Nov. 17, 1936. T. E. BROWN, JR., ET AL. 2,060,973

GAME APPARATUS

Filed Jan. 12, 1935 5 Sheets-Sheet 1

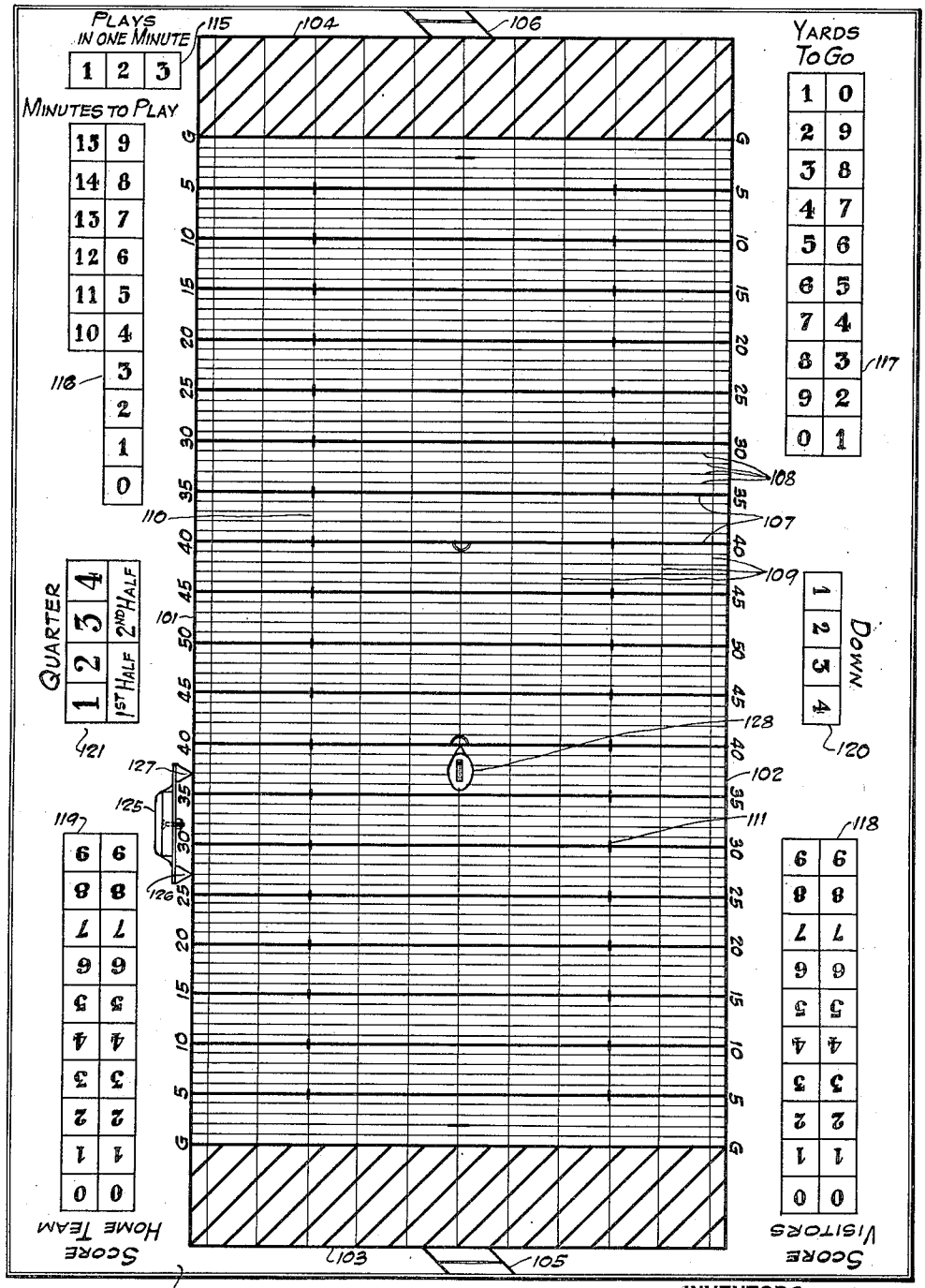


FIG. 1

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GAME APPARATUS

Filed Jan. 12, 1935 5 Sheets-Sheet 2

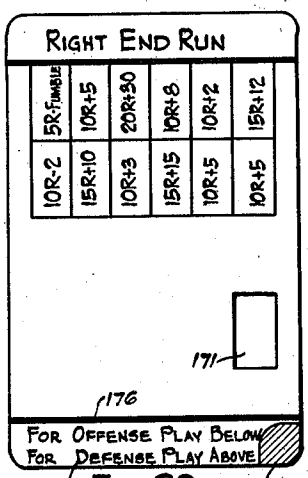


FIG. 20

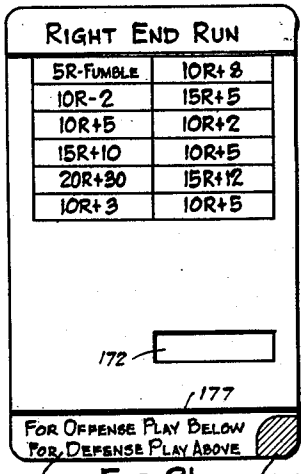


FIG. 21

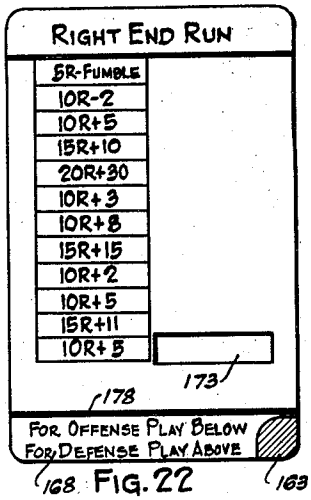


