April 19, 1960 S. J. MANCINI 2,933,316

GAME

Filed July 14, 1958 2 Sheets-Sheet 1

Fig. 1

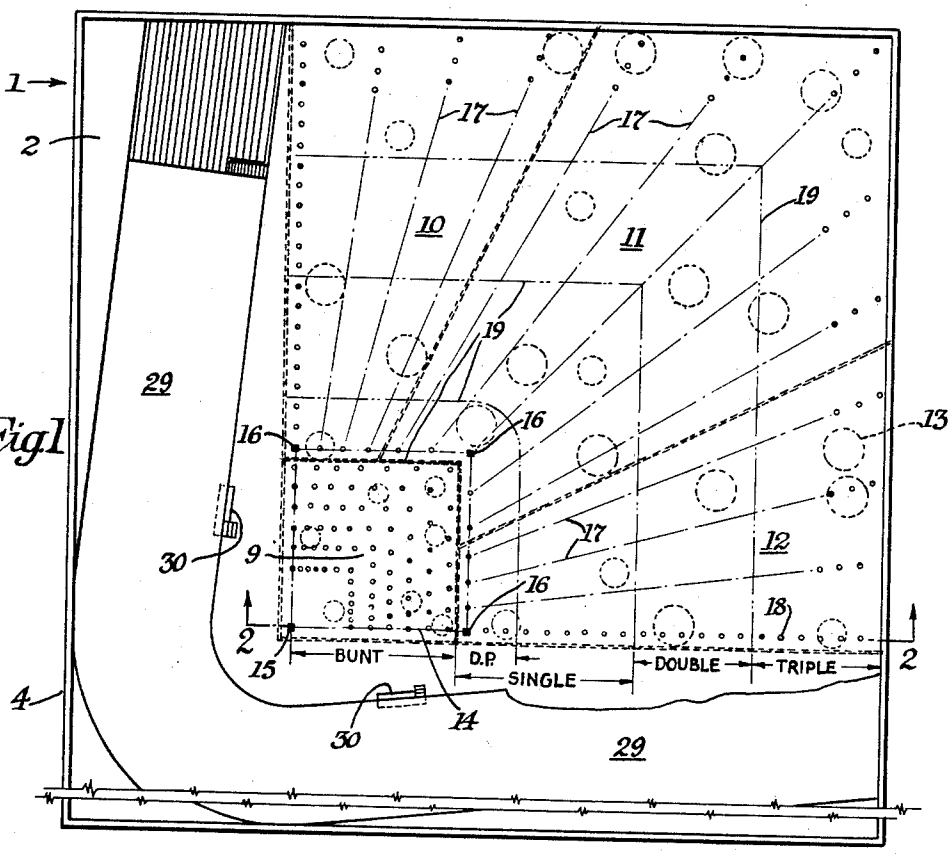


Fig. 2

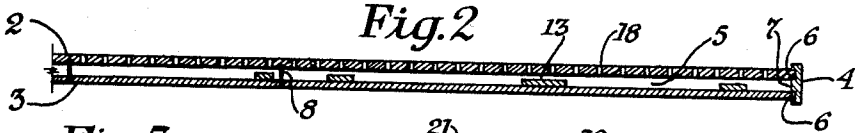


Fig. 3



Fig. 4

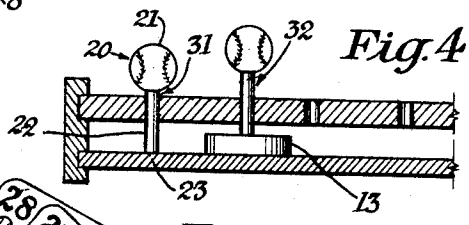


Fig. 5

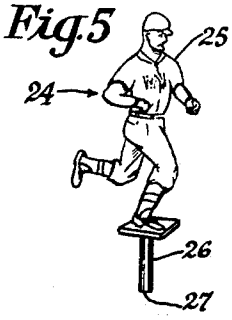
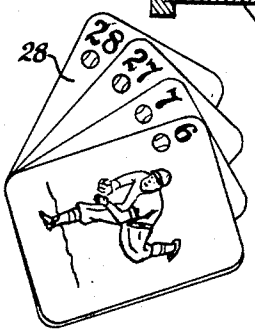


