provided with angularly disposed intersecting  
 130 slots extending longitudinally thereof, of an indicator member having angularly related

portions slidably mounted in said slots, one of said indicator portions being provided with spaced apart indicator members projecting over the face of said board so that they may be moved with respect thereto. 5

15. The combination with a game board having enclosing sides, one of which is provided with angularly disposed intersecting slots extending longitudinally thereof, one 10 of said slots being widened at its outer portion, of an indicator member having angularly related portions mounted in said slots, one of said portions being widened at the top to fit within the said widened portion, the other angular member of said indicator 15 member projecting over the face of said board so as to be moved relative to said face.

In testimony whereof I have hereunto set my hand.

HAROLD A. SORLIEN.