FIG. 22

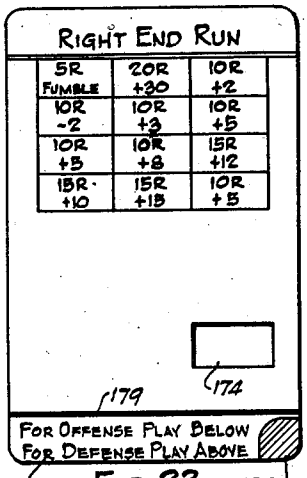


FIG. 23

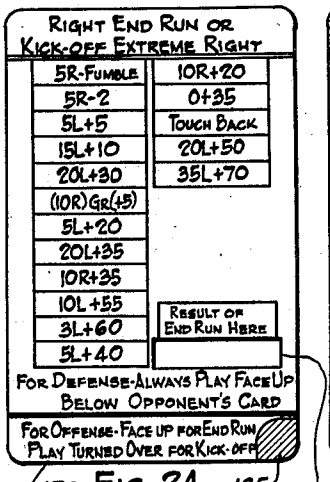


FIG. 24

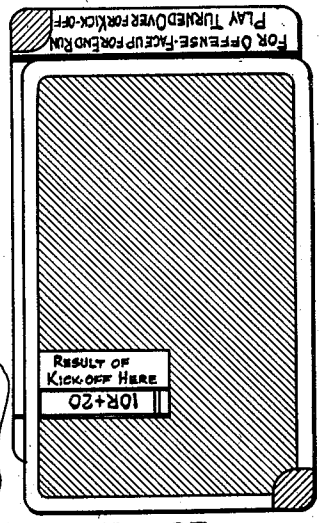


FIG. 25

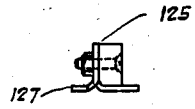


FIG. 2



FIG. 3

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GAME APPARATUS

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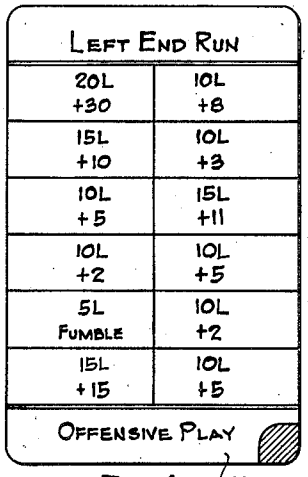