Fig. 6



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GAME

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Fig. 7

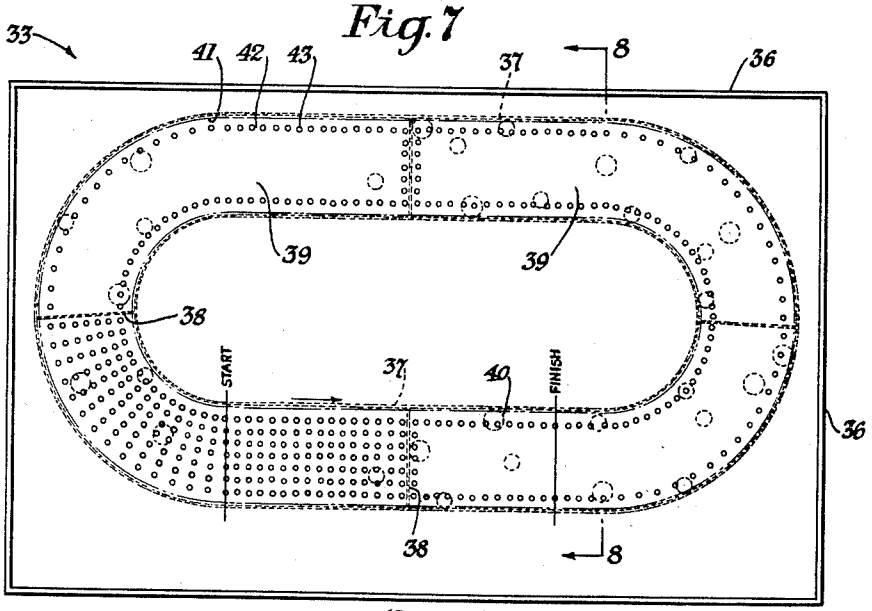
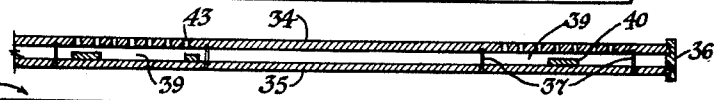


Fig. 8



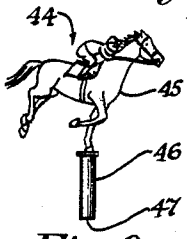


Fig. 9

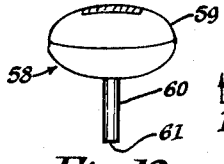


Fig. 12

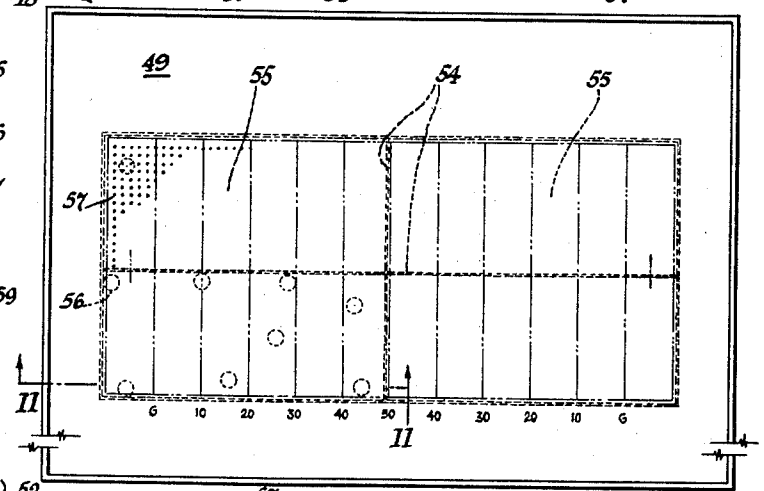


Fig. 10

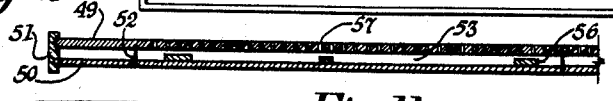


Fig. 11

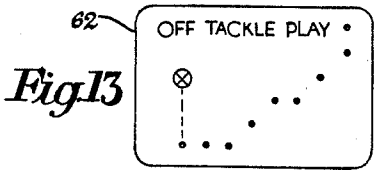


Fig. 13

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2,933,316

GAME

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5 Claims. (Cl. 273—93)

The present invention relates to a game, more particularly, to a game which faithfully simulates the action of the actual contest by guiding the action in a manner which cannot be foreseen by any of the contestants but which provides each contestant with a choice regarding the general play he wishes to attempt.

