United States Patent [19]

Moe

[11] **3,814,426**

[45] **June 4, 1974**

[54] **FOOTBALL GAME**

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[73] Assignee: **Aurora Products Corp.,** West Hemstead, N.Y.

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[52] **U.S. Cl.** ..... **273/94 R**

[51] **Int. Cl.** **A63f 9/00**

[58] **Field of Search** ..... 273/1 E, 85 R, 85 F, 87 R, 273/88, 93 R, 94 R, 94 F, 1 M, 138 A

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Primary Examiner—Richard C. Pinkham
Assistant Examiner—Harry G. Strappello
Attorney, Agent, or Firm—Amster & Rothstein

[57] **ABSTRACT**

A competitive game of skill and chance which simulates the well-known game of football. The game board simulates a miniature football stadium having a football playing field which includes an XY grid having various indicia assigned to each set of X and Y coordinates or square of the grid. On each play of the game an indicator is movable by the players below the XY grid to illuminate a particular grid square and its corresponding indicia to show the results of the play. A selection device is provided and operated by the players to move the indicator, with one player independently controlling the X position of the indicator under the XY grid and the other player independently controlling the Y position of the indicator under the XY grid. The final position of the indicator is a function of the independent actions of the players, and the indicator is activated to illuminate the selected grid square to show the results of the "play."

11 Claims, 11 Drawing Figures

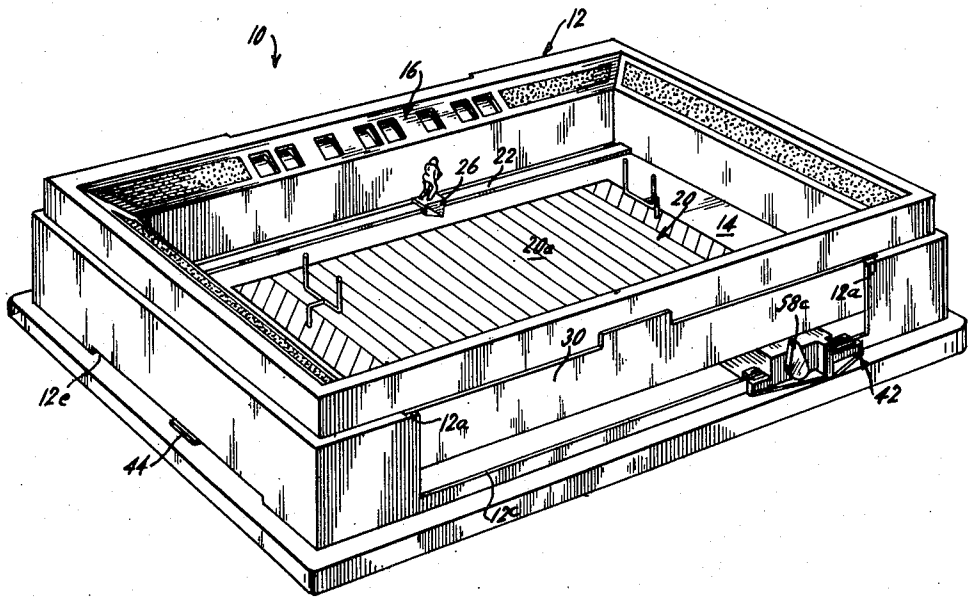


FIG. 2.

