

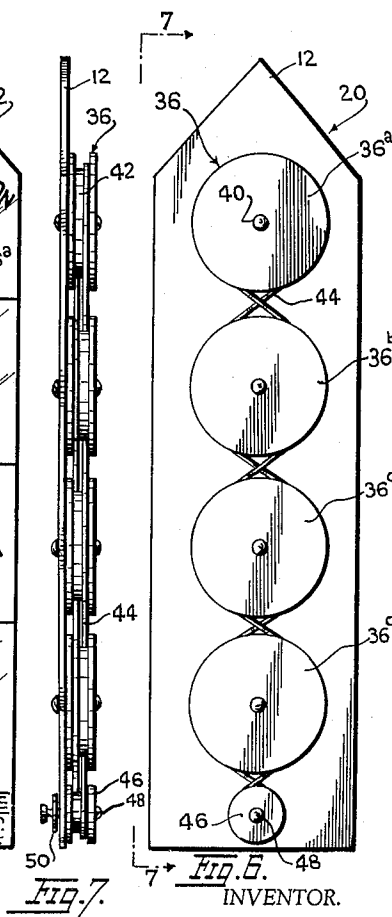
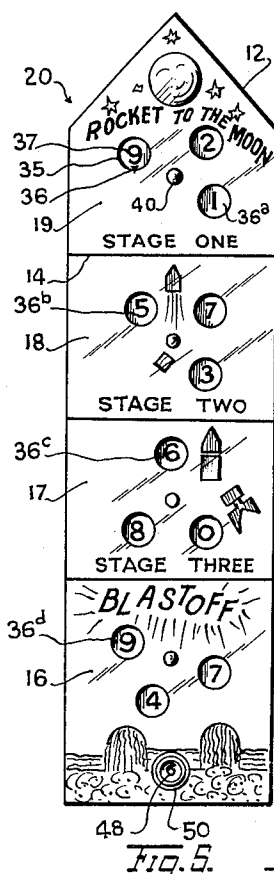
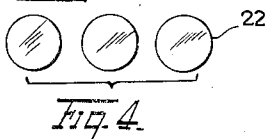
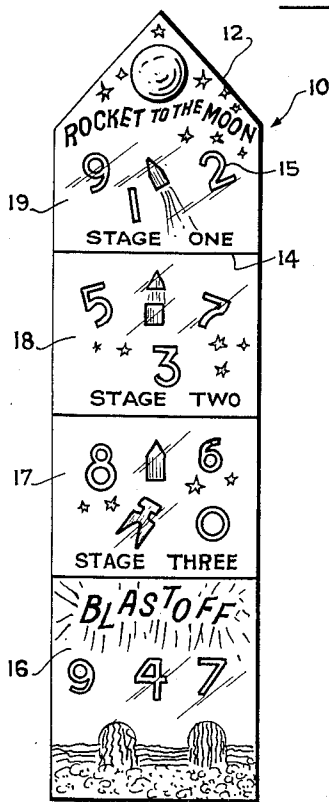
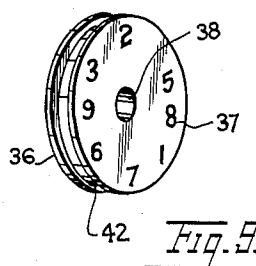
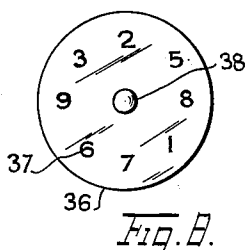
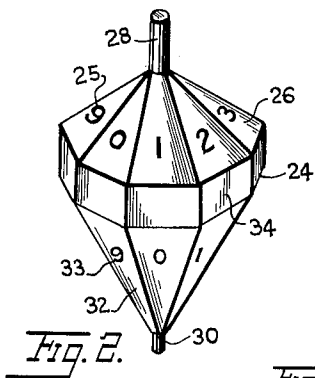
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ROCKET TO THE MOON GAME

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ROCKET TO THE MOON GAME

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This invention concerns a new and improved game of the "bingo" type.

