Jan. 27, 1970 R. G. BOARD 3,492,000

GAME APPARATUS COMPRISING DECKS OF SUPERPOSABLE PLAY SELECTING CARDS

Filed June 2, 1967 2 Sheets-Sheet 1

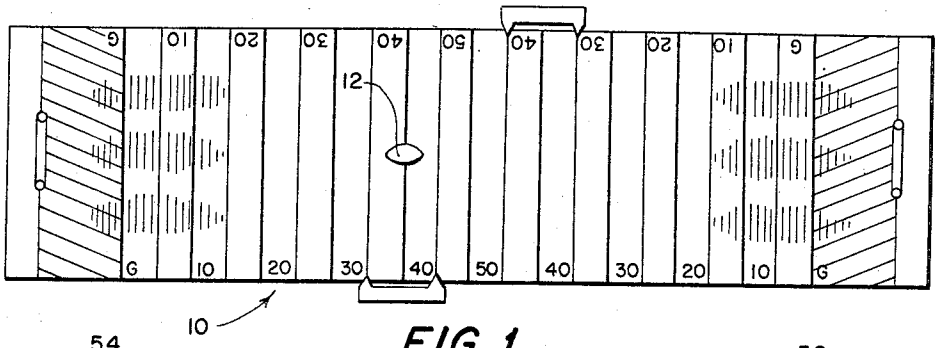


FIG. 1

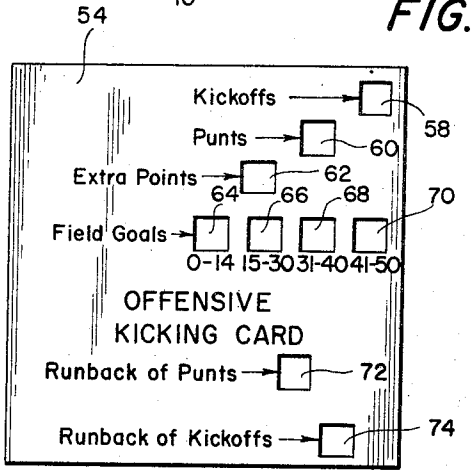


FIG. 2

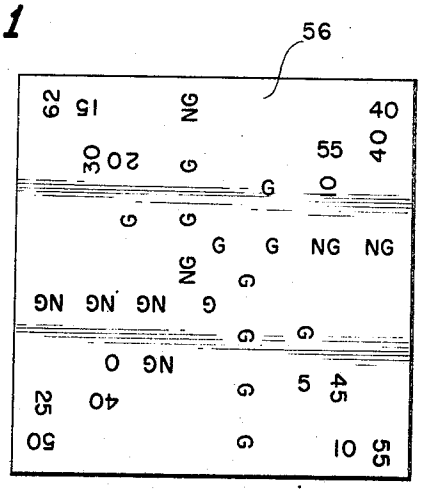


FIG. 3

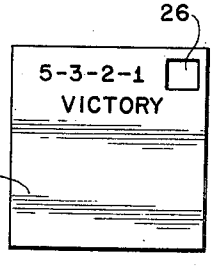


FIG. 4a

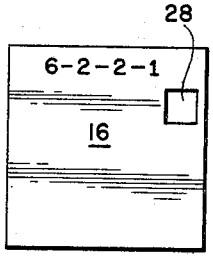


FIG. 4b

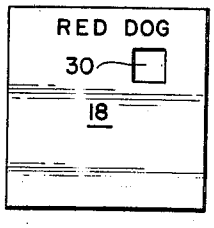


FIG. 4c

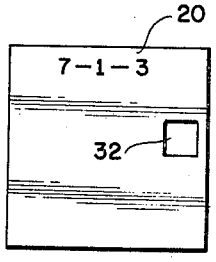


FIG. 4d

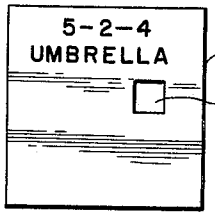


FIG. 4e

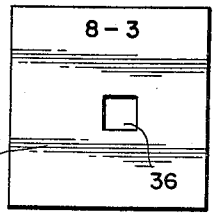


FIG. 4f

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Jan. 27, 1970 R. G. BOARD 3,492,000
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Filed June 2, 1967 2 Sheets-Sheet 2