Numerous games have been previously devised wherein the object of the game is to move markers along a predetermined path wherein the movement of the markers is determined by chance and various obstacles are placed on the paths. These obstacles, however, have been indicated on the paths in such a manner that they are known in advance to the players, and hence an element of excitement is removed from the game. For example, the players know that a certain obstacle, such as the loss of a turn or the like, will be found at a certain point in the game's progress. Thus, while the actual movement of each player's indicator is governed by chance, the obstacles are not arranged at random nor can they be changed prior to different games.

The present invention presents a game which comprises an additional element to add to the excitement of the game.

In the present game the positions of the obstacles to the paths which the players must take during the progress of the game are unknown. Further, these obstacles can be positioned at random and at various stages of the game. Thus, no player knows in advance which obstacles he may encounter as he moves his indicators along a path in accordance with movements determined by chance.

The principle of this invention, as will be presently described, can be readily applied to games which simulate actual contests such as baseball, football, racing, and the like.

The present invention essentially comprises a game-board wherein the various paths of the game are indicated by a series of perforations in the top face of the board. The board is hollow so as to be able to accommodate a number of freely movable blocks. The progress of each of the players is marked by pegs which are positionable in the perforations. By shaking the game-board, the blocks are positioned within the game-board at random and as such will present unknown obstacles to the progress of the player along a line of perforations as indicated by his peg. Since the blocks are totally enclosed within the game-board, they are not visible to the players. Hence an added element of excitement is introduced into the game since it is impossible to predict which series of perforations will involve the majority of the obstacles.

The specific embodiment disclosed as this invention comprises the game as applied to a simulated game of baseball. However, it is to be understood that other contests may be readily simulated. The specific embodiment of this invention essentially comprises a hollow base having a baseball diamond illustrated on the top surface thereof. A plurality of lines of perforations radiate from the home-plate of the baseball diamond. A number of freely movable blocks are enclosed in chambers within the hollow base. A peg is moved along a selected line of perforations to simulate a hit. The distance that the peg is to be moved along a line of perforations is determined by drawing a card which bears a number indicating the move to be made by the player. If the peg can be moved the number of perforations indicated on the card without encountering an obstacle, the player has made a safe hit.

It is therefore the principal object of this invention to provide an improvement in games whereby obstacles are positioned at random in the path of a player's progress in such a manner that the positions of the obstacles are not known until actually encountered by a player.

It is another object of this invention to provide a game wherein obstacles to a player's progress may be repositioned at great frequency without the positions being known at any time, so that the positions of the obstacles can at no time influence the players' strategy.

It is a further object of this invention to provide a game which closely simulates an actual contest such as baseball, football, horse-racing, and the like.

It is an additional object of this invention to provide a novel and improved form of a game-board which is readily adapted for games simulating actual contests.

Other objects and advantages of this invention will be readily apparent upon reference to the accompanying description and to the following drawings, wherein:

Figure 1 is a top plan view of a simulated game of baseball employing the principles of this invention;

Figure 2 is a sectional view taken along the lines 2—2 of Figure 1;

Figure 3 is an over-all perspective view of one of the blocks which is enclosed within the game-board illustrated in Figures 1 and 2;

Figure 4 is a partial sectional view taken along a line of perforations of Figure 1 showing proper and improper seating of the peg which indicates the progress of the baseball;

Figure 5 is an over-all view of the indicator used to mark the position of base runners on the game-board of Figure 1;

Figure 6 illustrates a form of card which can be used to determine the number of perforations the indicator is to be moved from home-plate;

Figure 7 is a top plan view of a game-board wherein the game disclosed as this invention is adapted to simulate a horse-racing contest;

Figure 8 is a sectional view taken across the lines 8—8 of Figure 7;

Figure 9 is an over-all view of the indicator used to mark the progress of the players in the horse-racing game illustrated in Figures 7 and 8;

Figure 10 is an over-all perspective view of a game-board constructed in accordance with this invention and adapted to simulate the game of football;

Figure 11 is a sectional view taken along the lines 11—11 of Figure 10;

Figure 12 is an over-all view of the marker used to indicate the position of the ball in the simulated football game of Figures 10 and 11; and

Figure 13 shows a card which is used to indicate the path of the ball during a play of a simulated football game.

