Feb. 20, 1951 G. C. HYLAND 2,542,870

GAME BOARD FOR SIMULATING A CARD GAME

Filed Dec. 28, 1948

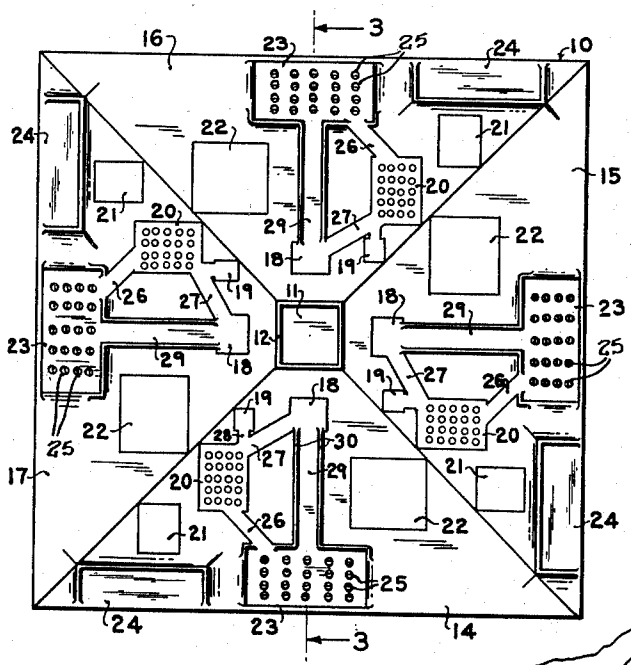

Fig. 1.

Fig. 5.

Fig. 6.

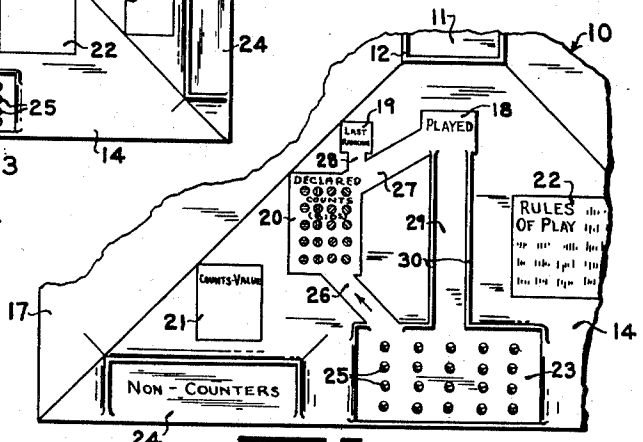

Fig. 2.

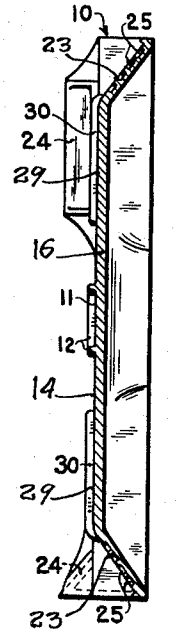

Fig. 3.

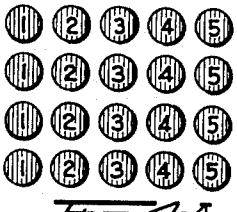

Fig. 4-A.

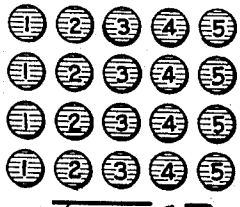

Fig. 4-B.

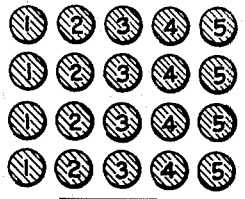

Fig. 4-C.

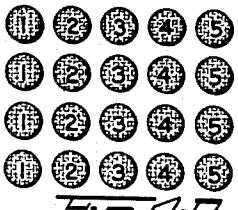

Fig. 4-D.

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GAME BOARD FOR SIMULATING A CARD GAME

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6 Claims. (Cl. 273—130)

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This invention relates to new and useful improvements in games, and, more particularly, the aim is to provide a novel and valuable game the scientific playing of which calls for a high degree of skill. The new game, while playable by children, is especially of intriguing interest to adults, because, among other advantages, it involves some of the principles characteristic of the card game known as auction bridge and yet at the same time it differs in various respects from the latter game.