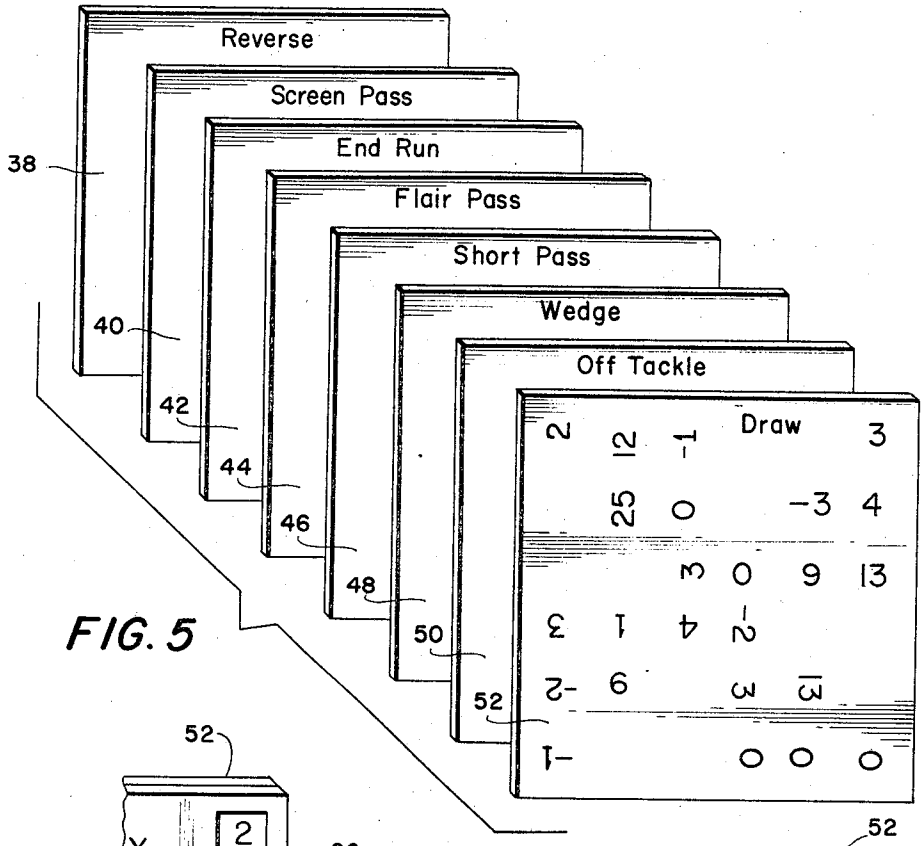


FIG. 5

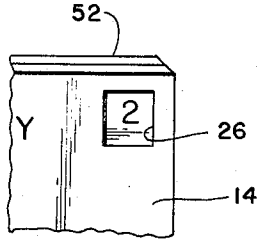


FIG. 6b

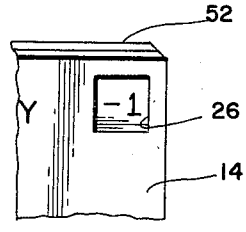


FIG. 6c

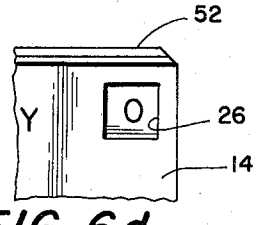


FIG. 6d

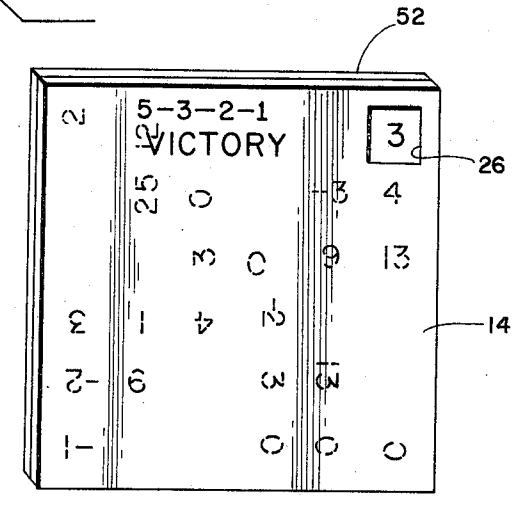


FIG. 6a

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3,492,000

GAME APPARATUS COMPRISING DECKS OF SUPERPOSABLE PLAY SELECTING CARDS

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Int Cl. A63f 1/02, 3/02
U.S. Cl. 273—134 9 Claims

ABSTRACT OF THE DISCLOSURE

Two decks of regular polygonal cards are employed with a game-board, representing a football field, on which playing piece movement is determined by cooperation of selected cards from each deck. Each card of one deck has a set of indicia for each card of the other deck. Each card of the other deck has an aperture, the location of which is correlated with the positions of the corresponding indicia. When an apertured card selected by one player is superimposed upon an indicia-bearing card selected by the other player, the choice of relative card orientation determines which indicium will be exposed.