While the present invention can be adapted to simulate various contests, a specific embodiment of this invention will be described in connection with a simulated game of baseball, and modifications of this game suitable for simulating horse-racing contests and football games will also be described.

Proceeding next to the drawings, more particularly to Figure 1, wherein like reference symbols indicate the

same parts throughout the various views, 1 indicates a game-board for a simulated game of baseball. The game-board comprises a top face 2 and a bottom face 3, which faces are connected at their outer edges by side faces 4 so as to form an enclosure 5 in the base. Each side face comprises spaced notches 6 which receive the outer edges of the top and bottom faces. A portion of each side face 4 between the notches extends between the top and bottom faces as indicated at 7.

The above-described construction results in vertically spacing the top and bottom faces, and the enclosure formed therein is further divided by separator strips 8 which form partitions so as to divide the enclosure into an infield chamber 9 and field chambers 10, 11 and 12.

A plurality of plastic blocks 13, which are in the form of disks as illustrated in Figure 3, are enclosed within each of the chambers 9 through 12. These blocks are freely movable within these chambers so that any shaking or moving of the game-board will cause a movement of the blocks within their respective chambers. Accordingly, the blocks may be readily positioned by a shaking of the game-board and then placing the game-board upon a surface.

The blocks 13 are of various diameters, with the smallest diameter blocks being enclosed in the infield chamber 9 and the remaining, larger diameter blocks being distributed among the field chambers 10 through 12.

Each block has a thickness which is about five-eights of the height between the top and bottom faces.

A baseball diamond 14 is depicted on the top surface of the game-board and comprises a home-plate indicated at 15 and bases indicated at 16.

A plurality of paths 17 radiate outwardly from the home-plate 15. Each of these paths comprises a line of perforations 18, with there being twenty-seven perforations in each line. These perforations may be even spaced throughout a line thereof, but it is preferable that there be an equal number of perforations in each path.

The playing surface of the baseball field is divided into areas by lines 19 to indicate the type of hit or other plays which will occur in the simulated game of baseball. These lines form areas which are indicated as follows: "bunt," "double play" (applicable only when there is a man on base), "single," "double," and "triple." As is conventional, a hit into the area outside of the playing field between the foul lines is a "home run."

In Figure 4 there is illustrated an indicator 20 which is used to mark the progress of the ball along a line of perforations. The indicator comprises a baseball 21 and a peg 22 which has a square bottom indicated at 23. The peg is of such a diameter so as to be readily insertable in any of the perforations 18.

In Figure 5 there is illustrated an indicator 24 which is used to indicate a man on base. The indicator 24 comprises a figure of a ball player 25 and a peg 26 which also has a square bottom shown at 27.

The cards which determine the number of perforations a player is to move along a line of perforations are shown in Figure 6 and are indicated at 28. Each card has a number thereon from 4 to 28 which represents the number of perforations the player is to move. A complete deck of cards suitable for playing this simulated game of baseball will comprise such a proportion of different numbered cards as to be truly representative of the type of hits which are made in an actual baseball contest.

While only one form of the cards has been shown, it is to be understood that other forms of cards may be employed, or other means may be used to determine by chance the number of perforations a player is to move along a line of perforations.

The remainder of the top face of the game-board may have indicated thereon a grand stand 29 and dugouts 30. In actual practice, the top face of the game-board will contain a replica of an actual Major League stadium.

In this manner, different Major League stadia may be illustrated on the game-boards of this invention.

With the above structure of the invention in mind, a description will next be made of the procedure in playing the game.