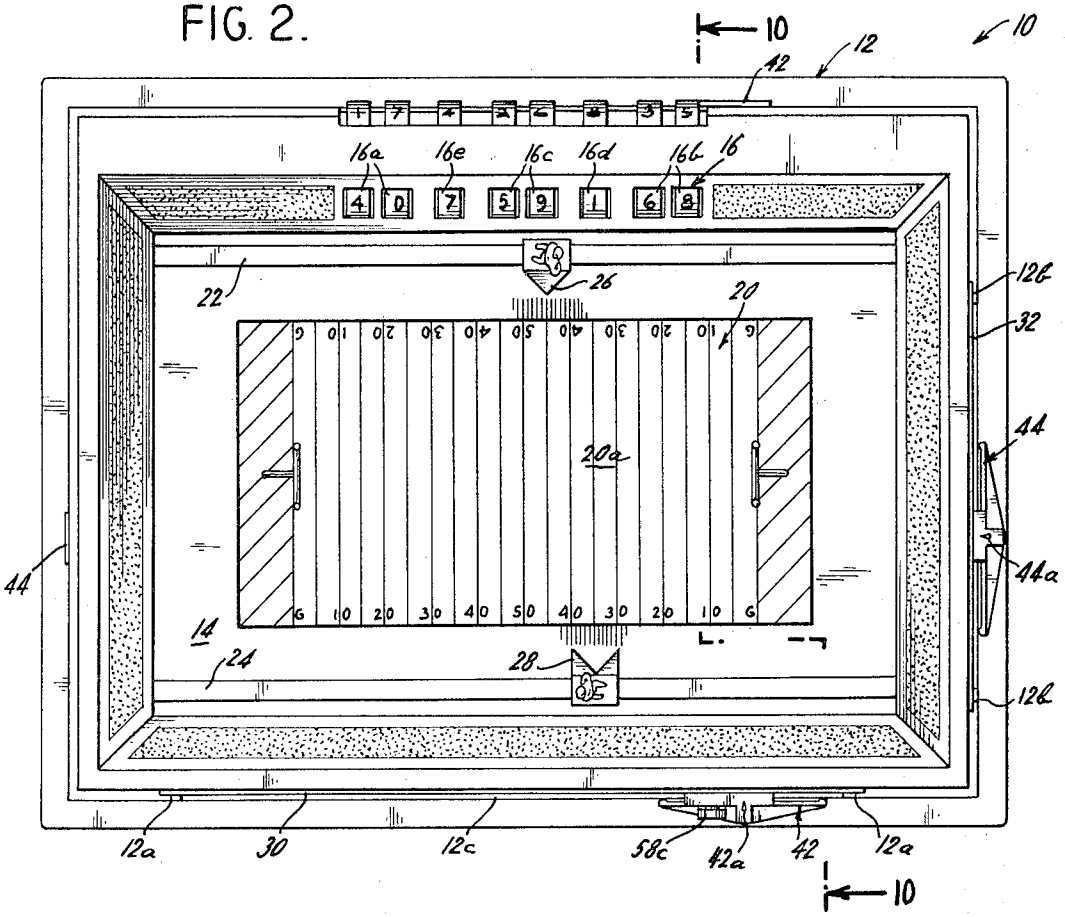

10
12
42
16a
16e
16c
16d
16b
16
22
26
20
12b
32
20a
44
44a
14
24
28
12a
30
12c
58c
42a
42

FIG. 1.

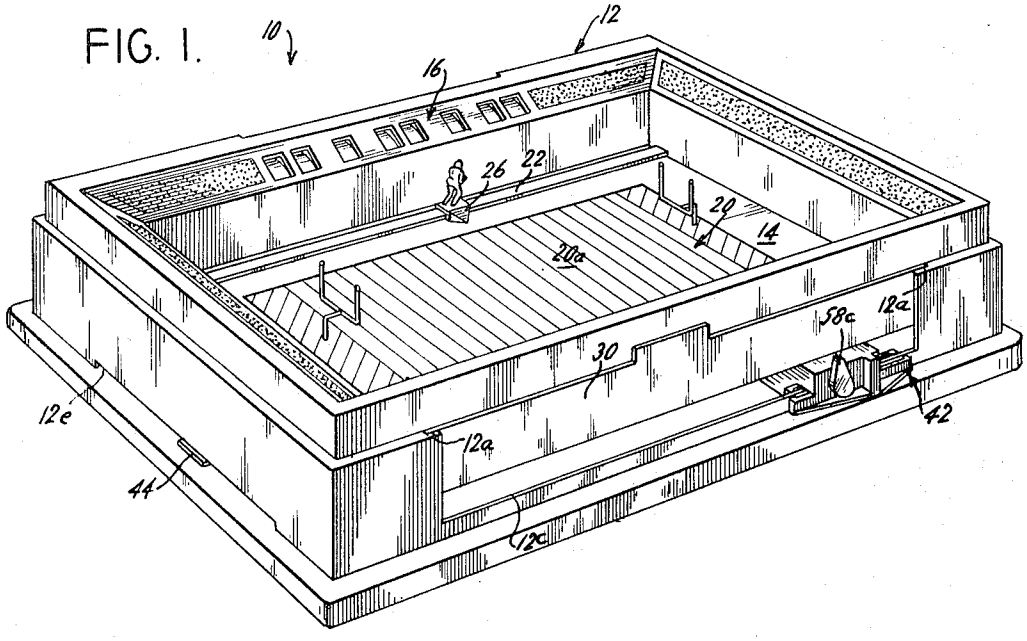

10
12
16
26
22
20
14
20a
58c
12a
30
12e
44
42
12c

FIG. 3.

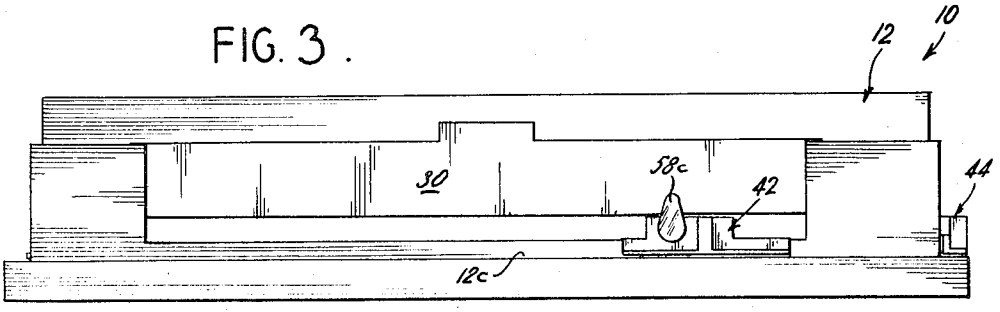


FIG. 4.