FIG. 4

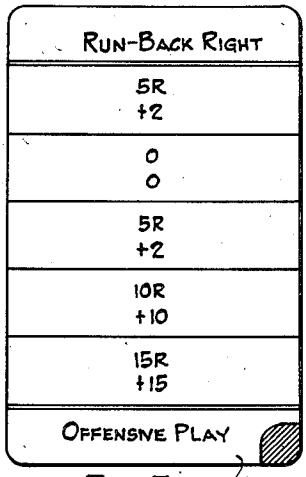


FIG. 5

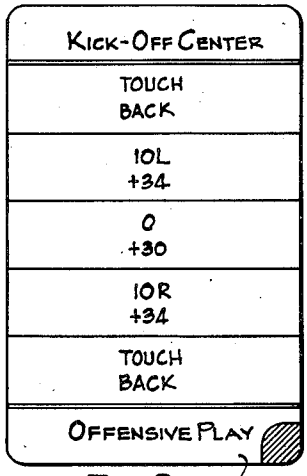


FIG. 6

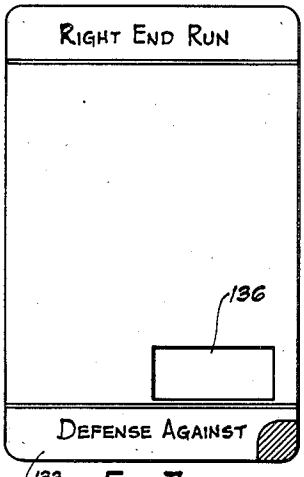


FIG. 7

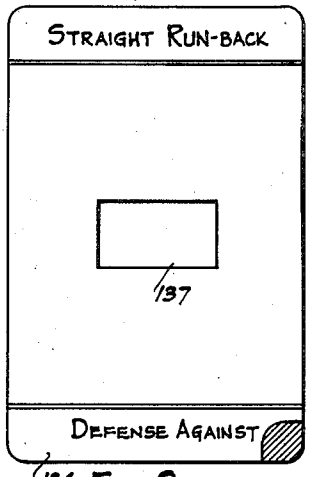


FIG. 8

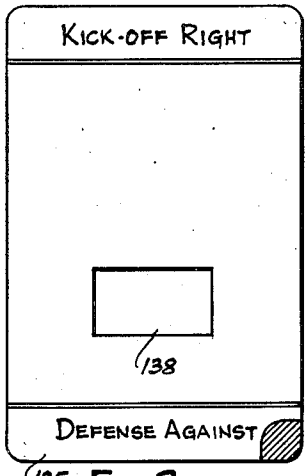


FIG. 9

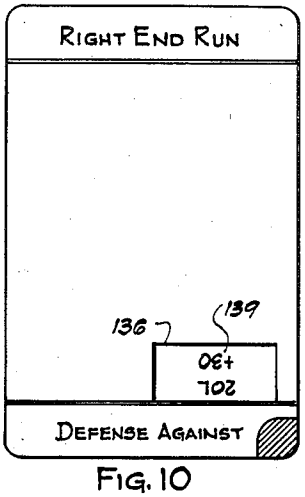


FIG. 10

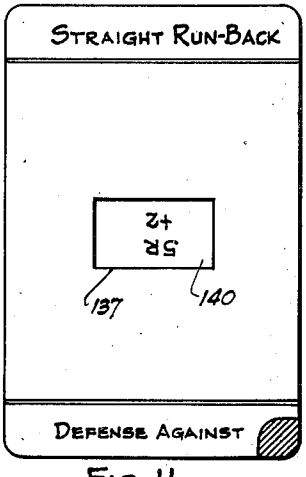


FIG. 11

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GAME APPARATUS

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LEFT TACKLE RUN	
15L +10	15R +10
10L + 5	10R + 5
5L + 2	0 + 2
5L -8	5L -8
5L -2	10L -2
10L +12	15R +15
5L + 6	0 +10
5L + 4	10L + 2
10L + 7	25R +55
5L +4	5R +45
5L + 3	15L +42
10L + 4	0 +25