The game may be played by two or more players. After determining which is to be the home team, the player or players designated as the visiting team inserts a base runner at each of home-plate and the bases, making sure that the base runners are properly seated. Reference to Figure 4 of the drawings will show at 31 a properly seated peg, and at 32 an improperly seated peg which is the result of encountering an obstacle in the form of one of the freely movable blocks.

The game-board is then shuffled to position the blocks within the board. The board is then placed upon a surface and the base runners are removed from the bases. The runners were positioned only to insure that no obstacles would be positioned beneath any of the bases.

After shuffling the cards shown in Figure 6, the player designated as the visiting team inserts a man at home-plate and then draws the top card from the deck. He then moves the baseball indicator 20 along any line of perforations that he desires. The number of perforations that he moves his indicator will correspond to the number on the card.

If the player successfully moves the baseball indicator the number of perforations indicated on the card without encountering an obstacle in the form of a freely movable block, the player will get a hit as indicated on the playing surface of the game-board.

Consequently, the base runner at home-plate is then moved to the base corresponding to the hit obtained by the player.

Another base runner is then inserted at home-plate, and another card is drawn. The same procedure is followed in positioning the second ball player figure.

If the number on the card results in the peg resting in the zone marked "double play," then two outs are scored against the player and the figures of the base runner at first base and the player at home-plate are removed.

If there are no base runners and the baseball indicator is moved to the "double play" zone, then a single is scored instead of the double play.

The procedure outlined above is then repeated until the player has three outs, as in the conventional game of baseball.

Then the player designated as the home team repeats the same procedure, including the shuffling of the board and the cards.

It is preferable that the game board and the cards are shuffled after every half inning, although, if desired, the board can be shuffled after every batter.

A safe hit without encountering any obstacles to any of the zones results in the type of hit which corresponds to that zone. If a safe hit is made to the wall of the ball field with additional perforations still to be moved, then the hit constitutes a home run.

If a base runner is on third base with only one out and the next batter flies out in the "triple" zone, the man on third base may score.

A base runner may be moved at any time in an attempt to steal the next base. However, if he encounters a block in between the bases, he will be considered out at the base that he attempted to steal.

In case of question, the rules of baseball as played in the Major Leagues should be applied to the game.

Proceeding next to Figure 7, there is illustrated a game-board constructed in accordance with this invention to simulate a horse-racing contest. The game-board shown at 33 comprises a top face 34 and a bottom face 35 which are connected by side walls 36 so as to form a space between the top and bottom faces. Separator strips 37 are provided between the top and bottom faces

and are formed in the shape of a closed course to represent a race track.

In addition, partitions 38 are provided between the separator strips to form a plurality of chambers indicated at 39.

A plurality of freely movable blocks similar to the blocks shown in Figure 3, and indicated at 40, are accommodated in each of the chambers 39.

A race track 41 is depicted above the separator strips 37.

A plurality of lines 42, each comprising a series of perforations 43, are made in the track 41. Each line 42 has the same number of perforations therein.

In Figure 9 there is shown an indicator 44 comprising a figure of a running horse 45 and a peg 46 with a square bottom 47. Each player uses such an indicator to mark his progress during the race.

The game is played as follows: After each of the horse indicators are properly seated in the holes on the starting line, the board is shuffled to randomly position the blocks within the game-board. After determining which post position each player will occupy in the race, the player in the number 1 post position rolls dice. The horse figure is then moved a number of perforations to correspond to the total number as shown by the roll of the dice. The horse figure must be completely inserted in each perforation as the figure is moved. Should an obstacle in the form of a block be encountered, the player stops his move at that point and the next player rolls the dice to determine his move. In the event no obstacles are encountered, the player moves the full number of perforations corresponding to the number rolled by the dice.

While the use of dice to determine the moves is convenient, any other form of chance element can be used to determine these moves.

The direction of the race is counterclockwise, as is conventional in this country. The players are not restricted to moving their horses along the line of perforations in which they started. If a player has reason to believe that an obstacle may be in his course if he proceeds in a straight line, he can then move his horse figure diagonally during the movement of his figure according to the determined number of perforations.

This diagonal movement of the horse figures may cause another player's horse to become trapped in a pocket and thus prevent him from moving. If a horse becomes trapped in a pocket, he may only move up to the other horse blocking his path and no further.

The first horse to cross the finish line becomes the winner.