According to the invention there is provided a plurality of elongated cards. Each card is divided into four stages in each of which are located three numbers. Each player is assigned a separate card. The stages of the several cards have different numbers thereon. A number selector is provided in the form of a top having flat sides. The gamekeeper spins the top to select the numbers which are called out in turn to the players. Each player is provided with three markers which are used for covering the called numbers in a stage being played. In a further embodiment of the invention, the game card is provided with a plurality of numbered wheels or disks for the several stages. A control knob on the card is connected by a cord drive to all the disks for changing the numbers in the several stages simultaneously. Thus, many games can be played with the same game card.

It is one object of the invention to provide a game including a game card divided into separate stages, with each stage having three numbers.

It is another object of the invention to provide a game including a game card divided into separate stages, with each stage having three numbers, and with a single numbered top employed as a number selector.

It is a still further object to provide a game card divided into separate stages, with each stage having a plurality of numbers carried on number disks and visible through apertures in the card, said card being further provided with means for simultaneously changing all the numbers in all the stages simultaneously.

It is another object to provide a game card of the character described with the number changing means including a rotatable knob connected by a cord drive to the several number disks.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

Fig. 1 is a plan view of the front face of a game card according to the invention.

Fig. 2 is a perspective view of a number selector top used in playing the game.

Fig. 3 is a perspective view of a number marker employed in playing the game.

Fig. 4 is a plan view of three number markers.

Fig. 5 is a plan view of the front face of another game card.

Fig. 6 is a plan view of the rear of the game card of Fig. 5.

Fig. 7 is a side view taken on line 7—7 of Fig. 6.

Fig. 8 is a plan view of a number disk used in the game card of Figs. 6 and 7.

Fig. 9 is a perspective view of the number disk.

Referring to the drawings, there is shown a game card

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10 which is substantially rectangular in shape and which may have a tapered or pointed end 12. The card is longitudinally divided into four stages 16—19 by lines 14. The stages are each marked with three numbers 15. Markers, which may be disks 22 as shown in Figs. 3 and 4, are provided for covering the numbers of a stage being played. For selecting the numbers to be called during the game there is provided a top 24 having a plurality of numbers 25 marked on flat faces 26. The top is provided with a handle 28 for spinning and a bottom peg 30 upon which the top spins. The top has flat faces 32 with numbers 33 disposed under a girdle of flat faces 34 so that when the top is at rest, it lies upon one of the flat faces 32 or 26 to dispose one or another of the numbers 25 or 33 uppermost. This uppermost number is the number called by the gamekeeper. The numbers 25, 33 marked on the top will correspond to all the possible numbers 15 which may be marked on the game card. The numbers on the game card and the numbers on the top will preferably be single digits so that the top will be marked with the numbers zero through nine while the stages of the game card will have a random selection of single digit numbers.

The game card 20 of Figs. 5—7 has three windows or apertures 35 formed in each of the stages. A number disk 36 having spaced numbers 37 is located at the rear of each stage of the card. This disk, as best shown in Figs. 8 and 9, has a central aperture 38. A rivet 40 is inserted through this aperture and through a registering aperture in the card so that the disk is rotatably mounted on the card. The disk has a peripheral groove 42. Over the disks 36 is trained an endless cord 44. The cord is directed in a reverse direction as it passes around the several disks; for example, the cord may be regarded as extending clockwise around the uppermost disk 36^a, then counterclockwise around half the next disk 36^b, then clockwise around half of disk 36^c, etc. The cord is also passed around a small grooved disk 46 which serves as a drive pulley for the cord. Disk 46 is mounted on a pin 48 which passes through the card. A knob 50 is secured on pin 48 for turning the pin and disk 46 for advancing the cord. As the knob 50 is turned, all the disks 36 turn together so that all the numbers appearing at the apertures 34 change simultaneously.

