

(No Model.)

J. JESSUP.
GAME APPARATUS.

No. 543,251.

Patented July 23, 1895.

Fig: 1.

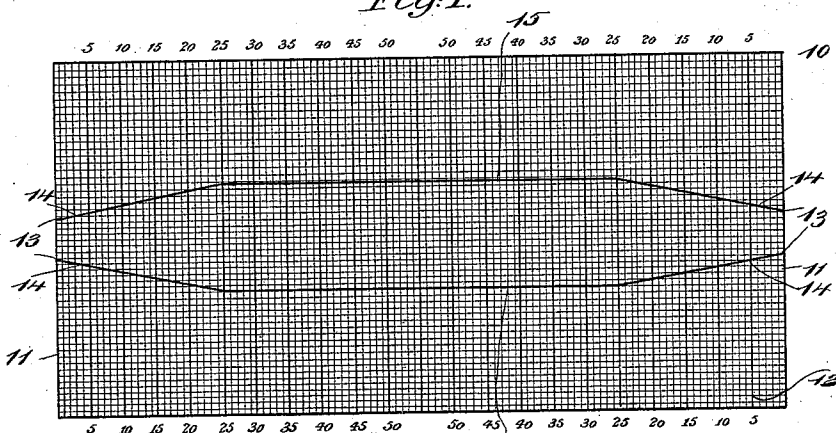


Fig: 2.

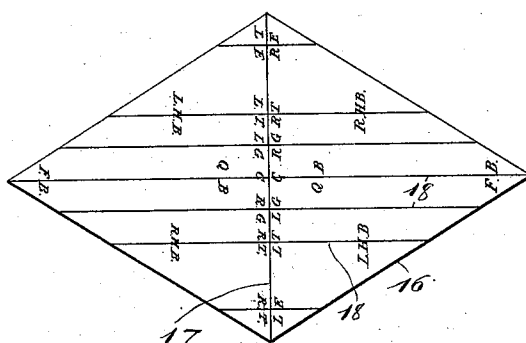
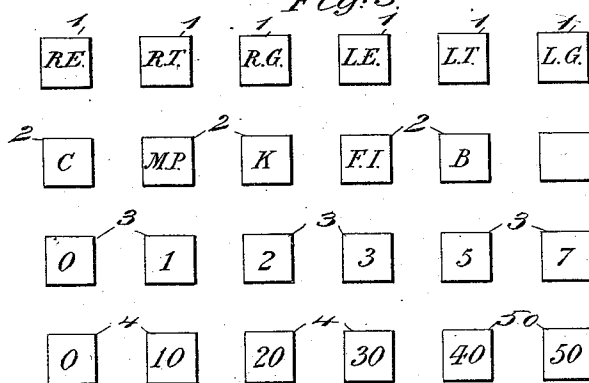


Fig: 3.



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JOSEPH JESSUP, OF WOODBURY, NEW JERSEY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 543,251, dated July 23, 1895.

Application filed October 19, 1894. Serial No. 526,386. (No model.)

To all whom it may concern:

Be it known that I, JOSEPH JESSUP, of Woodbury, in the county of Gloucester and State of New Jersey, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

My invention relates to improvements in game apparatus; and the object of my invention is to produce a simple, interesting, and amusing game, which is played in simulation of the game of foot-ball, and which, besides serving for amusement, instructs the players as to the rules and regulations of a regular foot-ball game, so that when the people who have played the game in accordance with my invention are spectators of a regular foot-ball match they are in a position to fully appreciate all the good points of the game.

To these ends my invention consists of a game apparatus, the construction and arrangement of which will be hereinafter described and claimed.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar figures of reference indicate corresponding parts in all the views.

Figure 1 is a diagram of the game-board and shows the manner in which it is ruled or marked. Fig. 2 is a plan view of the movable piece or block which is moved over the game-board; and Fig. 3 is a diagram of four dice used in the game, each die having its six sides represented in order that the marks thereon may be clearly seen.

The game-board 10 may be made in a single piece or may be made to fold in the middle after the manner of many boards of a similar nature, and the board has at the ends transverse lines 11, representing the goal lines, while at regular intervals across it are other lines 12, marked consecutively from 5 to 50, ranging from the ends of the board to the center, and the lines are made to scale and correspond to the yard-marks of a foot-ball field. At the ends of the board, near the center, at the points 13, are the goal-posts, from which extend inward-diverging lines 14, these lines extending to the twenty-five-yard mark and forming an angle to the goal-lines of more than ninety and less than one hundred and twenty degrees, the lines 14 at

opposite ends of the board being connected by straight lines 15 and the space between the opposite lines 14 and 15 is marked or considered "Region of goal from field." Within "Region of goal from field" on the twenty-yard lines to the space between the goal-post is considered as twenty yards, and from the said twenty-yard line without the said region the distance shall be considered as thirty yards.

In connection with the board a movable piece or block 16 is used, which is of diamond shape and is provided with a transverse center line 17 and with other lines 18 at right angles to the center line and adapted for use in locating the position of the several players. This movable block is marked on each side of the center line, as shown in the diagram, Fig. 2, the abbreviations of these several players being used and arranged according to the usual position of such players, "R. E." meaning right end; "L. E.," left end; "R. T.," right tackle; "L. T.," left tackle; "R. G.," right guard; "L. G.," left guard; "C.," center; "Q. B.," quarter-back; "F. B.," full-back; "R. H. B.," right half-back, and "L. H. B.," left half-back. Both the block 16 and the field are made to scale, and the distance from the center to quarter-back and to each guard is one yard; from guard to tackle, one yard; tackle to end, two yards; tackle to half-back, three yards; quarter-back to full-back, six yards.