A feature of the new game, further, is that, while it has the attributes just stated, and so is adapted to afford hours of relaxation to the players as well as exciting intervals resulting from the hazards ventured by a player and the uncertainties of the ensuing scoring results, the game for its playing does not require the use of a deck of playing cards, but, on the contrary, employs a game board and game pieces in the nature of disks or the like.

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 top plan view of the game board in a now favored embodiment of the invention.

Fig. 2 is an enlarged fragmentary portion of said board, and particularly showing that one of four like substantially triangular sections thereof (each of these sections for one of four players) at the bottom of the board as seen in Fig. 1.

Fig. 3 is a vertical section, taken on the line 3—3 of Fig. 1.

Figs. 4–A, 4–B, 4–C and 4–D, taken together, show the full complement of game pieces provided; each of these four views showing the variously numerically marked obverse sides of one of the four different sets of game pieces, with the pieces of each set suitably distinguished from the pieces of any other set, as by coloring said pieces as indicated.

Fig. 5 is a perspective view, showing a game piece in one of the forms which it may assume, that is, in the form of a disk.

Fig. 6 is a similar view, showing a game piece in another of the forms which it may assume, that is, in the form of a short cylinder.

Referring to Fig. 1, a game board, marked 10, has at its center what is called the pot 11, this surrounded by a beading 12 to provide a cup-like holder for a suitable amount of token or stage

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money, as to a total of $750, made up of tokens simulating actual coins or bills of different denominations.

Four diagonal markings extend from the corners of the pot 11 to the corners of the board, thereby subdividing the upper face of the latter into four like substantially triangular sections 14, 15, 16 and 17, each of such sections being assigned to a different one of four players.

As all said sections are alike, it will suffice to describe in detail merely one of them; and in this connection now referring to the section 14 and particularly to Fig. 2, it will be noted that said section 14 has various areas marked off thereon, as by imprintings as illustrated, and inscribed with the notations next to be mentioned. These notations, repeated on all the four sections, are not reproduced at the sections 15, 16 and 17 in Fig. 1, to avoid confusion in that view. Thus, adjacent to the pot 11, is a "Played" area 18; and suitably displaced from the area 18 are a "Last ranking" area 19, a "Declared counts" area 20, a "Counts-value" area 21, a "Rules of play" area 22, a portion of the board arranged to constitute a receptor 23 for game pieces of the player at the section 14, and a portion of the board arranged to constitute a receptor 24 for such of his game pieces as constitute what are called non-counters. The area 20 is provided with markings indicating color of discs of four rows, five of each, which are to be played from area 23 to area 20 and placed on the color markings according to the player's hand.

The board 10 is so made that the receptor 23 is downwardly outwardly inclined away from the center of the board and toward the player at the section, and so that the receptor 24 is downwardly inwardly inclined toward the center of the board. Thus, for reasons which will become clear in a moment, any game piece in the receptor 23 is hidden from the observation of all the players at the other three sections, while any game pieces in the receptor 24 are in position to be seen and noted at all times by all players. The board can be made of plastic, stamped metal, papier-mâché, or of any other suitable material and in any convenient way.

A total of 80 game pieces is used; these shown in Figs. 4–A, 4–B, 4–C and 4–D. Each player when a game starts will have, for placement in his receptor 23, 20 game pieces, chosen by him blindly, that is, after all the 80 game pieces, with their reverse sides uppermost, have been scattered over the upper surface of the board 10, so that their obverse sides are hidden. One of

the players first thus selects his 20 game pieces; then the next player to his left selects his 20 game pieces; and so on all around the board.

As indicated by the different conventional hatchings respectively appearing in Figs. 4–A, 4–B, 4–C and 4–D, all of the 20 game pieces in any view are of a like color but a color different from that of any game piece of any other of the three views. These colors may be any selected ones; but as herein indicated the game pieces of Fig. 4–A are red, the game pieces of Fig. 4–B are blue, the game pieces of Fig. 4–C are green, and the game pieces of Fig. 4–D are yellow.