This invention relates to game apparatus and more particularly to games employing a gameboard and two decks of cards for determining playing piece movement.

In game apparatus it has heretofore been proposed to employ two decks of cards for determining movement of pieces upon a gameboard in accordance with the cooperation of a selected card from each deck. For example, in Patent No. 2,006,973 to Brown, Jr., et al., issued Nov. 17, 1936, for "Game Apparatus," such apparatus simulates the game of football. The cards of one deck are offensive cards provided with indicia thereon and the cards of the other decks are defensive cards, each having a characteristically located aperture. One player selects a card corresponding to a chosen offensive play; the other player selects a card corresponding to a chosen defensive formation; and the cards are then superimposed. A play-determining indicium appears in the aperture of the selected defensive card, and the playing piece is moved accordingly on the gameboard.

With this arrangement the choice is limited to card selection. The element of chance is introduced into the play results only because neither player knows for certain which card the other player will present. Once the selection of cards is made, the play results are uniquely predetermined.

In an actual game of football, and in most other games, the mere choice of a stratagem by one player and a stratagem by another player does not produce a unique play results. Other factors enter into the result. Usually, for given stratagems selected by each player a plurality of play results are possible. Thus, if a realistic simulation and an interesting game are to be provided, mere choice of cards is not sufficient.

It is therefore a principal object of the invention to provide improved game apparatus of the foregoing type.

Another object of the invention is to provide game apparatus in which a plurality of play results are possible after selection of a card from each deck and in which the ultimate play determination is dependent upon the relative orientation of the cards presented for superposing.

Still another object of the invention is to provide apparatus of the foregoing type in which the cards of one deck bear sets of indicia corresponding to the cards of the other deck and in which exposure of an indicium of any set is determined by card orientation.

Yet another object of the invention is to provide apparatus of the foregoing type in which the indicia of each set are statistically weighted to produce a set of possible play results which realistically simulate the possible play results in an actual game.

A further object of the invention is to provide apparatus of the foregoing type in which the number of sets of indicia on each indicia-bearing card of one deck corresponds to the number of apertured cards of the other deck and in which the number of indicia in each set corresponds to the number of edges of the cards.

Still another object of the invention is to provide apparatus of the foregoing type in which one apertured card has a plurality of characteristically located apertures and one indicia-bearing card has a set of indicia for each such aperture, the number of indicia in each set corresponding to the number of edges of the cards.

Briefly stated, the present invention employs two decks of regular polygonal cards, the cards of one deck bearing sets of indicia and the cards of the other deck having apertures which are characteristically positioned, so that when a card of one deck is superimposed upon a card of the other deck an indicium from only one set can be exposed. The particular indicium exposed is determined by the choice of orientation of the cards presented for superposing.

The foregoing and other objects, advantages, and features of the invention will become more readily apparent upon consideration of the following detailed description of the invention taken in conjunction with the accompanying drawings, which illustrate a preferred and exemplary embodiment, and wherein:

FIGURE 1 is a plan view of a gameboard which may be employed with the cards of the invention;

FIGURE 2 is a plan view of an apertured card in accordance with the invention;

FIGURE 3 is a plan view of an indicia-bearing card of the invention;

FIGURES 4*a*–4*f* are plan views of apertured cards of a deck in accordance with the invention;

FIGURE 5 is a perspective view of a deck of indicia-bearing cards of the invention; and

FIGURES 6*a*–6*d* are perspective views illustrating the cooperation of a card from the deck of FIGURES 4*a*–4*f* with a card from the deck of FIGURE 5 in producing a play result.

Referring to the drawings, FIGURE 1 illustrates a gameboard **10** which may be employed with the cards of the invention. In the form shown the gameboard is a miniature football field. Although the apparatus of the invention will be described as a simulated football game, it is to be understood that the principles of the invention may be employed in other types of games, such as simulated baseball or war games, and the gameboard may be any type of playing field upon which playing pieces are moved in accordance with play determinations made by decks of cards to be described hereinafter.

In the form shown, the gameboard **10** has the usual yardage markings, end zones, goal posts, first-down measuring devices, etc., employed in the game of football. The usual devices for indicating quarters, downs, score, etc., may also be provided.

