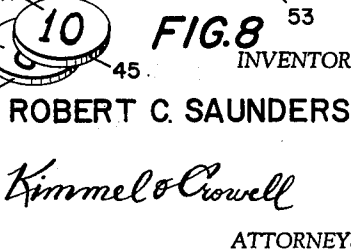


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GAME APPARATUS COMPRISING A SELECTOR
BOARD AND SELECTOR BOX
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1

2

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4 Claims. (Cl. 273-130)

This invention relates to a game, and has as its primary object the provision of an improved game and apparatus for playing the same characterized by high entertainment and amusement value. Briefly, the game comprises a series of elements including a selector board and a selector box. Each of a plurality of players is provided with a selector board and a selector box, and first chooses a number at random which he indicates in the selector box, in a manner to be described more fully hereinafter. This number is concealed from the other players. Each additional player then conceals a number on his selector board, and, if he conceals the number of an opponent, that opponent is eliminated from the game. Points are scored for each elimination, by the player eliminating all of the other players, and the end of the game is determined by the achievement of a predetermined number of points.

A further object of the invention is the provision of improved apparatus for indicating and scoring the designated selections and plays.

Other objects reside in the provision of an improved series of rules of play enhancing the entertainment value of the game of a numerical nature, together with an improved apparatus for facilitating the selection of numbers to be eliminated and for indicating the scoring.

Other objects of the invention reside in the combinations of elements, arrangements of parts, features of construction, and details of the rules of play all as will be more fully pointed out hereinafter and disclosed in the accompanying drawing wherein there are shown illustrative embodiments of the apparatus for playing the game.

In the drawings:

FIGURE 1 is a plan view of one element employed in the playing of the game termed a selector board.

FIGURE 2 is a sectional view taken substantially along the line 2-2 of FIGURE 1 as viewed in the direction indicated by the arrows.

FIGURE 3 is a fragmentary plan view of a modified form of selector board of the type illustrated in FIGURE 1.

FIGURE 4 is a fragmentary plan view of a tally board comprising another element used in playing the game.

FIGURE 5 is a sectional view taken substantially along the line 5-5 of FIGURE 4 as viewed in the direction indicated by the arrows.

FIGURE 6 is a top plan view of still another element employed in playing the game and termed a selector box.

FIGURE 7 is a sectional view taken substantially along the line 7-7 of FIGURE 6 as viewed in the direction indicated by the arrows; and

FIGURE 8 is a perspective view of chips bearing appropriate indicia which may be substituted for the tally board of FIGURES 4 and 5.

Having reference now to the drawings in detail, and more particularly to FIGURES 1 and 2, the selector board of the instant invention is generally indicated at 10 and comprises a base 11 preferably of rectangular configuration and made of any desired material, such as wood, plastic, or any other desired similar material. A raised center strip 12 extends vertically through the center of the box while opposite side strips 13 and 14 serve to connect top and bottom strips 15 and 16. Transverse separator strips 17 extend between the side strips 13 and 14 and the center strip 12 and divide the board into a plurality of boxes, each box containing a number from, in

the illustrative embodiment shown, 1 to 16, and arranged sequentially. The inner side of each of strips 12 to 17, inclusive, is provided with a longitudinally extending groove 18. Laterally slidable in each box defined by any of the above-mentioned grooved strips is a marker which includes a flat plate 19 adapted to slide laterally in one of the boxes from a position adjacent the center piece 12 to a position adjacent one of the marginal strips 13 or 14, the arrangement being such that the numerals, as indicated in FIGURE 1, are all positioned adjacent the outer side strips so that movement of each plate 19 towards the outside serves to cover a selected numeral. Each plate 19 is provided with a projecting finger piece 20 to facilitate the lateral movement of its associated slide in the grooves 18 surrounding the particular box on which it is associated.

The use of the selector board 10 will be described more fully hereinafter.

FIGURE 3 discloses a modified form of construction wherein a base 25 is provided with a center strip 26 and side strips 27 and 28, respectively. Transversely disposed wires 29 extend between the center strip 26 in each of the side strips 27, 28, and have mounted thereon balls 30 having central bores 31 through which the wires extend. Wires 29 are equidistantly spaced, and beneath each wire adjacent each of the side strips there is positioned a numeral corresponding to the previously described numerals of the modification of FIGURE 1. Obviously, as the balls 30 are moved away from the center strip 26 toward one of the side strips 27 or 28, the numeral associated with that particular ball and its wire is covered, in the same manner that the previously described plates 19 cover their associated numbers.