The distinguishing colors of the game pieces will be limited to their obverse sides, to prevent a player from choosing all of his 20 pieces of one color, or suit. While the colors of the game pieces of the four suits are shown in the drawings as fully extended to the margins of their obverse sides, preferably this coloration is not actually that much extended, to avoid the chance of a detection of the suit of a game piece when it is upside down.

Each suit of pieces carries, as shown, on its obverse or colored side, a numerical indicium; and each suit comprises four pieces carrying the indicium "1," four carrying the indicium "2," four carrying the indicium "3," four carrying the indicium "4," and four carrying the indicium "5."

The pieces all may be, for instance, disks, as shown in Fig. 5, or short cylinders, as shown in Fig. 6.

When a player's 20 pieces are chosen, he will place them in his receptor **23**, and arrange them therein in such manner as to let him always determine at a glance, not only their colors, but also their numerical values, and so they will be placed in said receptor with their data carrying faces uppermost. To allow arranging the pieces and retaining them as so arranged, in logically related positions, the receptor **23** may have, as shown, formations to assist in such arrangement and maintenance. Said formations may be ledges, depressions or the like; those shown being shallow recesses **25** of circular outline. When these recesses are present, the type of game piece shown in Fig. 6 will be desirable, to allow easy taking out of a selected one from its recess. Where the surface of the receptor **23** is plane, or where, in lieu of the recesses **25**, arcuate ledges or depressions are provided, as crescent-shaped ones with the horns of the crescents upstanding, the type of game piece shown in Fig. 5 will be preferable. From now on, the game pieces will be called disks.

In preparation for starting a game, desirably present also will be a score pad for recording thereon the bids and the scorings.

One player will be the starting player, or starter, and he may be chosen in any way, as by the flip of a coin. The starter will be the first one to choose blindly 20 disks for placement in his receptor **23**. The next player to the left next chooses blindly his 20 disks; and so on all around the board.

Bidding now starts, and the highest bidder names the color that will be the "ranking color." The starter makes the first bid, and the others bid in the order last mentioned. Each player determines what the numerical value of his bid shall be, by totalling the numerical values individual to his disks. An opening bid must be at least "40." With each pair of opposite players partners, that one of a pair of partners first bidding endeavors to advise his partner of the total of the numerical values of all the bidder's disks in his receptor **23**. This the bidder does by adding the value "1" to each of the totals of "10" that are included in the numerical total of all his disks less the requirement for an opening bid, that is, less than "40." For example, if the starter's disks add up to a total of "25," his first bid would be "43," thereby advising his partner that he holds disks to a numerical total of about "30."

Then the player next to the starter's left bids. If he holds disks aggregating in numerical values a total of "40," his bid would be "47"; thereby advising his partner that such numerical aggregation is about "40." After all the players have bid or passed, the starter, for his second bid, estimates the number of "declared counters" his set of disks will have if he names the ranking color, plus the number of disks he and his partner will be able to take in during the playing of the disks, and bids accordingly. The other players continue in the same manner, until one of the players becomes the highest bidder. Once a player passes he cannot continue the bidding. The highest bid is now recorded on the score pad, and the highest bidder names the ranking color.

As to each player, said "declared counters" are placed on the area **20** of that player's play section, so far as he can do so pursuant to the disks he has in his receptor **23**. The four totals of such "declared counters" are recorded on the score pad.

Next the highest bidder selects any one of his ranking color disks and places it on the area **19** of his play section.

The various players now engage in a series of trick-taking contests, each trick being played by a player selecting one of his disks, from his receptor **23** or from his area **20**, and placing said selected disk on his area **18**. On each section, a runway simulating guide **26** is provided along which may be slidingly shifted disks from the receptor **23** to the area **20** to arrange them on said area **20** as declared counters as already mentioned; another such guideway **27** extends from the area **20** to the area **18**; a branch guideway **28** extends from the guideway **27** to the area **19**; and a guideway **29**, this shown as having a rib or beading **30** along each of its opposite sides, extends from the receptor **23** to the area **18**.