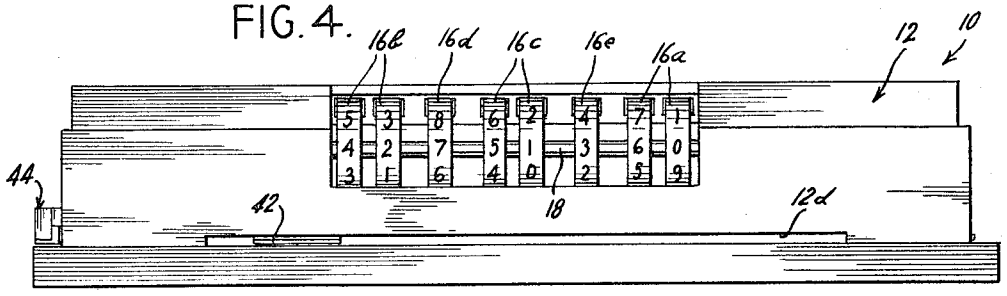


FIG. 5.

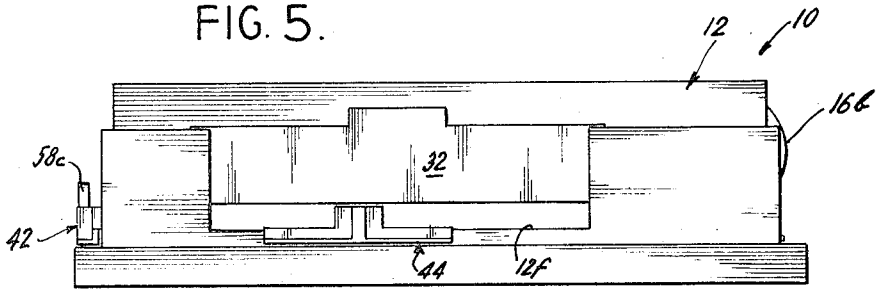
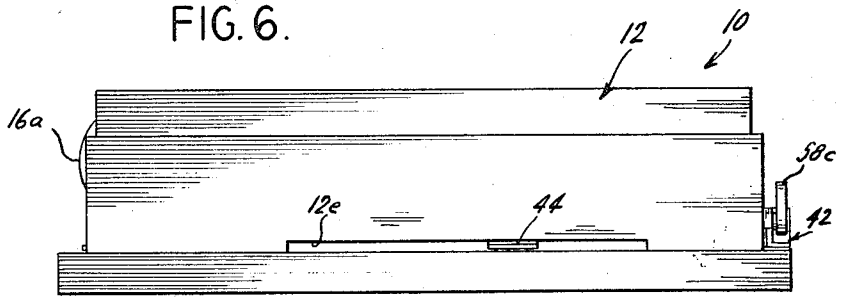


FIG. 6.



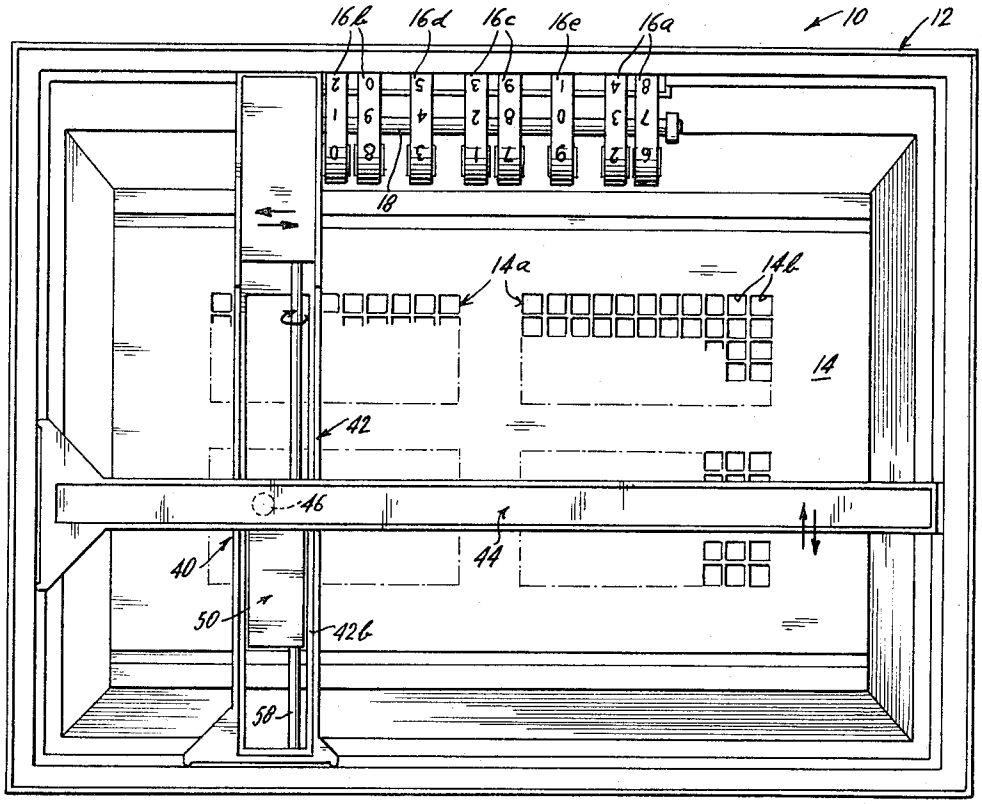


FIG. 7.