In accordance with the invention two decks of regular polygonal cards are employed. The term "regular polygonal" is intended to connote cards having edges which

define regular polygons. The cards are preferably square. One deck of cards is shown in FIGURES 4*a*–4*f*, while the second deck of cards is shown in FIGURE 5. The cards of FIGURES 4*a*–4*f* may be termed "defensive cards." Each card is provided with a legend designating a defensive formation or stratagem. Thus the card **14** of FIGURE 4*a* has the legend "5–3–2–1 victory," card **16** of FIGURE 4*b* the legend "6–2–2–1," card **18** of FIGURE 4*c* the legend "red dog," card **20** of FIGURE 4*d* the legend "7–1–3," card **22** of FIGURE 4*e* the legend "5–2–4 umbrella," and card **24** of FIGURE 4*f* the legend 8–3."

Each of the defensive cards has a characteristically (and uniquely) located aperture, the aperture **26** of card **14** being located adjacent the upper right corner of the card, aperture **28** of card **16** being located slightly below aperture **26**, aperture **30** of card **18** being located slightly more to the left than aperture **28**, aperture **32** of card **20** being located slightly below aperture **28**, aperture **34** of card **22** being located slightly below aperture **30**, and aperture **36** of card **24** being located slightly below and slightly more to the left than aperture **34**.

The cards of FIGURE 5 may be termed "offensive cards." Each card has an appropriate legend designating a corresponding offensive play or stratagem. Thus, card **38** has the legend "reverse," card **40** the legend "screen pass," card **42** the legend "end run," card **44** the legend "flair pass," card **46** the legend "short pass," card **48** the legend "wedge," card **50** the legend "off tackle," and card **52** the legend "draw."

Each offensive card bears several sets of play-determining indicia or symbols. Each set comprises four indicia, the number of indicia in each set corresponding to the number of edges of the cards (sides of the polygon). The number of sets of indicia on each card corresponds to the number of cards in the other deck. Thus, there are six sets of indicia on each of the offensive cards in the form shown, there being six defensive cards. The total number of cards in the offensive deck in the example illustrated is greater than the number of cards in the defensive deck. The decks need not have the same number of cards.

Referring to card **52**, for example, one set of indicia comprises the indicia adjacent the corners of the card, namely "2, 3, 0, .1." This set of indicia corresponds to card **14** of FIGURE 4*a*. A second set of indicia on card **52**, corresponding to card **16** of FIGURE 4*b*, comprises the indicia "12, 4, 0, –2." A third set of indicia, corresponding to card **18**, comprises the indicia "25, –3, 13, 9." sponding to card **18**, comprises the indicia "25, –3, 13, 9." A fourth set of indicia, corresponding to card **20**, comprises the indicia "–1, 13, 0, 3." A fifth set of indicia, corresponding to card **22**, comprises the indicia '0, 9, 3, 1." A sixth set of indicia, corresponding to card **24**, comprises the indicia "3, 0, –2, 4." The numbers represent yards gained or lost.

The cards of the two decks are preferably identical in size and shape. The positions of the indicia of one deck are correlated with the locations of corresponding apertures of the other deck, and each indicium is associated with an edge of its card. Thus, if a card from the defensive deck of FIGURES 4*a*–4*f* is superimposed upon a card from the offensive deck and the edges are aligned, any one of four possible play-determining indicia or symbols may be exposed, depending upon the four possible orientations of the cards. For example, when a card **14** is superimposed upon card **52**, the four possible indicia corresponding to the four different orientations are illustrated in FIGURES 6*a*–6*d*. It is preferred that the individual indicia be oriented so that each will appear upright when the legend of the defensive card is upright.

Similarly, if card **14** is superimposed upon card **50**, any one of four possible play-determining symbols will be exposed, said symbols corresponding to the four possible relative orientations of the cards with their edges aligned. The same is true for each of the offensive cards of FIGURE 5 in cooperation with card **14**. It is also apparent that each of the remaining defensive cards of FIGURES 4*b*–4*f* may be superimposed upon each of the cards of FIGURE 5, and that in each instance any one of four play-determining symbols will be exposed, depending upon the relative orientation of the cooperating cards when the edges are aligned.