In playing the game, each player is assigned one card 10 or 20 and three markers 22. The game begins with the fourth or "Blast Off" stage 16. The gamekeeper spins the "satellite" number selector and calls out each number in turn. As the number is called the players cover those numbers on their cards in the "Blast Off" stage 16 which correspond to those called. The first player who covers all his numbers in the stage calls out "Blast Off" and wins the prize designated for that stage.

The following stages 17—19 are played in turn in the same manner until all prizes for the several stages are awarded. This completes the game and the players then obtain a new card for playing another game sequence. The use of the game card 20 of Figs. 5—7 makes it possible to replay the game without use of a new card by turning the knob sufficiently to advance the disks 36 and to obtain a new number arrangement in the windows 35.

The present invention combines the thrill of the anticipation of winning a prize with the excitement of space travel as suggested by the rocket-shaped card, and the space travel nomenclature employed. The game is an improvement over the known game of "bingo" in that only three numbers are required to win, while "bingo" requires four or five letters in a specified linear arrangement. The number selector is a single small spinning top as contrasted with the one hundred numbered balls employed in playing "bingo" and the complicated ball turning and selecting cage required. The several stages

are played in a shorter time so that more games can be played at one sitting. Less supervision by attendants is required. A lesser number of markers are required for covering the call numbers.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise constructions therein disclosed and that various changes and modifications may be made within the scope of the invention as defined in the appended claims.

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

1. A game played by calling numbers on a card, comprising an elongated card having a pointed end simulating a rocket, said card having a front face divided into a plurality of successive marked playing stages, each of said stages having a plurality of windows formed therein, and a number disk rotatably mounted on the rear face of the card behind each of said stages with certain numbers on the disk visible through said windows, there being means for turning all of the disks simultaneously to change all the numbers at the windows at once, said means comprising a knob mounted on the front face of the card and operatively connected with the disks for turning the disks simultaneously, each of said disks having a groove therein, said knob being mounted on a pin extending through the card, a grooved drive pulley fixedly mounted on said pin, and a drive cord engaged in the grooves of said pulley and disks.

2. A game played by calling numbers on a card, comprising an elongated card having a pointed end simulating a rocket, said card having a front face divided into a plurality of successive marked playing stages, each of said stages having a plurality of windows formed therein, and a number disk rotatably mounted on the rear face of the card behind each of said stages with certain numbers on the disk visible through said windows, there being means for turning all of the disks simultaneously to change all the numbers at the windows at once, said means comprising a knob mounted on the front face of the card and operatively connected with the disks for

turning the disks simultaneously, each of said disks having a groove therein, said knob being mounted on a pin extending through the card, a grooved drive pulley fixedly mounted on said pin, and a drive cord engaged in the grooves of said pulley and disks, said cord being wound in reverse directions on the successive disks to insure sufficient tension of the cord thereon to turn simultaneously when the knob is turned.

3. A game played by calling numbers on a card, comprising an elongated card having a pointed end simulating a rocket, said card having a front face divided into a plurality of successive marked playing stages, each of said stages having a plurality of windows formed therein, and a number disk rotatably mounted on the rear face of the card behind each of said stages with certain numbers on the disk visible through said windows, there being means for turning all of the disks simultaneously to change all the numbers at the windows at once, said means comprising a knob mounted on the front face of the card and operatively connected with the disks for turning the disks simultaneously, each of said disks having a groove therein, said knob being mounted on a pin extending through the card, a grooved drive pulley fixedly mounted on said pin, and a drive cord engaged in the grooves of said pulley and disks, said cord being wound in reverse directions on the successive disks to insure sufficient tension of the cord thereon to turn simultaneously when the knob is turned, a plurality of markers for covering the numbers on the card as the numbers are called, and a spinning top for selecting said numbers.

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