A second playing component is disclosed in FIGURES 4 and 5 and constitutes a tally board, generally indicated at 35, which is divided into a series of columns 36 and 37 in which numerals from 1 to any desired upper limit are sequentially arranged. In the illustrative embodiment, of which a fragment is shown, column 36 contains numbers from 1 to 15, column 37, numbers from 16 to 30, and column 38, numbers from 31 to 45. Adjacent each numeral is an opening 40, there being as many columns or openings as may be desired, and each opening is adapted for the reception of a peg 41 having a colored head 42, the head 42 being of a color associated with the particular player. Each peg is thus moved into an opening corresponding to the number of points that the player has scored, and the first player to achieve a desired predetermined objective is declared the winner. This board may also be constructed of plastic, wood, metal, or any other desired material which is suitable for the purpose.

In lieu of the tally board of FIGURES 4 and 5, chips 44 and 45 bearing different indicia 46 and 47, may be employed as shown in FIGURE 8, each player again being given a certain number of chips or chips corresponding to certain point value, and when all the chips are exhausted or, alternatively, when one player has gathered in all the chips, the game is terminated.

A further component of the game is disclosed in FIGURES 6 and 7 and comprises a selector box. Any desired number of selector boxes may be provided, in different colors, and each player selects a box, generally indicated at 50 to which the head 42 of his scoring peg 41, or alternatively, the color of his chips 44 and 45 may correspond. The selector box includes a base 51 having a series of openings 52 arranged, as shown in vertical columns, adjacent each opening, there being provided a number from 1 to 16, corresponding to the numbers of the selector board 10, but arranged at random, with the numbers of each box being arranged differently. The box is surrounded by a flange 53, which conceals the numbers and their associated openings from view, and is provided with a lid 54 which is hinged as at 55, the ar-

3

rangement being such that the lid may be interposed between the player and other players to preclude the disclosure of the number selected. A peg 56 having a colored head 57 is adapted to be employed in selecting a predetermined number, as illustrated in FIGURE 6, the number 15 having been selected.

The rules of play of the game are as follows:

Preparation

The game is for two, three, or four players. It is played on the selector board 10 having numbers from one thru sixteen. Each player selects a selector box 50 of different color. These boxes are also numbered from one thru sixteen.

Object of the Game

Each player tries by moving on the selector board 10 to eliminate other players, thus gaining points on the tally board 35, or chips 44-45.

To Start Play

One player is selected as scorer. As he is scorer he is allowed to have first move. His selection can be made by any manner decided by rest of the players. Thereafter, the winner of the round of play, or winner of the game shall be first to move. Play is always to the left of first player.

The game may be played from 50 to 100 points. This should be decided before first play. The player who makes the amount of points decided upon, or the highest number of points over the amount is declared winner of the game.

The markers 20 or 30 on selector board 10 are moved to the center of the board so all sixteen numbers are visible. Each player takes his selector box 50 and selects a number by putting his marker 57 in hole 52 opposite a number. He may select any number of his choosing.

The first player moves the marker 20 on selector board 10 completely covering a number on the board to try to eliminate other players. Each player follows suit unless he is eliminated by having his number in selector box 50 covered.

When the marker 20 is moved to cover a number selected by a player, the player must immediately state that was his choice and he is out of play for that round. Play is thus continued until all but one player is eliminated, he being the winner of that round.

Scoring Points

As the number of points for the game has been decided upon, each player tries to successfully reach that goal. As a player is eliminated, the number of markers 20 left open on selector board 10 is scored on tally board 35. In case one move eliminates two or more players this amount is doubled or tripled. That player or players being eliminated, play continues with players left. When another player again is eliminated the open markers are again added to score on tally board 35. After all but one player is left the amount of points on the tally board 35 goes as his score for that round.

In event one or more players have selected the same number the round is considered a tie and they shall divide the points on the tally board 35. If in case the number of points cannot be evenly divided the point or points are set aside and the next winner between these two or more players add them to his score.

After each round of play the score from tally board 35 should be put on a score sheet for the winner of the round. Remove marker 42 from tally board 35 for next round of play.