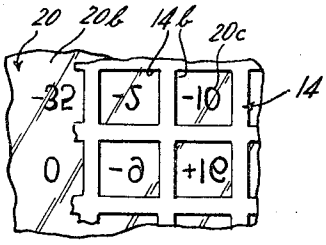
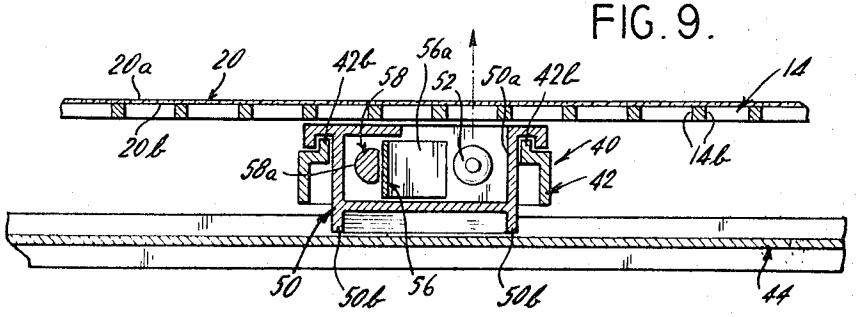


FIG. 8.

FIG. 9.



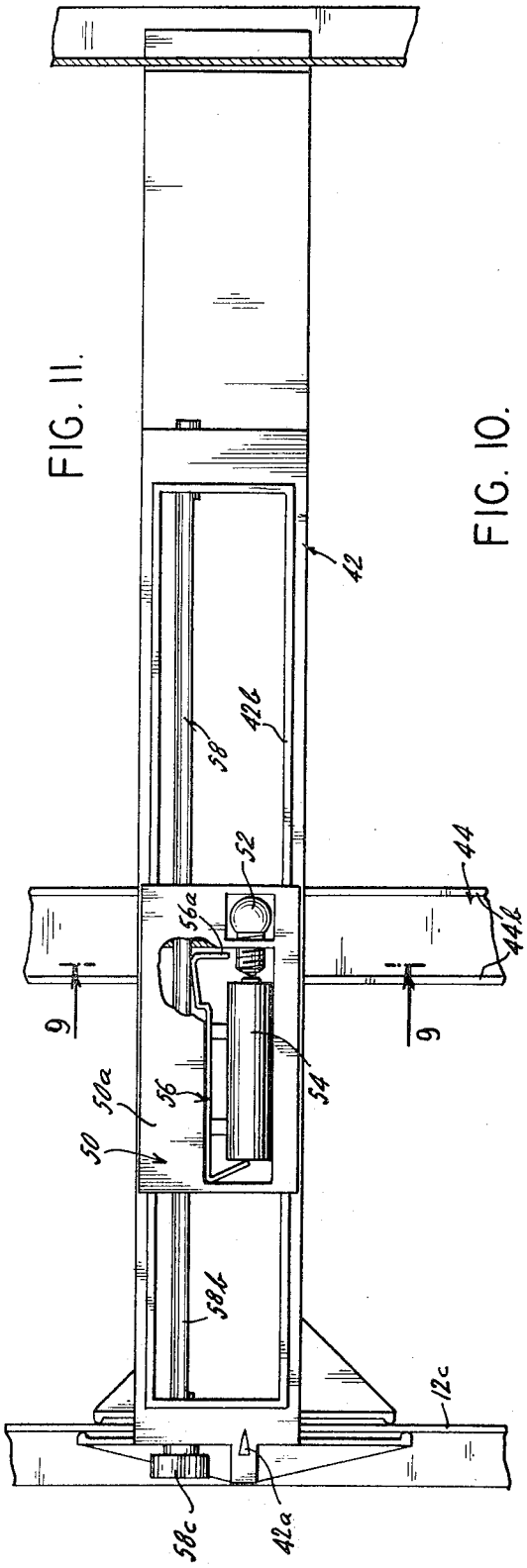

42
58
42d
52
44
44a
56a
9
9
54
50a
56
50
58d
12c
58c
42a

FIG. 11.