148 145 149

FIG. 12

RUN-BACK STRAIGHT	
0 +10	15R +6
0 +5	5R +2
0 0	0 0
0 +5	5L +2
0 +10	15L +6

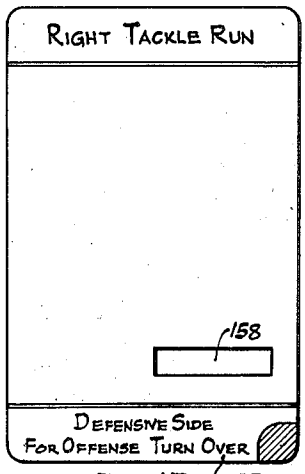
150 146 151

FIG. 13

KICK-OFF EXT. RIGHT	
10R +20	15R +30
15R +30	5R +25
20R +40	10L +34
25L +55	15L +45
35R +70	25L +55

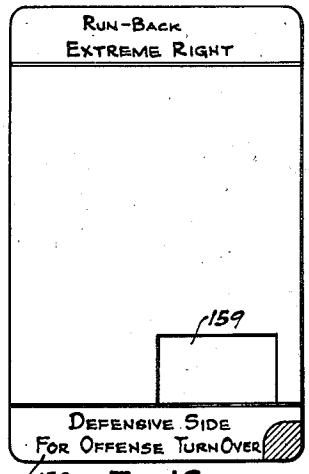
152 147 153

FIG. 14



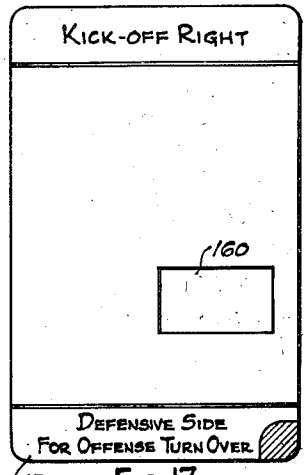
155

FIG. 15



156

FIG. 16



157

FIG. 17

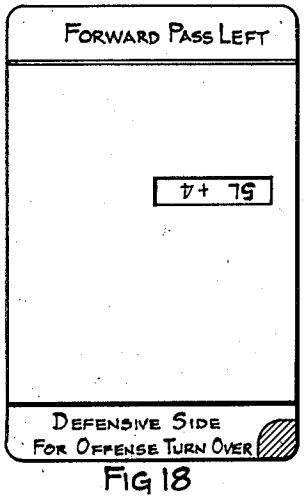


FIG 18

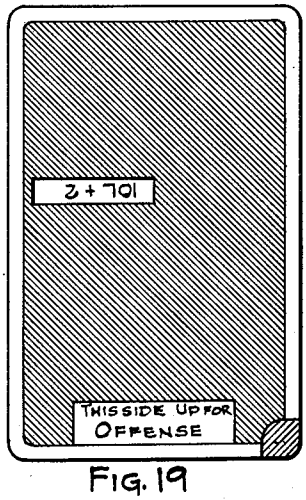


FIG. 19

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GAME APPARATUS

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Forward Pass Left			
20L	+35	15R	+15
15L	+15	10R	+12
10L	+6	5R	+8
10L	+2	5L	+4
(10L)GR(+5)		10L	+3
(20L)GR(+20)		(20R)GR(+20)	
(10L)GR(+10)		(5R)GR(+25)	
20L	Int	20L	Int
10L	+6	15R	+45
(15L)GR(+15)		0	+40
(20L)GR(+20)		10L	+30
15L	+13	0	+25
Offense		Defense	

181 180

Fig. 26

Punt Center

Defensive Side For Offense Turn Over

182

Fig. 27

180

Punt Center

(15L)GR(+15)

181

Defensive Side For Offense Turn Over

182

Fig. 28

182 180

181

Fig. 29

190

Offense		Defense		Right End Run
10R	+5	5L	+40	5R Fum
15R	+12	30L	+60	10R -2
10R	+9	10L	+55	5R -2
10R	+2	10R	+35	5L +5
15R	+15	20L	+35	15L +10
10R	+8	5L	+20	20L +30
10R	+3	10R GR(+9)		15L +10
20R	+30	20L	+30	5L +5
15R	+10	15L	+10	5R -2
10R	+5	5L	+5	5R Fum
10R	-2	5R	-2	
5R	Fum	5R	Fum	

Right End Run

Defensive Side For Offense Turn Over

188

Right Tackle Run

15L +15L

189

185 186

Fig. 31

188 190 189

187

Fig. 32

Fig. 30

Right End Run

Defensive Side For Offense Turn Over

188

Left End Run

185

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Patented Nov. 17, 1936

2,060,973

UNITED STATES PATENT OFFICE

2,060,973

GAME APPARATUS

Thomas E. Brown, Jr., Tuxedo, and Shortridge Hardesty, Larchmont, N. Y.

