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G. R. WYLIE ET AL

EDUCATIONAL GAME

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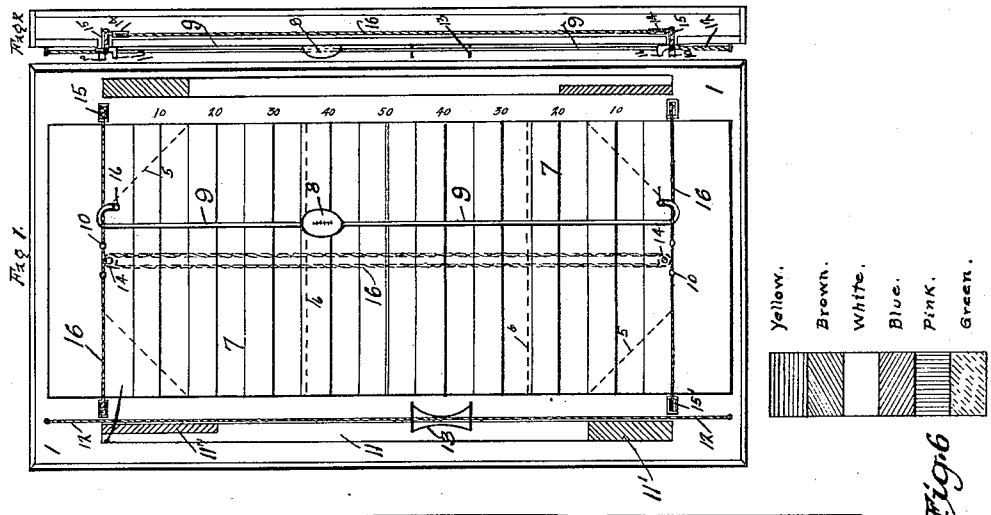
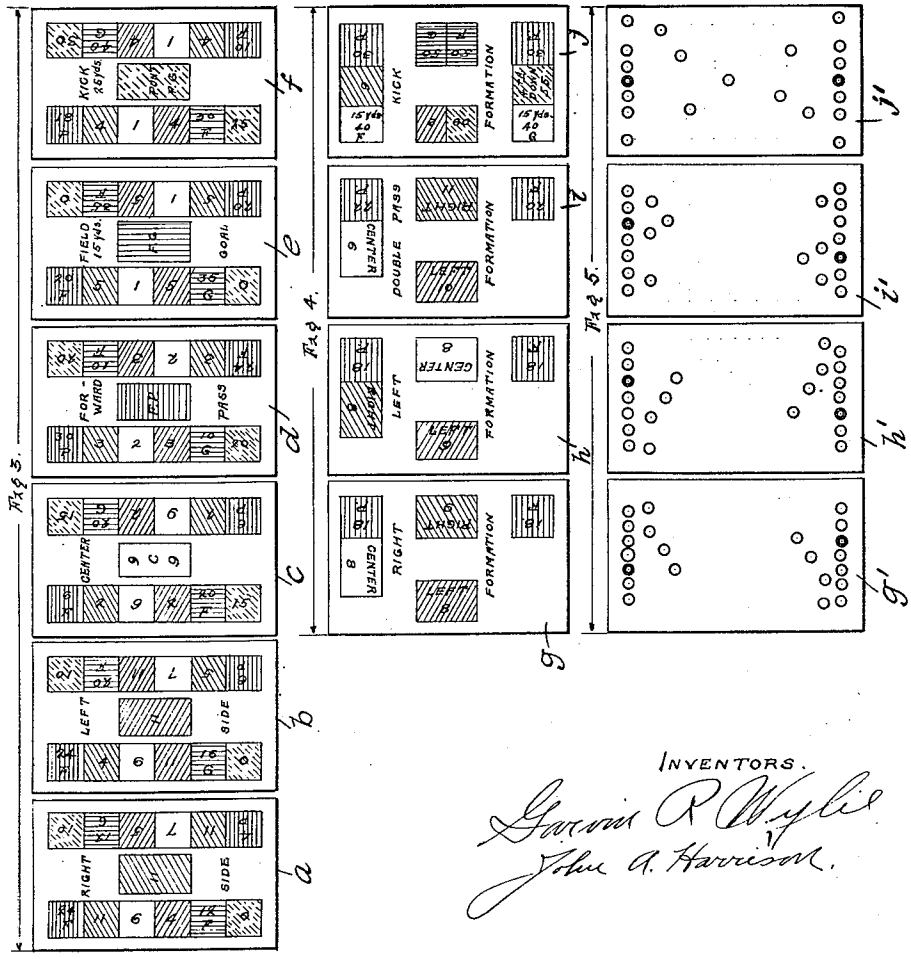


Fig. 6



INVENTORS.

George R. Wylie

John A. Harrison.

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GARVIN R. WYLIE, OF WASHINGTON, AND JOHN A. HARRISON, OF PARNASSUS, PENNSYLVANIA.

EDUCATIONAL GAME.

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This invention relates to an improved educational apparatus and parlor game. The principal objects of this invention are to provide an interesting and an attractive parlor football game, that will be instructive, entertaining and at the same time be in such form that it can be conveniently carried from place to place as desired and at small initial cost.

