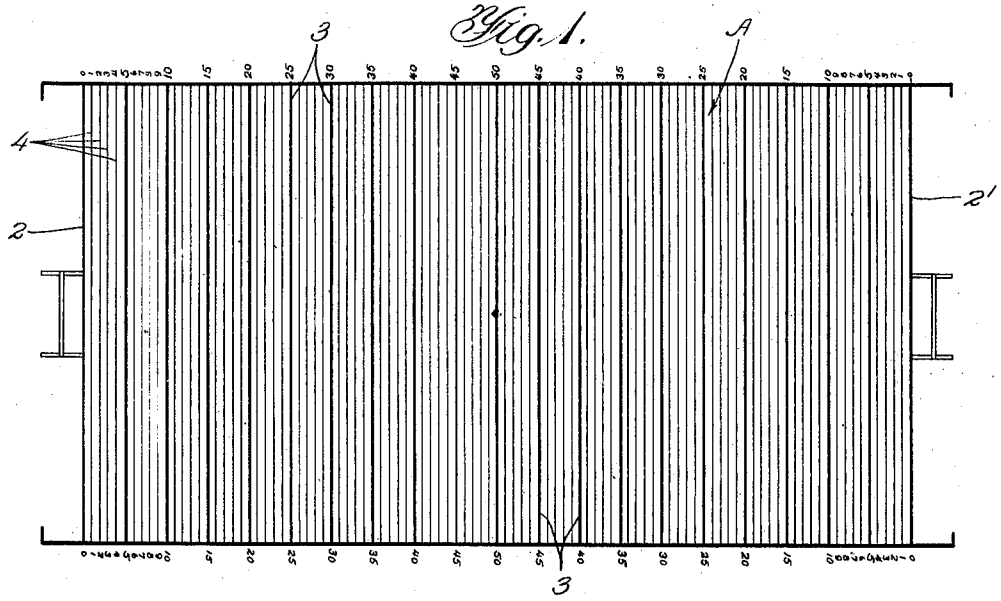
Nov. 24, 1925. 1,562,866

N. W. BURGESS

GAME APPARATUS

Filed Jan. 18, 1924

Fig. 1.



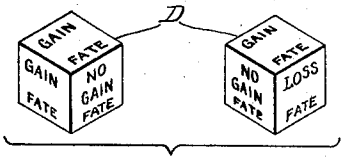


Fig. 2.

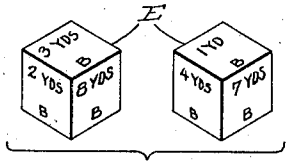


Fig. 3.

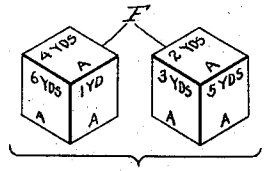


Fig. 4.

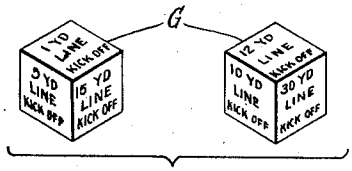


Fig. 5.

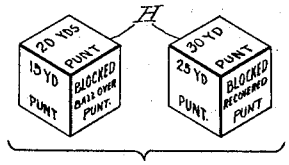


Fig. 6.

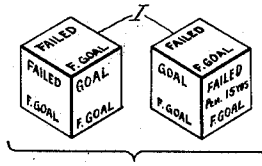


Fig. 7.

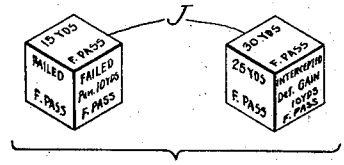


Fig. 8.

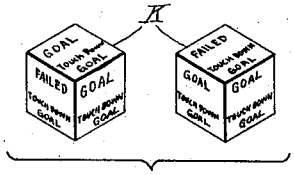


Fig. 9.

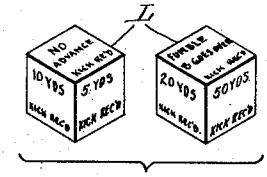


Fig. 10.

Inventor

Norman W. Burgess

By John S. Barker

Attorney



Fig. 11.

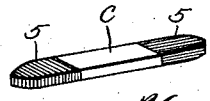


Fig. 12.

Patented Nov. 24, 1925. 1,562,866

UNITED STATES PATENT OFFICE.

NORMAN W. BURGESS, OF LEXINGTON, VIRGINIA.

GAME APPARATUS.

Application filed January 18, 1924. Serial No. 687,074.

To all whom it may concern:

Be it known that I, NORMAN W. BURGESS, a citizen of the United States, residing at Lexington, in the county of Rockbridge and State of Virginia, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to apparatus by means of which games representing athletic contests may be played, and in which the elements both of chance and skill are combined in such manner that while the chances of one side or the other winning may remain undetermined until the last moment, yet the more skillful player has a slight advantage. I shall describe the invention as applied to apparatus representing a football game, but it will be readily understood that by a modification of some of the features of the apparatus it may be adapted for the playing of other games.