Application January 12, 1935, Serial No. 1,472

10 Claims. (Cl. 273—152)

The invention relates to game apparatus, and particularly to a game board or plat having associated therewith movable figures or elements, together with a plurality of cards to be played for determining the movements and positions of the said figures.

Various arrangements of this nature are known; and it is an object of the present invention to provide a novel arrangement of the game board and associated positioning means. A further object of the invention resides in the provision of novel playing cards for use therewith.

In carrying out the invention, a board is provided having represented thereon, for example, a miniature football field, and over which is arranged to be slidably moved a player piece or pieces such as a miniature football or other movable element, there being provided adjacent the field, as along the sides thereof, scoring and like means for recording the different plays, etc. It is to be understood, of course, that the invention is equally applicable to other games such as baseball, cricket, etc.

The nature of the invention, however, will best be understood when described in connection with the accompanying drawings, in which:

Fig. 1 is a plan view of a plat containing a simulation of a football field, as one embodiment of the invention—scoring and recording means being shown along the sides thereof.

Fig. 2 is an end view of a side-line marker.

Fig. 3 shows a side elevation of the playing piece or football.

Figs. 4 to 11 are plan views of cards utilized in the playing of the game.

Figs. 12 to 19, and Figs. 20 to 25 are similar views illustrating modifications.

Figs. 26 to 28 illustrate in plan a still further modification in the cards; and Fig. 29 is a longitudinal section through two superimposed cards of this type.

Fig. 30 is a plan view of one of the packs of cards of this type pivoted together, and Figs. 31 and 32 are respectively a plan view and a vertical section through two such packs in their operative positions.

Referring to the drawings, more particularly to Fig. 1, 100 designates the game board upon whose top surface there is represented to scale a modern football field, the same being enclosed by the side-lines 101 and 102 and the ends 103 and 104, each end having also represented thereat the goal posts 105 and 106, respectively. The field, furthermore, is divided longitudinally and to scale with the usual transverse yardlines 107 at five-yard intervals, these lines being drawn heavily. Intermediate one-yard lines 108 are drawn more lightly than the five-yard lines and, in addition, longitudinal dividing lines 109 are provided over the field to indicate transverse positions, the same being shown at intervals of approximately five yards.

On two of these longitudinal dividing lines, designated as 110, 111, heavy marks are added to indicate them as the "10 yard in" lines on which the ball must be put back in play whenever it (the ball) has crossed them in a previous play.

Adjacent the two longitudinal sides of the field and upon the board itself are represented various scoring means, for example, the representation 115 as in adjacent squares numbered for the "plays in one minute"; while at the four corners, and extending longitudinally of the field, are representations in the nature of two rows of adjacent squares. For example, the set of squares 116 is adapted to indicate the "minutes to play"; and the set of squares 117, at the same end of the field and at its opposite side, may serve to indicate the "yards to go". The two sets 118 and 119, at the opposite end of the field and similarly located, may serve in the present embodiment to indicate respectively the "visitors' score" and the score of the "home team", while the two sets 120 and 121 may serve to indicate the "downs" and "quarters".

These squares of the various representations may be used in connection with suitable counters (not shown) such as buttons, circular disks, pegs or pins, in keeping the score, and their use is obvious except in the case of the representation "plays in one minute" which is used in combination with the representation "minutes to play" to determine the duration of the game. We have found that the usual actual football game consists of between 140 and 200 plays and that by assuming three plays to occupy one minute there would be 45 plays per quarter which will sufficiently simulate actual playing conditions to create interest in a board game. After each play, therefore, a marker would be shifted to the next designation on the score member 115; and after the last one has been reached, the marker is moved back to No. 1 and a marker on the score member 116 is moved to the next lower number, and so on. When three plays have been made, after the marker on score member 116 has reached the last number, the quarter is complete.

