April 6, 1965 T. P. ALIFF 3,176,990

FOOT MANIPULABLE DIE

Filed Sept. 27, 1962

Fig. 1.

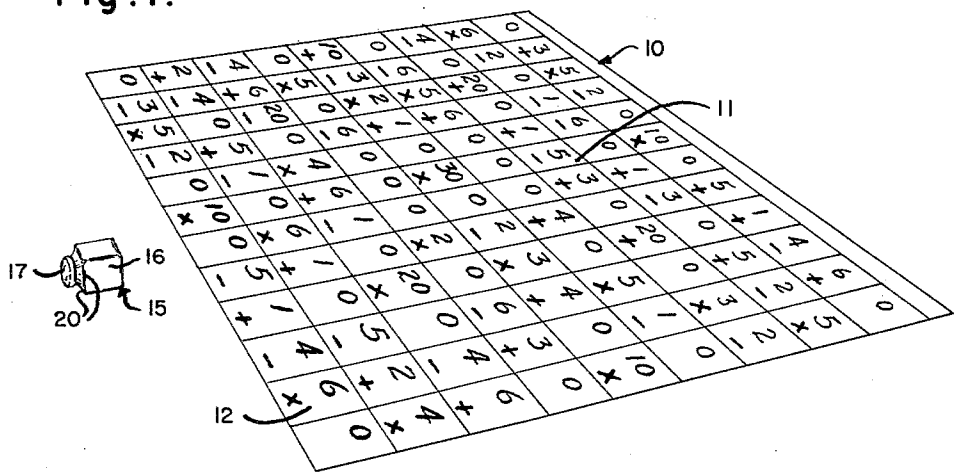
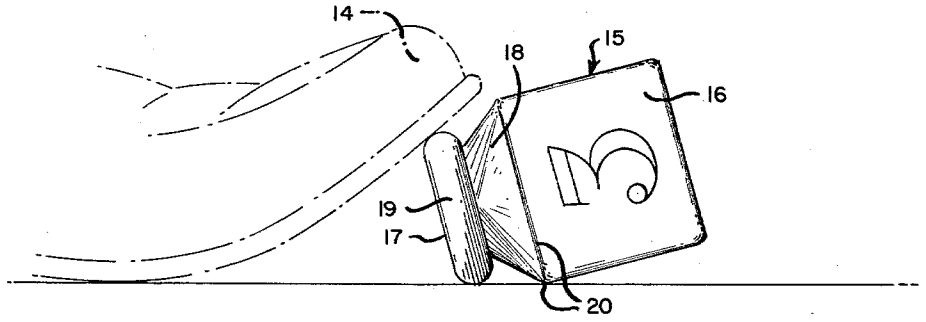


Fig. 2.



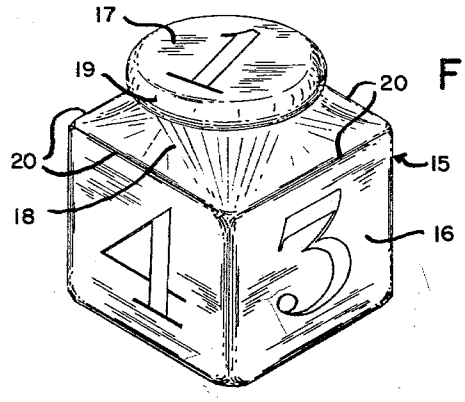


Fig. 3.

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FOOT MANIPULABLE DIE

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The present invention relates broadly to games and more particularly to a game that is played with the feet of the players.

The game is particularly useful not only for its entertainment and recreational value but also because it helps players develop a good sense of balance as well as skill in manipulating one's feet and in addition it can help children to develop mathematical skill in keeping score and in this sense is an educational device. The game can be played with equal facility indoors as well as out of doors.

I provide a game comprising a target sheet having a plurality of scoring areas defined thereon and a scoring marker comprising a body member having a plurality of sides at least one side of which carries an annular button element centered thereon and spaced outwardly therefrom, said annular button element being of a size that its circumference is spaced entirely inwardly from the perimeter of said one side.

Preferably, said scoring areas of the target sheet and sides of the scoring marker have numerical and/or pictorial indicia marked thereon.

Preferably, the body member is substantially cubical in shape and the annular button element carried thereon is rounded and smooth about its circumferential surface.

Other details, objects and advantages of the invention will become apparent as the following description of a present preferred embodiment thereof proceeds.

In the accompanying drawing, I have shown a present preferred embodiment of my invention in which

FIGURE 1 is an isometric view of the game in position for play;

FIGURE 2 is a side elevational view of the scoring marker of my game with a player's foot shown in chain line to demonstrate the manner of propelling the scoring marker; and

FIGURE 3 is an isometric view of the scoring marker of my game.