Four dice are used in playing the game, die No. 1 being marked on its six sides, respectively, with the letters "R. E.," meaning right end; "R. T.," right tackle; "R. G.," right guard; "L. E.," left end; "L. T.," left tackle, and "L. G.," left guard. Die No. 2 is marked on its successive sides as follows: "C.," meaning center; "M. P.," mass play; "K.," kick; "F. I.," flying interference; "B.," that piece which is to be moved backward, and the last side is left blank, but may be marked in case the rules of the game require it. Die No. 3 has its successive sides marked with the numerals 0, 1, 2, 3, 5, and 7, while die No. 4 is marked with the numerals 0, 10, 20, 30, 40, and 50.

In playing the game the player is to begin with the center of the block 16 at the center of the board 10. The block is then moved to such a distance and in such a direction as shall be indicated by the throwing of the dice.

The following rules shall govern, although of course the rules may be changed in accordance with the change of the usual foot-ball rules and regulations. The rules are subdivided as follows: First, motion forward, backward, or sidewise; second, scoring; third, turn.

Motion: If "C," "M. P.," or "B." is indicated on die No. 2 when the dice are thrown the number of yards for the block to be advanced (or in case B is turned to be retreated) is taken from die No. 3. If "K." or "F. I." is thrown the number of yards is taken from die No. 4.

Motion, sidewise: If "C." be thrown the block moves directly forward. If "M. P.," "K.," "F. I.," or "B." is thrown the center of the block 16 is moved sidewise until it is over the line which runs through the position indicated by die No. 1, and then advances the number of yards, as determined in the manner above mentioned. When this sidewise motion carries the center of the block to or over the side line the block is to be moved into the field from the point of crossing at right angles to the side lines any distance not exceeding one-half the distance across the field.

a. Scoring a "Touchdown": This is scored when the center of the block crosses the goal-line, but merely reaching the goal-line is not to be counted as a touchdown. This is to be counted four points.

b. Goal: When a touchdown is scored the side making it is entitled to take the piece out to the twenty-yard line on a line through the point where the goal-line is crossed and to a throw of die No. 4. If the block, when moved out to the twenty-yard line within the boundaries of "Region of goal from field," the number must equal or exceed 20, and if on the twenty-yard line outside the said limits the number must equal or exceed 30 and a goal is then scored. This counts two points.

c. Goal from field: If when the block is within the space marked "Region of goal from field" and between the center line and opponent's goal, "K." should be thrown, together with a sufficient number on die No. 4 to carry the center of the block 16 over the goal-line, a goal from the field is scored. This counts five points, but if the block be outside said "region" and "K." is thrown as above, no score is allowed; but the case is dealt with as will be described below.

d. Safety touchdown: This occurs when the backward motion caused by throwing of "B." results in carrying the block past the goal-line of the side throwing it. This scores two points for the opponents.

a. Turn: In beginning the game the first turn is to go to the side, which using both dice, throws the larger number.

b. Change of turn: First. If a side fails to make five yards in three successive throws of the dice the turn goes to the other side, or if a side is forced back less than twenty yards in three successive throws of the dice the turn goes to the other side. If a side is forced back twenty yards or more in three successive

throws it is entitled to another series of three throws. The number of yards that a side is advanced or forced back in a series is to be the difference between the total number advanced and the total number forced back in that series; but if the side playing makes five yards in three successive throws it is entitled to three more throws, and so on, in series of throws of three each, until in a series it fails to make five yards or until it scores, when, after trying for goal, the turn passes to the other side as per 3 below.

Second. When "K." is thrown and the block has been moved up to the position indicated by die No. 4, the turn passes to the other side on the spot reached, and this occurs even if "K." "O." be thrown.

Third. When a side has scored by a touchdown and goal or by a touchdown and failed at goal, or by a goal from field, the turn passes to the other side at the center of the field.

Fourth. If a side fails to score by trial at goal from field, when within the "Region of goal from field," or being outside said region crosses the opponent's goal-line by throwing "K." the said opponent is entitled to move the block out to his twenty-five-yard line if within it, or from the spot reached by the first player in a try at goal from field if he stops outside the twenty-five-yard line, and then throw die No. 4. When the block has been moved up to the position indicated by this throw the turn goes again to the first-named side.

Fifth. When a side has been forced by throwing "B." to make a "safety," thereby scoring two points for its opponent, it is entitled to bring the block out to its twenty-five-yard line, and throw die No. 4, as above, after which the turn passes to the other side.

Sixth. If the blank or die on No. 2 is thrown no movement of the block takes place; but the player is entitled to another throw, as the block does not count in the series of three throws.

It will of course be understood that these rules may be changed without affecting the principle of my invention.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. A game apparatus, comprising a game board marked off in imitation of a football field, and a movable block adapted for use on the board and having the position of opposing teams indicated thereon, substantially as described.

2. A game apparatus, comprising a game board, marked off in simulation of a football field, a movable block for use on the board and having the position of the opposing teams indicated thereon, and a series of dies marked to indicate different players, character of play and distances on the field, substantially as described.

3. In a game apparatus of the kind described, the game board having transverse

regularly spaced yard lines thereon and longitudinal lines to mark a space indicating "Region of goal from field," substantially as described.

5 4. In a game apparatus, the movable block having a transverse center line, parallel lines at right angles to the said center line, and marks to indicate the respective positions of
10 players in relation to the said lines, substantially as described.

5. In a game apparatus of the kind described, the series of dice marked respectively to indicate positions on the field, the character of plays to be made and numerals to indicate distances on the field, substantially as described.

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Witnesses:

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