The cards of both decks represent or are related to game activities which may be carried out on the gameboard. Each of the defensive cards has a certain value or weight relative to each of the offensive cards, in accordance with the particular game, so that generally the play results designated by the indicia will be more favorable or less favorable to one or the other of the players depending upon which two cards are superimposed. Moreover, the indicia of the offensive cards are statistically weighted, so that for any set of indicia the four possible play results will simulate, as closely as possible, those results which might occur in an actual game, of football for example, if a particular defensive stratagem were pitted against a particular offensive stratagem. Thus certain defenses will be more effective against certain offenses, and the range of gains or losses for each situation will reflect actual play experience.

Further in accordance with the invention, one or more pairs of cards, such as the cards **54** and **56** of FIGURES 2 and 3, respectively, are provided. While these cards may be identical in size and shape with the cards previously described, they may or may not be considered a part of the aforementioned decks of cards. Card **54** has a group of characteristically located apertures. In the form shown aperture **58** is for kickoffs, aperture **60** for punts, aperture **62** for extra points, apertures **64**, **66**, **68**, and **70** for field goals (for different designated yardage zones of the board), aperture **72** for runback of punts and aperture **74** for runback of kickoffs.

Card **56** has a set of indicia for each of the apertures of card **54**. Each set of indicia comprises four play-determining symbols. For each of the four possible edge alignments of the cards, one indicium of each set will be exposed through the associated aperture. Thus, for example, aperture **58** for kickoffs will expose one of the indicia "62, 40, 55, 50," depending upon the relative orientation of the cards **54** and **56** when they are superimposed. Aperture **60** will expose one of the indicia "30, 55, 45, 40," and each of the other apertures will expose one of the four indicia of the corresponding set. The numerical symbols represents the length of a kick, punt, or runback, while the letters G and NG designate whether a kick for extra points or a field goal is good or bad, respectively. The element of chance is introduced into the play-determinations resulting from the cooperation of cards **54** and **56** by virtue of the four possible orientations of the cards when presented by the players for superposing.

In the use of the game apparatus of the invention, for playing a simulated game of football, for example, the course of play follows the course of an actual game. One player is initially assigned card **54** of FIGURE 2 and the other is initially assigned card **56** of FIGURE 3. Each player makes a secret selection of the orientation of his card and then presents the card for superposing. The length of kickoff appears in aperture **58**. The secret selection process and superposing are then repeated, the runback appearing in aperture **74**. The position of "ball" **12** is thus determined. On the next play the player representing the offense secretly selects a card from the deck of FIGURE 5, which he holds hidden from the other player, and selects an orientation of the card. Similarly, the player on defense secretly selects a card from the deck of FIGURES 4*a*–4*f* as well as an orientation of that card. Then the selected cards are presented for superposing with the chosen orientations. The play result appears in the aper-

ture of the chosen defensive card. The playing piece **12** is moved on the field of the gameboard accordingly. Play continues in the same manner, each player employing strategy in selecting his cards and attempting to guess the most favorable card orientation.

When a player punts, cards **54** and **56** are again employed, in the manner previously described, to determine the length of the punt and the length of the runback. After a touchdown, signified by advancement of the playing piece **12** into an end zone in response to play-determining indicia, cards **54** and **56** are again employed to determine whether the kick for extra points is good or not good. Similarly, if a player on offense wishes to attempt a field goal, he informs the other player, and the cards **54** and **56** are again employed to ascertain whether the field goal is good or not good. The statistics with respect to field goals are weighted to reflect a greater percentage of good kicks when the ball is closer to the goal line.

When the ball changes sides, the decks of cards are exchanged between the players. Preferably, the two decks of cards are of different colors, so that they may be readily identified. Cards **54** and **56** may be colored to distinguish them from the other cards.

The apparatus of the invention, although quite simple, has been found to be unusually effective in providing a game in which opposing players may make a selection not only of two opposing stratagems from two groups of stratagems but also a further selection (by virtue of the relative orientation of the cards presented) which may be completely arbitrary, so as merely to introduce the element of chance, or which may be strategic, as when the card orientation represents a further or refined stratagem, such as lateral movement of the ball, for example. It has previously been suggested, as in Patent No. 1,527,059 granted Feb. 17, 1925, to Morgan et al., to provide a game of chance in which a single apertured cover card is superimposed upon a series of back cards, each having apertures and indicia which register in different combinations so as to display different indicia through the apertures of the cover card depending upon the relative orientation of the cards. Such apparatus is merely a variation of a game of shuffle, however; no strategy is involved or possible. There is no opportunity for players to select a card from two decks and to produce a play result in accordance with the relative strategic values of the cards selected and the choice of card orientations. Unlike such prior apparatus, the game apparatus of the present invention permits the application of genuine strategy in the attainment of realistic play results. Each player has a wide choice of stratagem as well as the opportunity to vary the result of two opposing stratagems, by card orientation. Although the relative orientation of the superimposed cards is dependent upon chance, psychological factors also play a role. Moreover, where the edges of the cards have strategic meaning, strategy also plays a role in the choice of orientation.