Referring now to the drawing and initially to FIGURE 1 I provide a target sheet **10** upon which scoring areas **11** are marked. As illustrated, target sheet **10** is simply divided up into a plurality of squares for scoring areas and in each square is placed a numerical indicium. Preferably, as there shown, the numerical indicia vary from area to area and some areas preferably include mathematical signs as well as numbers which tell the player what to do as the occasion demands; for example, the square indicated by the reference number **12** has the number "6" printed thereon and also has the multiplication sign "*x*" printed hereon. This indicates to the player that he is to multiply by 6. Thus, the players are encouraged to learn multiplication as well as other mathematical procedures and in this sense the game is very useful as an educational device.

It should be understood, of course, that the scoring areas may be defined in many forms other than the squares shown in FIGURE 1, such as, for example bull's-eye type targets or irregular or random scoring areas.

I also provide a scoring marker **15** which is best illustrated in FIGURES 2 and 3. Scoring marker **15**, as illustrated, comprises a block member **16** which is substantially cubical in shape. One of the six faces of block member **16** (indicated at reference **18**) carries on it an annular button element **17**. Button element **17** is centered on face **18** and is of a size that its circumference is

wholly within the perimeter of face **18**, the reason for which will become clear as the play of the game is explained later in this specification.

As illustrated in FIGURE 2, face **18** extends substantially frustoconically outwardly from block member **16** to form a seat upon which button element **17** is secured. Button element **17** is thus spaced from the main body of block member **16**. There are, of course, many other satisfactory means for spacing button element **17** from block member **16** proper, but I have found the above described means to be both adequate and attractive. Preferably button element **17** is smooth and rounded off at its circumferential surface **19** thereof. I have found that a scoring marker **15** made of durable plastic material such as polyethylene is very good although any relatively light smooth and durable material, such as wood for example, is satisfactory. Preferably marker **15** also has various numerical indicia marked on its faces such as the numbers 1 through 6. The indicia for face **18**, as illustrated, is more easily marked on the face of button element **17**.

The game is played with the feet of the players and the play proceeds as follows:

Referring to FIGURE 1, target sheet **10** is spread out on a flat surface such as a floor and scoring marker **15** is placed directly in front of it and this is where the immediate player stands to take his turn. Scoring marker **15** is placed on its side with button element **17** facing the player. The player places his toes or the toe of his shoe **14** on the upper portion of circumferential surface **19** of button element **17** as shown in chain line in FIGURE 2. As there illustrated, the player tilts block element **16** on one of the edges **20** thereof by lightly pressing down on circumferential surface **19** of button element **17** and thus cocks scoring marker **15**. This described cocking of scoring marker **15** is facilitated by virtue of the circumference of button element **17** being wholly within the perimeter of face **18**. Then by pressing down relatively hard on surface **19** with his foot, the player causes scoring marker **15** to snap or flip out from under his toe and thus be propelled onto the target sheet bouncing and turning indeterminately and finally coming to rest on one of its faces. The snapping or flipping out of scoring marker **15** is facilitated by virtue of the circumferential surface **19** of button element **17** being smooth and rounded. The player thereafter takes the appropriate numerical indicia from scoring marker **15** and likewise from the particular scoring area that scoring marker **15** principally landed in and accordingly computes his score.

For example, if the player flips scoring marker **15** so that it lands on scoring area **12** with the face of scoring marker **15** bearing the number 3 coming up on top, then the player would take the number 3 and, as indicated by the indicia marked in scoring area **12**, multiply it by 6 to score a total of 18 points.

The play progresses in this fashion with each player taking his turn until the agreed total for the game (such as 100 points) has been attained by one of the players, which player is, of course, thereafter designated the winner of the game.

Preferably, target sheet **10** should be laid out in front of a wall that can be utilized as a backboard, because marker **15** can be propelled quite some distance if the player presses down on surface **19** hard enough.

Although, as above described, I prefer numerical indicia to be marked on target sheet **10** and scoring marker **15** for the aforementioned educational benefits, I have found that younger children enjoy matching pictorial indicia, such as animals, which are correspondingly marked on the scoring marker faces and in the target sheet scoring areas and can be matched to score.

While I have shown and described a present preferred embodiment of the invention it is to be distinctly understood that the invention is not limited thereto but may be otherwise variously embodied within the scope of the following claims.

I claim:

1. A foot manipulable die for use in playing games comprising

(*a*) a cubical block member

(*b*) a disc-like element carried on a face of said block member

(*c*) said disc-like element being centered on said face and spaced outwardly therefrom by an extension from said face joined to the bottom of said element

(*d*) said disc-like element having a flat top surface and an axially rounded periphery spaced slightly inwardly from the perimeter of said face.

2. A foot manipulable die for use in playing games as claimed in claim 1 wherein said die carries scoring indicia on its faces.

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