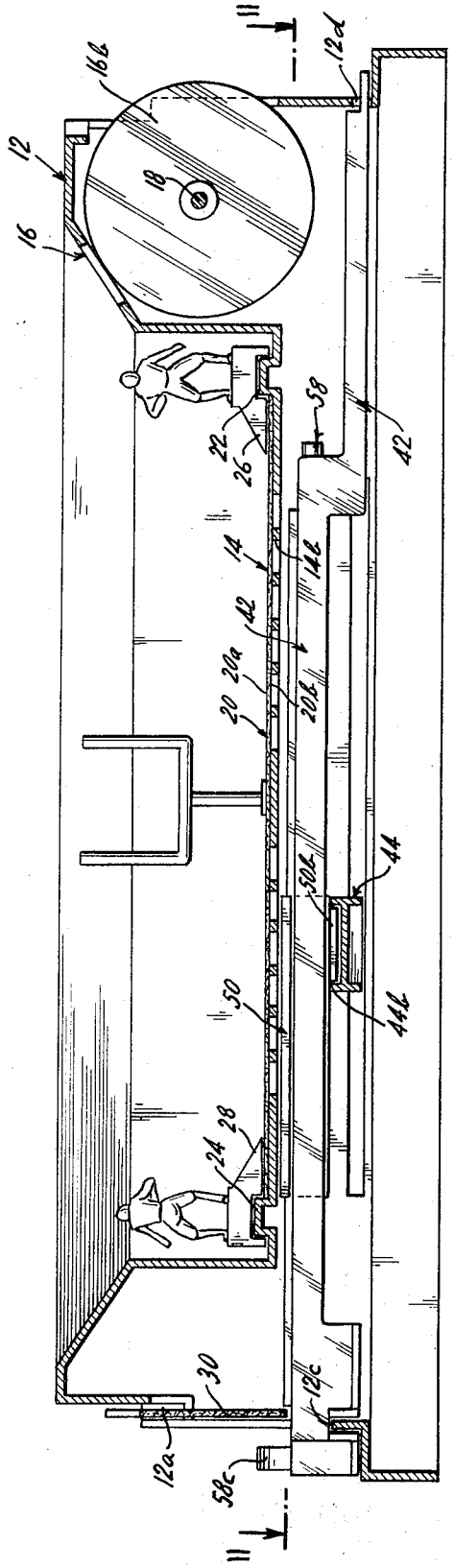

11
12d
16a
12
18
16
58
22
26
42
14
14a
42
20
20a
20b
44
50b
44a
50
28
24
30
12c
12a
58c
11

FIG. 10.

FOOTBALL GAME

This invention relates generally to competitive games of skill and chance and, more particularly, to an indoor game which simulates the well-known game of football.

In the past, there have been numerous attempts to construct an indoor game which is simple to operate and yet accurately simulates the game of football. More specifically, these indoor games have attempted to reproduce the play situations and outcomes of an actual football game including the play strategy employed by the opposing offensive and defensive teams. Typically, the indoor game is played by two players, with one player representing the offensive team and the other player representing the defensive team. Each player utilizes his skill to select a play from various offensive and defensive plays which the player thinks is the best strategy in the existing situation on the playing field. Although these games have substantial play value and are interesting to both children and adults, they have not been completely successful in constructing a game which allows the offensive and defensive players to conveniently and simply select offensive and defensive plays which may be quickly coordinated so that the outcome of the game play may be visually indicated to the players in a quick, simple and reliable manner.

Accordingly, it is an overall object of the present invention to provide a game which is simple to operate, yet accurately simulates the actual game of football and, more particularly, to provide such a game with easily operable offensive and defensive play selectors which control the position of a simple and reliable device for visually indicating to the players the result of their selected offensive and defensive plays.

It is also an object of this invention to provide an indicating device which is movable with said offensive and defensive play selectors to any position on the game's playing field, yet the indicating device may be simply and quickly actuated at any such playing field position to indicate the outcome of the game play.

Briefly, in accordance with the principles of the invention, there is provided a unique indicating device which visually indicates to the players the outcome of a game play and means for activating said indicating device at any position on the game's playing field.

More particularly, the game board simulates a miniature football stadium having a football playing field on the upper surface of the game board. On the underside of the game board there is provided an XY grid which includes a plurality of indicating holes or grid squares having various indicia assigned to each of the grid squares. On each play of the game, the indicating device is movable by the players below the XY grid to illuminate a particular grid square and its corresponding indicia to show the results of a game play. The indicating device is carried by offensive and defensive play selectors with one player employing the offensive play selector to independently control the X position of the indicating device under the XY grid and the other player employing the defensive play selector to independently control the Y position of the indicating device under the XY grid. Accordingly, the final position of the indicating device under the XY grid is a function of the independent actions of the players. In addition, a unique switch, which is carried by the offensive play selector, is operable to activate the indicating device at any position under the XY grid to indicate the results of the game play.

Further object, features and advantages of the present invention will become apparent upon the consideration of the following detailed description of the presently preferred embodiment when taken in conjunction with the accompanying drawing, wherein:

FIG. **1** is a perspective view of the football game of the present invention;

FIG. **2** is a top plan thereof;

FIG. **3** is an elevational view of one side thereof;

FIG. **4** is an elevational view of the other side thereof;

FIG. **5** is an elevational view of one end thereof;

FIG. **6** is an elevational view of the other end thereof;

FIG. **7** is a bottom plan view of the game of the present invention illustrating the offensive and defensive play selectors and partially illustrating the XY grid;

FIG. **8** is an enlarged fragmentary bottom plan view of the XY grid and the corresponding indicia;

FIG. **9** is a fragmentary sectional view on an enlarged scale, taken substantially along the line **9—9** of FIG. **11** and looking in the direction of the arrows, showing further details of the play selectors and the indicator carried thereby;

FIG. **10** is a sectional view, on an enlarged scale, taken substantially along the line **10—10** in FIG. **1** and looking in the direction of the arrows, showing further details of the playing field and the play selectors;

FIG. **11** is a fragmentary top plan view, with parts broken away and shown in section, taken substantially along the line **11—11** in FIG. **10** and looking in the direction of the arrows, showing further details of the play selectors and the indicator carried thereby.