In addition, a further movable element or side-line marker 125 is provided to be moved along a side of the field and having oppositely disposed

points or indicators 126 and 127 displaced from each other an interval corresponding to 10 yards of the field (longitudinally thereof).

The actual playing piece 128 is represented as a half of a football for convenient grasping by the fingers, being adapted to slide, with its flat side in contact with the field surface, over the said surface and having a pointed end 129 to indicate the direction of movement of the theoretical ball on the field and its theoretical position relative to the transverse yard line. The miniature ball is to be so placed that its point will coincide with the particular yard line and so that it will, also, indicate the direction of attack.

The side-line marker and the playing piece, shown in elevation in Figs. 2 and 3, are preferably made of a heavy material or metal to better hold their positions against slight jars of the game board and are provided on their flat undersurfaces with felt or other soft material to prevent excessive wear of the surface and markings of the board.

In playing the game, card members, preferably separated into two decks of cards, and bearing suitable legends or other characteristic designations, are utilized—both decks, generally, of the same number of cards and the respective decks bearing the same legends, and one deck, for example, being provided for the defensive side and one deck for the offensive side. These cards may be of different color for convenience in sorting the same should they become mixed; or, they may be secured together in two groups as hereinafter set forth.

In Figs. 4 to 11, cards 130, 131 and 132 having suitable legends and directions thereon representative of the various plays that may be made, are provided for one of the players, as the offense side. It is understood, of course, that full sets of cards for both the offensive side and the defensive side will be provided, and that those indicated in the drawings are merely representative.

Furthermore, the defensive cards 133, 134 and 135 are provided with corresponding slots 136, 137 and 138, respectively, the various slots being differently located and in accordance with the various plays as previously worked out and arranged on the offensive cards. The arrangement contemplates superimposing one of the slotted cards over an unslotted card as a counterplay, for example, as indicated in Figs. 10 and 11, the result of the plays, for repositioning of the playing piece, on the part of the two opponents being indicated through the slot or window as at 139 and 140, respectively. Thus, Fig. 10 shows, for example, the result of superimposing defensive card 133 over offensive card 130, and Fig. 11 the result of the superimposition of card 134 over 131.

With this arrangement of cards, it is of course necessary to transfer the respective packs whenever the ball changes hands so that the defensive side always holds the pack of slotted cards. By arranging one set of the cards 145, 146, and 147, Figs. 12, 13 and 14, with double parallel columns 148, 149; 150, 151 and 152, 153, respectively, the one column setting forth the results of the particular play used as an offense and the adjacent column those of the particular play selected for the defense, this objection may be overcome.

The defense cards represented by the cards 155, 156 and 157, Figs. 15, 16 and 17, are then provided with corresponding slots 158, 159 and 160, as in the previously described embodiment; but in superimposing a slotted card over the cards of the other or solid set, Figs. 18 and 19, the said card is played either face up or face down in accordance with whether the action is a defensive one or an offensive one. Figs. 18 and 19, for example, show respectively the defensive and offensive use of a "forward pass left" card against the "left tackle run" card shown in Fig. 12. With this arrangement it is not necessary to transfer the cards when the ball changes hands.

In Figs. 20 to 25, there are illustrated various designs for sets of cards 166, 167, 168, 169 and 170 upon which the plays are inscribed and the slots 171, 172, 173, 174 and 175 are so located that the cards may be used for either offense or defense. Card 166, Fig. 20, also indicates the various indicia written longitudinally of the card which has the advantage of making the same equally easily read by both players. It should be understood that two identical sets of any one of the designs of cards would be provided, of which only one card showing one particular play has been illustrated in each case. In the particular arrangements shown in Figs. 20, 21, 22 and 23, the indicia are inscribed for the defensive side's card to be superimposed over that of the offense, the result being read through the slot of the defensive side's card.