During the playing of each trick, each player may put in play a single disk, either from his receptor **23** or his area **20**. On each trick, the highest bidder plays first by placing one of his disks on his area **18**. When all four players have thus acted, the playing of a trick is completed. The player whose thus placed disk is of the ranking color and carries the highest number, wins the trick. Disks of the ranking color out rank all disks of other colors, and if two or more disks of the ranking color are played, the disk of the ranking color carrying the highest number out ranks all other disks played.

Also during the playing of each trick, all players following the first play of the highest bidder must play a disk of the same color as led or played by a preceding player, and a disk of higher number, if possible. If not possible to follow with the same color, a player must play a disk of the ranking color if possible. If the last is not possible, any disk may be played.

The object of the game, in the case of either pair of partners, is to play their disks in a way to obtain, by the taking of tricks, the greatest number of scoring values possible. In figuring

such values the numerical total of all the disks accumulated from trick taking is important, and since such total has to be compared with the numerical total represented by the aforesaid "declared counts," or highest bid, that also is important. Also, the scoring values attainable by having in the trick-taken disks as many as possible of one or more "ranks" and/or "sets of numbers" and/or "little ranks" and/or "big ranks" and/or "sets of ranking numbers" and/or "sets of 4 and 5" (all of which quoted expressions will be later explained), is quite important. The playing of the disks, therefore, has to be made as shrewdly and scientifically as possible.

Use of the disks as counters: All disks numbered "3," "4" or "5" are counters in the play; and after each trick, the winner of the trick takes up all four counters in the four areas 18 and places all four of them on his area 20. These are allowed to accumulate in the one or more areas 20, trick after trick; thereby to allow all the players to read and interpret the disks as counters in terms of the numbers carried thereby, at any stage of the game.

The disks numbered 1 and 2, of all colors, are non-counter disks; that is, they have no scoring values. After each trick, these non-counter disks are placed in the trick-taker's receptor 24, and so readable by all the players at all times.

After the 20 tricks have been played, the disks in each of all or several or one or two of the areas 20 are separately totaled and thus tallied on the score pad; and it is determined whether the highest bidding partners were successful in making their bid by comparing such total with the total of the "declared counts."

If the play-earned total equals or exceeds the "declared counts," or highest bid, and if the play-earned total exceeds "20" or more, the highest bidder takes out of the pot 11 one dollar for each "1" additively included in the play earned total.

If the highest bidder and his partner failed to make the "declared counts," or were not successful in attaining a play-earned total of "20" or more, they put into the pot 11 one dollar for each "1" additively included in the "declared counts" total.

After the playing of the first trick, that is, after the first round, the second round and the ones subsequent thereto are all played as explained for the playing of the first round. The starter on each of these rounds is the player to the left of the starter on the preceding round.

The play continues until one side has removed $500 from the pot 11. At this point, the highest bidder takes money first out of the pot. The side that first takes $500 out of the pot, takes all the remaining money in the pot. Then each side places $500 in the pot, and the game continues.

"Rank."—One set of "ranks" consists of five disks all of the color declared by the highest bidder, with these disks respectively bearing the numerals "1," "2," "3," "4," and "5."

"Sets of numbers."—Four disks all of the same number, but all of different colors. (Numbers in a "rank" may be combined to make a "set of numbers.")

"A little rank."—This consists of a set of two disks respectively numbered "1" and "2," each of a different color.

"A big rank."—This consists of a set of four disks respectively numbered "1," "2," "3" and "4," each of a different color.

"Sets of ranking numbers."—Each such set consists of a pair of disks respectively numbered "4" and "5," both of the color declared by the highest bidder. (Such disks, used to make a "rank," cannot be also used for the making of a "set of ranking numbers.")

"Sets of 4 and 5."—Each such set consists of a disk numbered "4" and a disk numbered "5" of a color or colors other than the ranking color.

Special scoring values may be assigned to each of a "rank," a "set of numbers," a "little rank," a "big rank," a "set of ranking numbers," and a "set of 4 and 5."