Referring now specifically to the drawings and in particular to FIGS. **1, 2** and **6,** there is shown an illustrative game embodying features of the present invention, generally designated by the reference number **10,** which includes a rectangular-shaped frame **12** simulating a football stadium and including a playing field **14.** Frame **12** also includes a scoreboard **16** which simulates the actual scoreboard at a football stadium. More particularly, scoreboard **16** includes scoring dials **16*a*** and **16*b*** for indicating the score of the home and visiting teams, respectively, a time clock **16*c***, a dial **16*d*** for indicating game quarters and a dial **16*e*** for indicating downs. As may be seen in FIG. **4,** each of the dials of the scoreboard **16** are mounted for rotation on a shaft **18** supported on frame **12** and each of the dials **16*a*** through **16*e*** include suitable indicia thereon in order to accurately simulate an actual stadium scoreboard.

The playing field **14** also includes suitable indicia means, such as a sheet of translucent paper **20,** printed on both sides. In this illustrative form of the invention, which is particularly designed for the play of football, translucent paper **20** is printed on its upper side **20*a*** with various markings to simulate an actual football playing field. As may be seen most clearly in FIG. **8,** the underside **20*b*** of translucent paper **20** is also provided with various markings printed thereon for a purpose which will be described below. In addition, playing field **14** is provided with longitudinal rails **22, 24** located along each side of playing field **14.** In this illustrative form of the invention, a scrimmage marker **26** and a first down marker **28** are slidably mounted on rails **22, 24,** respectively. In this manner, at the end of each

game play, scrimmage marker **26** may be moved along rail **22** to correspond to the number of yards gained or lost as a result of a particular play of the game. Further, the pointers of first down marker **28** extend over 10 yards, from the scrimmage line indicated by scrimmage marker **26** to the first down line, to indicate how many yards must be gained by the offensive team in order to get another first down.

The game of the present invention is played by two players, one player representing the offensive team and the other player representing the defensive team. As shown most clearly in FIGS. **1** and **3**, frame **12** is provided with a slot **12***a* for the receipt of offense playing cards **30** inserted therein by the player on offense. In addition, as may be seen most clearly in FIG. **5**, frame **12** is also provided with a slot **12***b* for the receipt of defense playing cards **32** inserted therein by the player on defense. In this illustrative form of the invention, there are three sets of offensive and defensive playing cards **30, 32.** In set No. **1**, offense playing card **30** is marked "Balanced Offense" and contains a variety of plays which may be selected by the player representing the offensive team, and defense playing card **32** is marked "Balanced Defense" and also contains a variety of plays which may be selected by the player representing the defensive team. In set No. **2**, offense playing card **30** is marked "Strong Run-Weak Pass" and defense playing card **32** is similarly marked. In set No. **3**, offense playing card **30** is marked "Strong Pass-Weak Run" and defense playing card **32** is similarly marked. Thus, by using a variety of combinations of offense playing cards **30** and defense playing cards **32**, and by selecting from the various plays on each playing card, many different kinds of football games may be played. Moreover, it will be appreciated that changing of playing cards **30, 32** during the play of the game simulates the substitution of players in an actual game of football. In this manner, the game of the present invention allows the players to vary their offenses or defenses in order to find the right combination of plays that works best against the opposing team.

Turning now to FIG. **7**, there is shown a bottom plan view of the game of the present invention. This bottom plan view clearly illustrates the underside of playing field **14** which is provided with an XY grid network **14***a* which includes a plurality of grid squares or indicating holes **14***b* formed in playing field **14** at its X and Y coordinates. As may be seen most clearly in FIG. **8**, each of the indicating holes **14***b* corresponds to an indicia marking **20***c* formed on the underside **20***b* of translucent paper **20**, for a purpose which will be described below.

As also shown in FIG. **7**, the game of the present invention is provided with a selection device **40** which includes an offensive play selector **42** and a defensive play selector **44** arranged at right angles to each other and movable below the XY grid network **14***a*. As shown in FIG. **10**, offensive play selector **42** is movable relative to the X axis of playing field **14** in ways **12***c*, **12***d* formed in the sides of frame **12.** Further, as shown in FIGS. **1** and **2**, defensive play selector **44** is movable relative to the Y axis of playing field **14** in ways **12***e*, **12***f*. Of course, it will be apparent that such movements may be reversed so that offensive play selector **42** is movable relative to the Y axis and defensive play selector **44** is movable relative to the X axis. As may be seen in FIG. **2**, offensive play selector **42** is provided with a pointer **42***a* and defensive play selector **44** is also provided with a pointer **44***a*, so that the offensive and defensive players may point to and select plays marked on offense playing cards **30** and defense playing cards **32**, respectively. More particularly, the player on offense slides offensive play selector **42** and pointer **42***a* along the X axis to select one of the offensive plays on one of the offense playing cards **30** which he has placed in offensive playing card receiving slot **12***a*. At the same time, the player on defense slides defensive play selector **44** and pointer **44***a* along the Y axis to select one of the defensive plays on one of the defense playing cards **32** which he has placed in defensive playing card receiving slot **12***b*. This independent movement of offensive play selector **42** and defensive play selector **44** will cause them to intersect at a position unknown to each of the players. This position is indicated by dotted circle **46** (see FIG. **7**) and has X and Y coordinates which correspond to the X and Y coordinates of one of the grid squares or indicating holes **14***b* and the indicia **20***c* assigned to that indicating hole **14***b* which indicates the results or outcome of the "play."