Again, in these figures, the layout of the indicia and the slots is such that the defense's card need be superimposed only to the point that its top edge reaches the heavy black lines 176, 177, 178 or 179, thus allowing the retention of a thumb grip on each card being played. Marks 161 to 165 to indicate the proper thumb grip are shown. In the arrangement shown on card 170, Fig. 24, the defense should place the card below, the result being read through the slot in the offense's card. Also, the cards may be arranged to do for two or more plays, where the types of play are of such a character as never to be usable at the same time. Thus on card 170 is incorporated a "kick-off" play in addition to a "line play". As indicated in the directions, which should preferably be placed on the card and which are shown thereon, one type of play would be made by the offense playing his card face up and the other type of play by his reversing his card. Fig. 25 shows two such cards superimposed for a "kick-off" play. "Run-back" or such other types of plays may be incorporated on other cards of a set, thus reducing the total number of cards to be handled.

For greater convenience in orienting the cards when superposed, it is of advantage to provide an abutment or raised strip 180 on the marked cards 181, Fig. 26. The edge of a slotted card 182, Fig. 27 may then be placed against the abutment of the other, as indicated in Fig. 28 and in the sectional view, Fig. 29.

Again, the packs may be pivoted somewhere along their bottom edges, and the selected card turned out from the pack while still hidden in the hand of the player. Thus, as indicated in Figs. 30 to 32, the pack of slotted cards 185 and the solid card pack 186 are pivoted at the points 188 and 189, respectively. The pack 186 itself then forms an abutment for all but the top card which may be an additional blank card, or if a playing card, may have a raised strip or abutment 190 as shown.

In playing the game, the field of play and the chart are placed between the opponents and the ball placed with the point somewhere on the 40-yard line between the lines 110 and

111 and pointed in the direction it is to be "kicked".

Each player holds his deck of cards in his hands with the backs of the cards toward the opponent. The player who is to kick-off decides in which direction he wishes to kick and selects the card with that designation from his hand.

The receiving player decides from which direction he believes the kick to be coming (i. e. tries to guess which direction the other will kick) and selects that card from his hand.

Assuming that the kicking player has selected "kick-off extreme right" and the receiving player has selected "kick-off right" as his defense, when the cards are juxtaposed the indication through the slot will be that the ball has been kicked to a point 15 yards to the right and 30 yards down the field. The ball is moved accordingly three divisions to the right (kicker's right) and 30 yards down the field which puts it on the 30-yard line slightly over 10 yards from the side-line.

The ball is rotated end for end and placed with its point on this location, and the receiver now has the privilege of running it back. He selects the card indicating the direction in which he wishes to do so and the opponent (the original kicker) decides which direction he is going to defend against. The cards being chosen and juxtaposed, the result is played on the field as before.

Assuming that the runner back decides on "run back right" and the defense that the "run back" will be "straight forward". The result is 5 RT+2. The ball is moved right 5 yards (i. e. 1 space and is then 10 yards from the center line of field) and 2 yards up, i. e. to the 32-yard line.

It is now first down with ten yards to go; and the side-line marker is placed with one point on the 32-yard line and the other on the 42-yard line.

The player in possession of the ball then selects any of the cards in his hand except, of course, "kick-off", "run-back" or "drop-kick", and the play continues in the usual way, the offense having four downs to make 10 yards for a first down.

When a kick-off, punt or drop-kick is made or a forward-pass is intercepted, the ball is moved as indicated and the receiver has choice of a "run-back" play, except in case the kick or forward-pass has resulted in a touchback or a ball out of bounds. In case of a fumble, a coin or a die may be tossed for possession of the ball.

After each play, kick, run-back, forward-pass or line play, the indicator on "plays in one minute" is moved to the next number and after every third play the "minutes to play" indicator is moved to the next lower number. In moving the ball according to the results of a play, the ball must be given the indicated transverse movement before it is given the indicated longitudinal movement.

According to the results of the plays, the ball may approach or cross the side-lines. Except in case of a "punt" or "drop-kick", when the indicated transverse movement of a play result carries the ball across a side-line, no longitudinal movement is given the ball or the runner is assumed to have been passed or run out of bounds on the line of play and annulling any forward gain. In case of a punt or drop-kick crossing the side-line, the ball is given that portion of the indicated longitudinal movement corresponding to the proportion of the distance from the side-line of point of play, to the indicated transverse movement. According to the rule, the ball is then brought back transversely and put into play "10 yards" from the side-line, on the respective line 110 or 111, with loss of down, etc., as the case may be, and in no event is a "run-back" play allowed.