It is pointed out that persons familiar with horse-racing may vary the rules of the game as they may desire.

Proceeding next to Figure 10, there is illustrated a game-board 48 which is constructed in accordance with this invention and used to simulate a game of football.

The game-board 48 comprises a top face 49 and a bottom face 50, which are held in spaced relationship by side walls 51.

A plurality of separator strips 52 are employed to enclose a rectangular area 53 within the game-board. The area 53 is further subdivided by partitions 54 into chambers 55.

A plurality of freely movable blocks 56 are received in each of the chambers 55. The blocks 56 are similar to the blocks illustrated in Figure 3.

A representation of a football gridiron is depicted on the top face corresponding to the area formed by the separator strips 52. A rectangular pattern of perforations 57 is made over the entire area of the gridiron. The perforations are preferably spaced one scale yard apart on the gridiron.

In Figure 12 there is illustrated an indicator 58 which is used to mark the progress of play on the gridiron. The indicator 58 comprises a football 59 mounted upon

a peg 60 which has a square bottom 61. The peg 60 is of such a size so as to be readily insertable into any one of the perforations 57.

The movement of the football indicator is governed by cards such as shown at 62 in Figure 13 wherein each card represents a play. The path of the ball carrier is indicated on each card by a series of dots which correspond in spacing and arrangement to the perforations 57 on the gridiron. There are several different series of cards to represent the various plays of football. These series are entitled as follows: "off tackle runs," "center runs," "end runs," "passes," "kicks," and "kick returns."

As in the actual game of football, each offensive play is a potential touchdown if there are no obstacles in the path of movement of the football indicator. Each card shows the path of the ball carrier in the area around the line of scrimmage and then may indicate the path the ball carrier is to take once he gets past the line of scrimmage. If the football indicator peg, when being moved along this path, does not encounter any of the freely movable blocks and is properly seated in each of the perforations, then a touchdown will be made.

The cards can be made of sufficient size so as to indicate the complete path of the ball carrier from the line of scrimmage toward the goal line.

The cards may have actual perforations thereon corresponding to the perforations on the gridiron. Thus, when a card is selected to determine the play, this card is positioned upon the gridiron and the ball carrier is moved along the path indicated by the perforations in the card.

In playing this simulated game of football, the actual rules of football, either collegiate or professional, should be followed. The game-board should be shaken before each series of downs and upon first downs, and then placed upon a surface such as a table.

The game is begun by one of the players selecting a card from the "kick" category. This card will indicate the length of the kick-off.

The other player must then select a card from the "kick return" category to determine the path of his ball carrier in returning the kick-off. When the ball carrier, as represented by the indicator, encounters an obstacle, the ball carrier is down at that point. It is then first down and ten yards to go for a first down for the player in possession of the ball.

The player may then select a card from any of the categories with the exception of the "kick return." The player then moves his marker along the path indicated by the selected card. If no obstacle is encountered and the football player's peg is properly seated in each perforation of the path, then a touchdown will be scored.

In "pass" plays, either of two alternatives may be employed. In one instance the card in the "pass" category will show the number of spaces the ball is to travel. The player then moves his indicator to the ultimate perforation. If no obstacle is encountered at this perforation, the pass is completed at that point.

In an alternative to this system, the player attempting a pass may move his indicator perforation-by-perforation along the path indicated by the card. If an obstacle is encountered while the ball is considered to be in the air on its way to the ultimate perforation, then the pass is deemed to be blocked and the pass play is incomplete.

Whenever any player selects a "kick" play, the other player must then select a card from the "kick return" category to determine the distance the kick is returned.

Various penalties consistent with the penalties encountered in an actual football game may be indicated on the cards.

While the previous description of the invention was confined to three embodiments thereof, it should be understood that this invention can be adapted to simulate hockey, basketball, war, and numerous other contests. The same principle of this invention would be applied

to these other adaptations. The obstacles in the form of freely moving blocks are positioned within the gameboard and their position is not known at any time to any of the players. The obstacles are positioned at random beneath the various paths of the players' progress. As a result of this random positioning of the obstacles, excitement and suspense is added to the game. Skill is also required in selecting the proper strategy in order to beat the opposing players. The outcome of the strategy is uncertain in view of the nature of the obstacles. Further, the obstacles cannot influence the strategy employed by a player since the positions are not known at any time. In this respect, it is to be pointed out that in the horse-racing game an obstacle can be avoided by noting a previous player's move which was impeded by an obstacle. However, there is no way of knowing if this was the sole obstacle which impeded this player or whether other additional obstacles are in alternative paths of the players.