After each round of play the markers 20 on the selector board 10 are returned to center of board. Again each player selects a number of his choosing in selector box 50 and play is resumed.

Rules:

4

Selecting Number in Selector Box

After selecting number in selector box 50 player must place box 50 with lid 54 closed in view of all other players. He must not at any time after his first selection remove box 50 from playing area. A player upon being eliminated must show his number to all players. The winner at end of each round must show his number in selector box 50 to all players.

Moving Marker on Selector Board

Marker must be moved to completely cover the number selected on selector board 10. After a player has completely covered a number it is considered has turn at play, although he may still have his hand on the marker. After moving he may not retract marker 20.

Moving Marker Covering Own Number

If a player thru carelessness moves a marker 20 on selector board 10 to cover his own number and admits same immediately he is eliminated from further play in that round. The amount of markers left on selector board 10 are added to the tally board 35 the same as if another player has eliminated him. If the player does not admit that he has covered his own number immediately and another player has moved a marker 20, he is fined 10 points from his score, and 5 points are added to tally board 35. If in case he has not accumulated that amount of points to deduct he must, as he makes points, take them from his score.

Player Having His Number in Selector Box Covered

When a player number is covered by marker 20 on selector board 10 he must admit same immediately. If he fails to do so and next player or players makes a move; or it is not discovered until game is over, he is fined 10 points and 5 points added to tally board 35. If in case he has not accumulated that amount of points to deduct he must, as he makes points, take them from his score.

Player Exposing His Number in Selector Box

If a player accidentally exposes his number in his selector box 50 and is seen by another player or players he is eliminated from further play in that round. The number of markers 20 left on selector board 10 are added to tally board 35.

Number in Selector Box Exposed by Other Player

If a player's number in selector box 50 is accidentally exposed by another player he is eliminated from further play. The number of markers 20 left on selector board 10 are added to tally board 35, the same as if he had been eliminated. The player ruled at fault for exposing his number must forfeit ten of his points to be added to the exposed player's score. If at the time of accident he does not have the points to forfeit to the exposed player he must owe to his score these points. The player who was exposed must get credit on his score for the points immediately.

The Game

In the case of a tie game the players tied must play one more round or rounds to decide the winner.

Using Chips Instead of Tally Board

The game may be played with chips 44-45 instead of using tally board 35. Each player is given the same amount of chips. All players place one or more chips in pot. The round of play is conducted as with tally board. After all players have been eliminated but last player, he is declared winner and receives the pot. In case two or more players have selected same number in selector box 50, the pot is divided among the players.

The game is over when any one player has lost all his chips 44-45. The player having the highest amount of chips 44-45 is declared the winner.

5

In case of a tie one or more rounds must be played to decide a winner.

The chips 44-45 are then equally divided and another is started.

Obviously, variations in the rules may be made, and other arrangements of play may be conceivable without departing from the spirit and scope of the instant inventive concept.

From the foregoing it will now be seen that there is herein provided an improved game of chance and skill characterized by high entertainment value, which accomplishes all of the objects of this invention, and others, including many advantages of great practical utility and high entertainment value.

As many embodiments may be made of this inventive concept, and as many modifications may be made in the embodiments hereinbefore shown and described, it is to be understood that all matter herein is to be interpreted merely as illustrative, and not in a limiting sense.

I claim:

1. A game construction characterized by a selector board having a plurality of boxes formed thereon, a number in each box with the numbers arranged sequentially, a slide member in each box movable to cover its associated number, and a selector box having a plurality of numbers imprinted in columns thereon, with the numbers corresponding numerically to the numbers of the selector board but randomly arranged, an opening aligned with each number of the selector box, a pin having a colored head

6

insertable in a selected opening, and means for concealing the pin and numbers in the selector box.

2. The structure of claim 1 wherein the last-mentioned means comprises a flange encircling the numbers on the selector box, and a lid.

3. The structure of claim 1 wherein the selector board includes a center strip, side strips, top and bottom strips, and transverse strips defining said boxes, each strip having a groove on its inner face, and said slide member includes a plate slidable in said grooves, and a projecting finger piece for each said plate.

4. The structure of claim 1 wherein a center strip, top and bottom strips and side strips are provided on said selector board, wires extend between said side strips and said center strip to define said boxes and said slide members comprise balls having axial bores, slidable on said wires.

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