In the accompanying drawings—

Fig. 1 is a plan view of game board marked to indicate a football field.

Figures 2 to 10 indicate the several dice that are employed in playing the game, the different faces of the several dice being shown in series.

Figures 11 and 12 are perspective views of other apparatus employed in playing the game.

In Figure 1 there is represented a board A upon which the game is played, it being ruled and marked to simulate a football field, the goals being at the ends of the board and designated 2, 2′, and the field intermediate the goals being ruled with parallel cross lines to indicate the hundred yards between goals, the five yard lines, 3, being heavy, and the one yard lines, 4, light. The several lines are preferably successively numbered, beginning at each goal, from 1 to 50, the latter being the center line, equidistant from the goals.

B, Figure 11, is a small piece adapted to be moved over the board A, representing the ball that is in play, which it may simulate in appearance. It should be constructed so as to rest firmly upon or be secured to the board so that it will remain in the positions in which it may be placed.

C, Figure 12, represents what I term the ten yard marker. It is preferably a small flat strip of material, for instance wood or metal, the ends of which are preferably colored, as indicated at 5, 5, the colors being different and corresponding with the color of the two contesting sides. The length of the marker is equal to ten yards, as measured by the scale adopted in marking the board A.

The several dice, illustrated in Figures 2 to 10, employed in playing the game, differ in their markings, and in their coloring also if desired, but are preferably of uniform size,—cubes from one-half to three-quarters of an inch in each dimension being a convenient size for use in playing the games. These dice may be thrown from the hand or a box and the markings on the uppermost faces thereof designate the nature of the plays to be made. One of the dice, designated D and represented in Figure 2, I term the "fate die" since it indicates the nature of the play to be made and determines whether there shall be gain or loss, or no change of position. In playing the football game I prefer to mark three of the faces of the fate die with the word "Gain," one face with the word "Loss" and two faces with the words "No gain." This arrangement I have found to give the best results, most nearly simulating a real game of football.

The faces of the dice E, F, which I term the "number dice," bear various numbers, either with or without the accompanying word "Yards," as may be preferred. These are used in conjunction with the fate die, D, and indicate the extent of movement of the ball, B, across the board at any play, the direction of movement, whether forward or backward, being indicated by the fate die D. I have found that the game is more interesting and more nearly simulates a real football game if the sum of the two numbers appearing on the exposed faces of the dice E, F, be added to represent the movement of the ball when the word "Gain" is shown by the die D; while the number appeared on the exposed face of one only of the number dice, and preferably the smaller of these exposed numbers, is used to indicate the movement of the ball when the fate die shows "Loss." Of course when the fate die shows "No gain" the showing on the number dice is disregarded entirely.

The die G, Figure 5, is called the "Kick-off" die, and the faces thereof are marked as indicated in said figure. The use of this die is apparent, it being the first one used on starting a game.

Die L is termed the "Kick-received" die, and its faces are marked to indicate whether the ball on the kick-off was freely caught, and if so how far it was returned, or whether it was fumbled, or lost, etc. The markings on the face of the die indicating these plays are represented in Figure 10.

The die H, Figure 6, is the "Punt" die, and is used in play when it is desired that the ball shall be punted or kicked, and its faces are marked as indicated in said view.

The die I, Figure 7, is termed the "Field goal" die, and is used when an attempt is made to kick goal from the field. As indicated, four of the faces of the die are marked to indicate that the attempt was unsuccessful, and one of these faces shows that a penalty was attached to the failure, while the other two faces indicate that the attempt was successful and the goal was made.

The die J is the "Forward pass" die, and is marked as represented in Figure 8. The die K, designated the "Touch-down goal" die, and marked as indicated in Figure 9, is used when the ball has been carried past the goal line and a touch-down made and is used to indicate whether the goal was kicked after such touch-down, or whether the attempt to kick the goal failed.

The rules governing the play of the game should be largely determined by the rules at the time governing football contests. For instance, the game can be played in four quarters of equal length of time, say five minutes each. In scoring, a touch-down may count 6, a goal kick after a touch-down 1, and a field goal 3, and the team with the larger score at the end of the four periods wins.