The games of this invention may be entirely made of plastics or any other suitable material such as plywood, metal, and the like.

Thus it can be seen that the present invention comprises a game which simulates actual contests to a high degree of accuracy and captures much of the excitement and suspense surrounding actual contests.

It will be understood that this invention is susceptible to modification in order to adapt it to different usages and conditions, and, accordingly, it is desired to comprehend such modifications within this invention as may fall within the scope of the appended claims.

What is claimed is:

1. In a game, a base having spaced top and bottom walls and side walls connecting said top and bottom walls to form an enclosure in said base, there being a game area on said top wall, there being a plurality of spaced perforations in said game area on said top wall defining a path for use in the game, a plurality of freely movable blocks in said base enclosure and positionable at random under said top wall upon movement of said base, separator strips extending between and engaging said top and bottom wall to divide said base enclosure into several closed chambers under said perforations in said top wall with some of said blocks being in each of said closed chambers so that the blocks are distributed in several separate areas underneath the top wall of the board to present hidden obstacles under several portions of the top wall and to prevent a concentration of the blocks in any one portion of the base enclosure, and an indicator peg for insertion into said perforations in accordance with predetermined rules, the said indicator peg having a sufficient length so that the end of the peg rests on said bottom wall whereby the peg will be elevated above its normal position when the end of the peg encounters one of said blocks within said base enclosure.

2. In a baseball game, a base having spaced top and bottom walls and side walls connecting said top and bottom walls to form an enclosure in said base, a baseball playing field depicted on said top wall, there being a plurality of spaced perforations in said baseball playing field radiating outwardly from the home-plate thereof and defining a plurality of paths on said playing field, a plurality of freely movable blocks in said base enclosure and positionable at random under said top wall upon movement of said base, separator strips extending between and engaging said top and bottom walls to divide said base enclosure into several closed chambers under said baseball playing field with some of said blocks being in each of said closed chambers so that the blocks are distributed in several separate areas underneath the perforations on the baseball playing field of the board to present hidden obstacles under several portions of the top wall and to prevent a concentration of the blocks in any one portion of the base enclosure, and a baseball indicator peg for insertion into said perforations in accordance with predetermined rules, the said indicator peg having a sufficient length so that the end of the peg rests on said bottom wall whereby the peg will be elevated above its normal position when the end of the peg encounters one of said blocks within said base enclosure.

3. In a baseball game, a base having spaced top and bottom walls and side walls connecting said top and bottom walls to form an enclosure in said base, a baseball playing field laid out on said top wall above said enclosure, there being a plurality of spaced perforations in said baseball playing field radiating outwardly from the home-plate thereof and defining a plurality of paths on said baseball playing field, a plurality of freely movable blocks in said base enclosure and positionable at random under said top wall upon movement of said base, separator strips interconnecting said top and bottom walls to divide said base enclosure into a closed chamber under the infield and several closed chambers under the outfield with some of said blocks being in each of said closed chambers so that the blocks are distributed in several separate areas underneath the perforations on the baseball playing field on the board to present hidden obstacles under several portions of the playing field and to prevent a concentration of the blocks under any one portion of the playing field and a baseball indicator peg for insertion into said perforations in accordance with predetermined rules, the said indicator peg having a sufficient length so that the end of the peg rests on said bottom wall whereby the peg will be elevated above its normal position when the end of the peg encounters one of said blocks within said base enclosure.

4. In a game as claimed in claim 1 with said game area comprising a closed oval course to simulate a race track on said top wall, said spaced perforations defining a plurality of closed paths on said race track and having an equal number of perforations therein with said paths of perforations being above said chambers.

5. In a game as claimed in claim 1 with said game area comprising a simulated football playing field laid out on said top wall, said spaced perforations being arranged on said football playing field in a regular rectangular pattern above said closed chambers.

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