While a preferred embodiment of the invention has been shown and described, it will be apparent to those skilled in the art that changes can be made in this embodiment.

The invention claimed is:

1. Game apparatus comprising, in combination, two decks of similar regular polygonal cards, the cards of one deck having identifying legends thereon representing different stratagems, respectively, which may be employed by one player in the game, the cards of the other deck having identifying legends thereon representing different stratagems, respectively, which may be employed by another player in opposition to the stratagems of said one player, each card of said one deck having a plurality of sets of play-determining indicia thereon corresponding in number to the cards of said other deck, respectively, each set having a number of indicia therein corresponding to the number of edges of the cards, each card of said other deck having a uniquely located aperture alignable with the individual indicia of the corresponding indicia set of each card of said one deck, depending upon the orientation of the card of said other deck relative to the card of said one deck when they are superimposed with their edges aligned, whereby each player may choose from a plurality of stratagems corresponding to the plurality of cards in his deck and the play results depend upon the choice of a card by each player and the choice of card orientation, the play-determining indicia of each card of said one deck being related to the corresponding card of the other deck to produce play results which realistically simulate the results which occur when the stratagems of those cards are pitted against each other in the actual playing of the game which is simulated, and the individual indicia of each set being related to the other indicia of that set in order to produce further realism.

2. The apparatus of claim **1**, the cards of each of said decks being square, and all of said cards being the same size, each indicium of each set being associated with a different edge of its card.

3. The apparatus of claim **1**, further comprising at least a pair of uniquely associated regular polygonal cards, one for one of said players and one for the other, one of said pair of cards having a plurality of apertures and the other of said pair of cards having a corresponding plurality of sets of indicia, each of the last-mentioned sets having a number of indicia corresponding to the number of edges of the cards of said pair, the last-mentioned indicia being positioned so that when said one of said pair of cards is superimposed upon the other, one of the last-mentioned indicia of each set will appear in the aperture corresponding to that set, with different indicia appearing for each of the different relative orientations of said pair of cards with their edges in alignment.

4. The apparatus of claim **1**, wherein said apparatus simulates the game of football, the legends on the cards of said one deck being offensive play legends and the legends on the cards of said other deck being defensive play legends.

5. The apparatus of claim **3**, wherein said apparatus simulates the game of football, said one card of said pair having an aperture for each of kickoffs, punts, extra points, runback of punts, and runback of kickoffs, and having a group of apertures for field goals, the apertures of said group being designated by indicia corresponding to yardage zones on a football field, each of said other apertures having associated therewith a legend designating the type of play for which the aperture is used.

6. Game apparatus comprising, in combination, two decks of similar regular polygonal cards for opposing players, respectively, the cards of each deck representing different stratagems, respectively, which may be employed by the associated player against the other, each of a plurality of cards of one deck having a plurality of sets of play-determining indicia thereon corresponding to a plurality of cards of the other deck, respectively, each set having the indicia thereon corresponding to a plurality of edges, respectively, of the cards, each of said plurality of cards of the other deck having a uniquely located aperture correlated with the locations of the indicia of the corresponding set so that the aperture is alignable with the individual indicia thereof depending upon the orientation of the apertured card relative to the indicia-bearing card when they are superimposed, whereby each player may choose from a plurality of stratagems corresponding to the plurality of cards in his deck and the play results depend upon the choice of a card by each player and the choice of said orientation.

7. The apparatus of claim **6**, said cards being square.

8. The apparatus of claim **6**, at least one card of one of said decks having a plurality of apertures and at least one card of the remaining deck having a plurality of sets of indicia corresponding to the last-mentioned apertures, respectively, the number of indicia in each of the

last-mentioned sets corresponding to the number of edges of each of said cards, and one of the last-mentioned indicia of each set being positioned to appear in its corresponding aperture when the two cards are superimposed and depending upon their relative orientation with their edges aligned.

9. The apparatus of claim 6, each of said pluralities of cards having identifying legends thereon, said indicia being weighted to reflect different play results in accordance with which apertured card is superimposed upon which indicia-bearing card.

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DELBERT B. LOWE, Primary Examiner

U.S. Cl. X.R.

273—94, 138, 152.31