In playing the game the persons choose the goals, 2, 2', which they are supposed to respectively defend, and then determine, as by the toss of a coin, which side shall kick off; and it may be assumed that the red side wins the kick-off, the blues, therefore, defending. The ball B is placed on the center line 3, and the kick-off die G is thrown by the red side. It will be supposed that this reads "thirty yard line," whereupon the ball is advanced to the line thirty yards distant from the blue goal. The opposing side, the blues, now throw the kick-received die L, and it will be supposed that this shows that the receiving player was thrown, making no gain but retaining the ball. The blues, therefore, now have the ball on their thirty yard line. The ten yard marker, C, is now brought into play, its red end being placed on the thirty yard line, where is the ball, and its blue end on the forty yard line, thus indicating by the end colored to correspond with that of the side having the ball the position to which at least the ball must be advanced in four downs if possession of the ball is to be retained. The marker C remains in position until a ten yard gain has been made or possession of the ball is lost to the other side, the ball B in the meantime being moved after each play to indicate the gain or loss resulting from that play. The dice D, E and F are now thrown together by the blue side. The fate die D indicates whether the play to be made is a gain or loss, and it will be assumed that it shows "Gain." The dice E and F, by the numbers appearing on the exposed faces thereof, indicate the extent of the gain or loss. In the present instance it will be supposed that these dice show respectively the numbers 8 and 1, which added indicate that the blues have made a gain of nine yards, whereupon the ball is advanced to the thirty-nine yard line; and the play for the second down is made by again throwing the dice D, E and F; and it will be supposed that the fate die D again reads "Gain," and the number dice show the figures 4 and 7, indicating that the blues have made a further gain of eleven yards. Thereupon the ball is advanced to the fifty yard line, which is beyond the blue end of the marker C—the end toward which the blue side was seeking to advance the ball. Having made their ten yard gain the marker C is now advanced, the red end being placed on the fifty yard line where lies the ball, and the blue end on the forty yard line from the red goal. The blue side now throws the dice for a first down play, and it will be supposed that the fate die shows "No gain," whereupon the showing on the other dice is disregarded, and the dice are again thrown, this time the fate die showing "Loss," and the number dice reading 4 and 5. As has been hereinbefore indicated when a loss is shown by the die D, I have found that the game is made more interesting if the number on only one of the dice, E, F, is considered, and that the smaller one, in this instance, 4. The play thus indicates that on the second down the blues lose four yards, whereupon the ball is moved back to the forty-six yard line from the blue goal. On the throw for the third play, the fate die reads "Gain" and the number dice show 2 and 3, indicating a gain of five yards for the blues, whereupon the ball is moved to the forty-nine yard line from the red goal. The blues now throw for their fourth and last play, and the fate die reads "No gain." Thereupon the ball, now on the forty-nine yard line from the red goal goes to the red side; and the marker C is replaced with its blue end on the line on which the ball rests, and its red end on the forty-one yard line from the blue goal.

The plays are continued, as has been indicated, the red side now throwing the dice and continuing to do so until they lose the ball.

At any time during the play of the game when it may seem expedient to the side having possession of the ball, the forward pass, the punt, or the try for a field goal may be made, in which event one of the dice, H, I or J, is used, according to the play that may be agreed upon. To one familiar with the game of football the play indicated by the throw of the die which may be chosen will be apparent and need not be set down herein.

Whenever one side forces the ball over the goal line of the other side making a touch-down, the ball is replaced on the fifteen yard line and the "Touch-down goal" die is thrown, which indicates whether or not the player is successful in kicking goal.

With this explanation it will be apparent how the various plays in the game may be indicated and executed. As is evident, the element of chance is present throughout the game. But at the same time familiarity with the game of football and skill in selecting the die or dice to be used as governed by the situation represented at the moment on the board, will often determine the winning of the game.

While my invention has been described in connection with apparatus designed by playing a football game, it is apparent that other games may be played by means of the apparatus described, it merely being necessary to change the designations on the dice to suit the plays of the particular game to be played, and perchance the number of dice employed to suit the various plays that are to be made.

While I have represented and described, and prefer to use, dice to indicate the plays, it will be apparent that other indicating means, as for instance, sets of cards corresponding with the faces of the dice, or dials, the segments of which are marked as are the faces of the dice, and provided with spinning pointers may be used, and I wish it to be understood that I consider for many purposes these several indicating means as mechanical equivalents of each other.

What I claim is:

1. In game apparatus, a board having goals at its opposite ends and graduated between goals, a piece to be moved over the face of the board, a marker of length equal to the distance between a determined number of the graduations, adapted to be placed with one end in line with the piece, its other end indicating the movement of the piece that must be made in a determined number of plays, the opposite ends of the marker being designated to correspond with the goals, and chance-controlled indicating means for determining the direction of movement and its extent at each play.

2. Game apparatus, comprising a marked board, a piece to be moved over the face of the board, chance-controlled means for determining the ordinary movements of the piece, comprising a plurality of elements, one of which indicates the direction of movement of the play and the other the extent of such movement, and other independent, selective chance-controlled means for indicating movements of the piece on special plays.

3. Apparatus for playing a football game, comprising a board with goals at its ends and graduations between goals, a piece to be moved over the face of the board, a marker of a length equal to the distance between a determined number of the graduations on the board and distinctively marked at its opposite ends, and dice adapted to be thrown to indicate the plays, comprising a set, one of which is marked to indicate whether the side playing makes gain, suffers loss, or neither gains or loses, and the other of which set are marked with numbers to indicate the extent of movement indicated by the first die, and other, selective, dice to be used at the will of the player in lieu of those constituting the first mentioned set, indicating special plays to be made, and the nature and extent of movement of the piece made by the special play chosen to be executed.

NORMAN W. BURGESS.