The manner of indicating to the offensive and the defensive players the results of the "play" determined by the movement of offensive play selector **42** and defensive play selector **44**, will now be explained. As may be seen in FIG. **9**, an indicator **50** includes a case **50***a* which is slidably mounted on guides **42***b* formed on offensive play selector **42.** In addition, indicator **50** not only moves relative to offensive play selector **42** but moves with play selector **42** when it is actuated by the player on offense. Also, as may be seen in FIGS. **9** and **10**, indicator **50** is provided with extensions **50***b* which extend downwardly between guides **44***b* formed on defensive play selector **44** so that when the player on defense slides defensive play selector **44**, extensions **50***b* will cause indicator **50** to slide relative to offensive play selector **42** on guides **42***b*.

The indicator **50** of the present invention may include any suitable means for indicating to the players which grid square or indicating hole **14***b* and corresponding indicia **20***c* has been selected as a result of the independent movements of offensive play selector **42** and defensive play selector **44.** In this illustrative form of the invention, indicator **50** includes a light bulb **52** which illuminates the selected grid square **14***b* and a portion of translucent paper **20.** In this manner, the players may read from above playing field **14** the indicia marking **20***c* provided on the underside **20***b* of translucent paper **20** which indicates the result of the "play" of the game. For example, as shown in FIG. **8**, plus and minus signs with various numerals indicate that the play of the game has resulted in a gain or loss of the amount of yardage indicated. In addition, other indicia **20***c* are also provided to indicate other types of results in the play of the game, such as, interceptions, fumbles, incomplete passes, blocks, penalties, touchdowns, etc. as is well known in the actual game of football.

In order to energize light bulb **52**, indicator **50** includes a circuit which is mounted in case **50***a* and includes a suitable supply of power, such as a battery **54**, and a spring contact **56** connecting battery **54** and light bulb **52.** As shown in FIG. **11**, spring contact **56** includes a contact head **56***a* which is normally biased out of contact with light bulb **52** so that the energizing circuit is normally open during the play of the game and

movement of offensive and defensive play selectors **42, 44.** In order to make contact between contact head **56***a* and light bulb **52** and complete the circuit, a switch **58** is provided and is suitably mounted for rotational movement on offensive play selector **42** (see FIG. **9**). Switch **58** is in the form of an elongated cam having a cam face **58***a* formed thereon so that when switch **58** is rotated, cam face **58***a* engages and biases contact head **56***a* into contact with light bulb **52** to complete the circuit and energize light bulb **52.** In this manner, light bulb **52** will illuminate the selected grid square or indicating hole **14***b* formed in XY grid **14***a* and thereby illuminate translucent paper **20** so that indicia marking **20***c* is visible and may be read by the players to reveal the outcome of the "play." Further, switch **58** is provided with switch extension **58***b* which extends through a suitable opening formed in offensive play selector **42.** Attached to the end of switch extension **58***b* is a switch knob **58***c* so that the player on offense may easily rotate switch extension **58***b* and switch **58.** In this manner, switch **58** is operable to actuate spring contact **56** and to energize light bulb **52** at any position to which indicator **50** may be moved by selection device **40.**

Accordingly, in the play of the game, the player on offense selects one of the offense playing cards **30,** inserts it into card-receiving slot **12***a* and positions himself adjacent that side of the game. Simultaneously, the player on defense selects one of the defense playing cards **32,** inserts it into card-receiving slot **12***b* and positions himself adjacent that side of the game. The player on offense then studies the offense playing card **30** which he has selected, decides on a particular offensive play and moves offensive play selector **42** to line up pointer **42***a* with the selected offensive play. Simultaneously, the player on defense studies the defense playing card **32** which he has selected, decides on a particular defensive play and moves defensive play selector **44** so that pointer **44***a* is lined up with the selected defensive play.

It will be apparent that movement of offensive play selector **42** moves indicator **50** along the X axis of XY grid **14***a*. More particularly, the ends of offensive play selector **42** will move along ways **12***c*, **12***d* and carry indicator **50** therewith with extensions **50***b* moving in guides **44***b* of defensive play selector **44.** It will also be apparent that movement of defensive play selector **44** moves indicator **50** along the Y axis of XY grid **14***a*. More particularly, the ends of defensive play selector **44** move along ways **12***e*, **12***f* and move indicator **50** therewith by guides **44***b* engaging extensions **50***b* formed on indicator **50.**

To indicate which indicating hole **14***b* has been selected by the independent movements of offensive play selector **42** and defensive play selector **44,** the player on offense rotates switch knob **58***c* so that cam face **58***a* biases contact head **56***a* into engagement with and energizes light bulb **52.** Light bulb **52** will illuminate the selected indicating hole **14***b* so that the corresponding indicia marking **20***c* on translucent paper **20** will be visible to the players and thereby show the result of the "play." Scrimmage marker **26** is then moved according to the number of yards indicated as gained or lost as a result of the play. The players then make the appropriate changes to score board **16** and first down marker **28** as a result of the play.