It will be seen that the approach to the side-lines limits the possibilities of the offense exactly as in a real game.

Drop-kicks for goal are successful only when the transverse movement brings the ball within 5 yards of centerline of field and the gain registered is at least 10 yards beyond the goal line, i. e. to the goal posts.

While the foregoing explanation has reference more especially to the playing of the cards with relation to an associated game board or plat with the element movable thereover and the required indicia and legends therefor, it will be obvious that with the simple combination of appropriate indicia and/or legends on certain or all of a deck or decks of cards and slots or apertures on all or certain others of the cards, the slots being so arranged as to select indicia when the cards are superimposed, many varieties of interesting and instructive games can be developed, without departing from the spirit of our invention.

We claim:

1. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: two decks of cards, each of which has a legend thereon defining different plays and the cards of one deck having in addition to said legends indicia setting forth various results of the plays, the cards of the other deck being apertured and adapted to be manually superposed over the indicia-bearing cards and when so located affording through the aperture instructions for repositioning the said movable element.

2. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: playing cards, each of which has a legend thereon defining different plays and indicia setting forth various results of the plays, together with apertures such that when one card is manually superposed over another instructions may be read through the particular aperture for repositioning said movable element.

3. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: two decks of cards, each of which has a legend thereon defining different plays and the cards of one deck having in addition to said legends indicia setting forth various results of the plays, the cards of the other deck being provided with respective apertures differently located therein and said cards being adapted to be manually superposed over the indicia-bearing cards and when so located affording through the aperture instructions for repositioning the said movable element.

4. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: two decks of cards, each card of a deck having a legend thereon defining different plays and the cards of each deck being equal in number with the respective legends corresponding, and the cards of one deck having in addition to said legends indicia setting forth various results of

the plays, the cards of the other deck being apertured and adapted to be manually superposed over the indicia-bearing cards and when so located affording through the aperture instructions for repositioning the said movable element.

5. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: two decks of cards, each card of a deck having a legend thereon defining different plays and the cards of one deck having in addition to said legends separate sets of indicia defining respectively offensive and defensive results of the plays, the cards of the other deck being apertured and adapted to be manually superposed over the indicia-bearing cards and when so located affording through the aperture instructions for repositioning the said movable element.

6. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate movements of a football: a deck of offense cards playable by the player having possession of the ball, and a deck of defense cards playable by the opposing player, the cards of each deck having a legend thereon defining different plays and the cards of one deck having in addition to said legends indicia setting forth various results of the plays, the cards of the other deck being apertured and adapted to be manually superposed over the indicia-bearing cards and when so located affording through the aperture the instructions for repositioning the ball.

7. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: two decks of cards, the individual cards of each deck being pivotally connected together along an edge, each of which cards has a legend thereon defining different plays and the cards of one deck having in addition to said legends indicia setting forth various results of the plays, the cards of the other deck being apertured and adapted to be manually superposed over the indicia-bearing cards and when so located affording through the aperture instructions for repositioning the said movable element.

8. In game apparatus for use with a plat simulating a playing field, and an element movable thereover to indicate the results of the plays: two decks of cards, each of which has a legend thereon defining different plays and the cards of one deck having in addition to said legends indicia setting forth various results of the plays and affording also at one end an abutment, the cards of the other deck being apertured and adapted to be manually superposed over the indicia-bearing cards and when located against the abutment thereof affording through the aperture instructions for repositioning the said movable element.

9. Game playing members, comprising two decks of cards, each card having indicia provided on one face and at least the cards of one deck also being provided with an aperture, the indicia and aperture of the various cards being differently positioned, whereby upon manual superposing a card of one deck over a card of the other deck results determined by the two cards so superimposed may be read through an aperture.

10. Game playing members, comprising two decks of cards, the individual cards of each deck being adapted for manual superposition over the cards of the other deck, and the cards of one deck being pivotally connected together to form an abutment for orientation of the cards of the other deck in the superposition thereof.

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