The invention consists of a table or board, upon which is printed the representation of a football field, a means of indicating the division of the football field into zones of play, with a ball adapted to be moved in the direction of the length and the breadth of said field, goal posts mounted at central portion of goal lines, means indicating first downs, distance to be gained and such features that go to make up a device upon which the movement of the ball upon a football field may be represented; and a deck of cards to be used in playing the game, said cards having on the one side diagrams of formations and upon the other side a series of squares, divisions or circles in various colors (or some other means of marking) in which are printed numbers, symbols, and letters. In accompanying drawings:

Fig. 1, is a plan view of the game board, showing football field and the relative location of parts.

Fig. 2, is a cross-section view of the game board to show operative parts.

Fig. 3, is a view of the series of defensive cards having defensive plays.

Fig. 4, is a view of the offensive cards, showing the offensive plays.

Fig. 5, is a view of the reverse side of the said offensive cards, showing the diagrams of formations, and

Fig. 6 is a view showing the scale of the several colors used on the playing cards.

To put our game into practical form we provide a frame having therein inclosed a representation of a football field and several movable or operative parts. This frame is of such size as may be best adapted to the purpose.

The playing field comprises a printed representation of a football field 7, properly spaced, with indicated goal posts 10—10′ at either end, and having zones 11—11′ and 11″ paralleling each side. A wire 9 extends from end to end of field 7 and carries a football 8, slidably mounted thereon, said wire being attached to endless cord 16, which projected over pulleys 15 and 15′ passes beneath game board, in such manner that the player by grasping projecting end of wire 9 can move the wire in a lateral direction across football field 7. The 10 yard indicator 13 can be moved lengthwise along playing field on cord 12.

In addition to above described apparatus we have playing cards; these cards are in a double series. One series is offensive and the other defensive. On the one side of the offensive cards are printed diagrams of the formations used for making plays and on the other side the plays themselves as made from formations shown. The different offensive plays such as right side, left side, punt, field goal, center, and forward pass, are printed in different colors in the small squares shown on cards in Fig. 4 with a combination of letters and numbers or a number alone. The defensive cards, Fig. 3, have a series of corresponding colors printed in a double set of squares with a larger central square in the color of the particular play which that particular card is designed to meet. These squares have the combination of a letter with a number or a number alone in each of them.

To play the game:

The two players, hereinafter designated as A and B, toss a coin to determine who shall have the privilege of kicking off or choice of goal. Having so determined, they take seats at opposite sides of game board, (same being placed on a table or some other suitable place).

Player A kicks off by shooting ball 8 with his forefinger from the 50 yard line in the direction of B's goal line. In case the ball stops at the 25 yard line it is B's ball, first down, on his own 25 yard line.

The ten yard indicator 13 is moved until one end rests on B's 25 yard line, the other end is then on the 35 yard line. This indicator shows the ten yards that B must gain in four consecutive downs or less to retain possession of the ball, i. e. to make first down.

Player B then takes up offensive set of cards, holding them as playing cards with

sides having formations printed thereon next to A. Player A takes up defensive cards and holds same as he would playing cards, with their printed side concealed from B.

Player B selects card he desires to use and draws same from his hand and lays it upon table with the diagram of the formation in view of A. Player A looks at formation on card selected by B and in turn draws from his hand the defensive card he intends to use, and placing edge of card upon the table, holds the card in a vertical position with the printed face invisible to B. Player B then turns his card over and indicates what play he is making; in this case it is "center" from card *i* and *i'*, Figs. 4 and 5. Player A then turns his card over flat upon table face up. The result of the play is determined by substracting the number in the square (marked center) on the offensive card from the number in the square of corresponding color on the edge of the defensive card which is next to offensive player. In this instance A played card *d* Fig. 3, so the result would be, offense 6, defense 2; result, a four yard gain for B at center. It will be noted that there is some difference which edge of the defensive card is turned towards the offensive player, and which square is indicated by the offensive player in making forward passes and field goals; this is to increase the number of possible results from play and to represent the element of chance. For instance, a forward pass, to be complete, if B indicates square F 30 A must have a square marked P on the defensive card turned towards the offnesive player. Then, subtract the numbers and the result of play in yards is found. The same applies to field goals, the offensive and defensive card must form the abbreviation F. G. or the try is unsuccessful and the ball goes to A at a distance equal to the difference in the numbers in the squares.

If the defensive number is larger than the offensive number the result is a loss of yardage equal to that difference:

A special leaflet will accompany each game device, to explain in detail the method of play. Other cards may be designed to show other plays and formations, and blocks or disks may be used instead of cards.

Having thus described our invention, we claim:

1. In a game a representation of a football field, a ball adapted to operate over said field in four directions, means for moving said ball, in combination with a double series of individual members, one series of which, the offensive, having indicated thereon plays and diagrams of formations for making such plays, with a similar defensive series which determine the results of the plays made.

2. In a game a representation of a football field, a ball adapted to operate over said field in four directions, means for moving said ball, in combination with a double series of individual members, one series of which, the offensive, having indicated thereon plays and diagrams of formations for making such plays, each of the offensive members showing the offensive team formation and concealing the offensive play, with a similar defensive series which determine the results of the plays made.

3. In combination with an apparatus such as described, a double series of several separate members representing offensive and defensive, said members comprising cards, the offensive series of said cards being printed on both sides, one side of cards adapted to be concealed.

4. In a game, a representation of a football field, a ball adapted to be moved over said field, in combination with a series of individual members, having indicated thereon plays and diagrams of formations for making such plays.

GARVIN R. WYLIE.
JOHN A. HARRISON