It should also be pointed out that playing cards **30, 32** and indicia markings **20c** have been arranged and computed so that a good offensive and bad defensive play will result in a gain of yardage, and vice versa. More particularly, the game of the present invention takes into account the probability of successfully executing the offensive play selected by the player on offense, and the effectiveness of the defensive play selected by the player on defense in stopping the selected offensive play. The more the defense is "fooled" by the offense, the greater will be the yardage gained by the offensive team. However, if the player on defense comes close to predicting the offensive play which the player on offense has selected and selects an appropriate defensive play, the outcome of the "play" will result in a yardage loss for the offensive team, or an interception, fumble, etc.

Accordingly, it will be apparent that the play of the game depends on the skill of the players as well as on chance. More particularly, each player utilizes his skill in selecting a particular offensive or defensive play to best combat what he thinks his opponent's strategy is. Moreover, if a player finds that a particular strategy is not working, the player may further utilize his skill to change his tactics and select an offensive or defensive playing card which would improve his game strategy against his opponent. The element of chance is also provided for in the play of the game as the offensive or defensive play selected by each of the players remains undisclosed to his opponent until the latter has also selected an offensive or defensive play. More particularly, the player on offense independently moves offensive play selector **42** to control the X position of indicator **50** and the player on defense independently moves defensive play selector **44** to control the Y position of indicator **50.** Accordingly, the final position of indicator **50** is a function of the independent actions of the offensive and defensive players. In this manner, as each player does not know which play his opponent has selected and its coordinate with respect to the playing field, there is also provided an element of chance in the play of the game.

From the foregoing description, it will be appreciated that there has been provided in accordance with the game of the present invention, a simple device for selecting offensive and defensive plays which is independently operable by each of the players to quickly and easily move the play indicator with respect to the playing field. Further, the indicator includes a unique lamp and switch assembly with the switch being operable to activate the indicator lamp at any position on the playing field to indicate the results of a game play.

As will be readily apparent to those skilled in the art, any of a wide variety of games may be played with the selection device **40** and indicator **50** of the present invention to determine the play of the game. In addition, the invention may be used in other specific forms or games without departing from its spirit or essential characteristics. The present embodiments are, therefore, to be considered as illustrative and not restrictive, the scope of the invention being indicated by the claims rather than by the foregoing description, and all changes which come within the meaning and range of equivalence of the claims are therefore intended to be embraced therein.

What is claimed is:

1. A game for competitive playing between an offensive player and a defensive player comprising means defining a playing field having X and Y axes, means

movable relative to said playing field for indicating the results of a game play, means for independently selecting an offensive play and operatively connected to said indicating means for simultaneously moving said indicating means to an X coordinate on the X axis of said playing field, means for independently selecting a defensive play and also operatively connected to said indicating means for simultaneously moving said indicating means to a Y coordinate on the Y axis of said playing field and means for activating said indicating means at said X and Y coordinates in order to indicate the results of said independently selected offensive and defensive plays.

2. A game according to claim **1** wherein said indicating means is supported on said offensive play selecting means and is movable therewith and wherein said defensive play selecting means is operable to move said indicating means relative to said offensive play selecting means.

3. A game according to claim **2** wherein said playing field includes indicia at a plurality of said X and Y coordinates.

4. A game according to claim **3** wherein said indicating means includes means for illuminating the indicia on said playing field.

5. A game according to claim **4** wherein said activating means is supported on said offensive play selecting means and is movable therewith and is operable to activate said illuminating means at said X and Y coordinates of said playing field.

6. A game according to claim **5** wherein said activating means includes a switch rotatably mounted on said offensive play selecting means and said indicating means being movable relative to said switch.

7. A game according to claim **6** wherein said illuminating means includes a lamp and means for making electrical contact with said lamp, said contact means being normally out of engagement with said lamp and said switch being operable to bias said contact means into engagement with said lamp.

8. A game of chance and skill comprising means defining a playing field, indicia means below said playing field and arranged to form an XY grid having X and Y coordinates, an indicator being movable with respect to said XY grid to select one of said indicia means, means for controlling the X coordinate of said indicator with respect to said XY grid, means for controlling the Y coordinate of said indicator with respect to said XY grid, and means for actuating said indicator at said X and Y coordinates of said XY grid to disclose the selected one of said indicia means.

9. A game according to claim **8** wherein said actuating means includes a switch mounted on said X coordinate controlling means and is movable therewith and is operable to actuate said indicator at said X and Y coordinates of said XY grid.

10. A game according to claim **9** wherein said indicator includes a lamp and a spring contact and said switch is operable to bias said spring contact into engagement with said lamp.

11. A game for competitive playing between an offensive player and a defensive player comprising means defining a playing field having X and Y axes, said playing field including a translucent sheet having a plurality of indicia arranged at respective X and Y coordinates on said X and Y axes, means movable below said playing field for illuminating said translucent sheet and one of said indicia, means for independently selecting an offensive play and simultaneously carrying said illuminating means to an X coordinate on the X axis of said playing field, means for independently selecting a defensive play and simultaneously moving said illuminating means to a Y coordinate on the Y axis of said playing field, and a switch for activating said illuminating means at said X and Y coordinates to illuminate one of said indicia to indicate the result of said independently selected offensive and defensive plays.

* * * * *