While I have illustrated and described the preferred embodiment of my invention, it is to be understood that I do not limit myself to the precise construction herein disclosed and the right is reserved to all changes and modifications coming 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. In a game having a polygonal board formed at the center thereof with a "pot," the board having its face divided into a plurality of triangular playing sections extended radially from the "pot" with one playing section adjacent each side of the board, each of said sections comprising a receptor adjacent the outer side of the playing section, a second receptor adjacent the outer side of the playing section and to one side of said first receptor, a "played" area imprinted on the face of said section radially inward of said first receptor, and a "Declared counts" area imprinted on the face of said section between said first receptor and said "Played" area and slightly to one side of said first receptor on the same side thereof on which said second receptor is located.

2. In a game having a polygonal board formed at the center thereof with a "pot," the board having its face divided into a plurality of triangular playing sections extended radially from the "pot" with one playing section adjacent each side of the board, each of said sections comprising a receptor adjacent the outer side of the playing section, a second receptor adjacent the outer side of the playing section and to one side of said first receptor, a "Played" area imprinted on the face of said section radially inward of said first receptor, and a "Declared counts" area imprinted on the face of said section between said first receptor and said "Played" area and slightly to one side of said first receptor on the same side thereof on which said second receptor is located, said first receptor being downwardly and outwardly inclined and said second receptor being downwardly inwardly inclined.

3. In a game having a polygonal board formed at the center thereof with a "pot," the board having its face divided into a plurality of triangular playing sections extended radially from the "pot" with one playing section adjacent each side of the board, each of said sections comprising a receptor adjacent the outer side of the playing section, a second receptor adjacent the outer side of the playing section and to one side of said first receptor, a "Played" area imprinted on the face of said section radially inward of said first receptor, a "Declared counts" area imprinted on the face of said section between said first receptor and said "Played" area and slightly to one side of said first receptor on the same side thereof on which said second receptor is located, and a

plurality of shallow recesses formed in said first receptor.

4. In a game having a polygonal board formed at the center thereof with a "pot," the board having its face divided into a plurality of triangular playing sections extended radially from the "pot" with one playing section adjacent each side of the board, each of said sections comprising a receptor adjacent the outer side of the playing section, a second receptor adjacent the outer side of the playing section and to one side of said first receptor, a "Played" area imprinted on the face of said section radially inward of said first receptor, a "Declared counts" area imprinted on the face of said section between said first receptor and said "Played" area and slightly to one side of said first receptor on the same side thereof on which said second receptor is located, a runway connecting said first receptor and said "Declared counts" area, a second runway connecting said "Declared counts" area and said "Played" area, and a third runway connecting said "Played" area and said first receptor.

5. In a game having a polygonal board formed at the center thereof with a "pot," the board having its face divided into a plurality of triangular playing sections extended radially from the "pot" with one playing section adjacent each side of the board, each of said sections comprising a receptor adjacent the outer side of the playing section, a second receptor adjacent the outer side of the playing section and to one side of said first receptor, a "Played" area imprinted on the face of said section radially inward of said first receptor, a "Declared counts" area imprinted on the face of said section between said first receptor and said "Played" area and slightly to one side of said first receptor on the same side thereof on which said second receptor is located, a runway connecting said first receptor and said "Declared counts" area, a second runway connecting said "Declared counts" area and said "Played" area, a third runway connecting said "Played" area and said first receptor, and upstanding ribs formed along the sides of said third runway between said "Played" area and said first receptor.

6. In a game having a polygonal board formed at the center thereof with a "pot," the board having its face divided into a plurality of triangular playing sections extended radially from the "pot" with one playing section adjacent each side of the board, each of said sections comprising a receptor adjacent the outer side of the playing section, a second receptor adjacent the outer side of the playing section and to one side of said first receptor, a "Played" area imprinted on the face of said section radially inward of said first receptor, a "Declared counts" area imprinted on the face of said section between said first receptor and said "Played" area and slightly to one side of said first receptor on the same side thereof on which said second receptor is located, a runway connecting said first receptor and said "Declared counts" area, a second runway connecting said "Declared counts" area and said "Played" area, a third runway connecting said "Played" area and said first receptor, a "Last ranking" area imprinted on said section radially inward of said second runway but closely adjacent said "Declared counts" area, and a runway connecting said "Last ranking" area to said second runway.

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