May 5, 1936. W. J. MORRILL 2,039,332

GAME

Filed Nov. 18, 1933 2 Sheets-Sheet 1

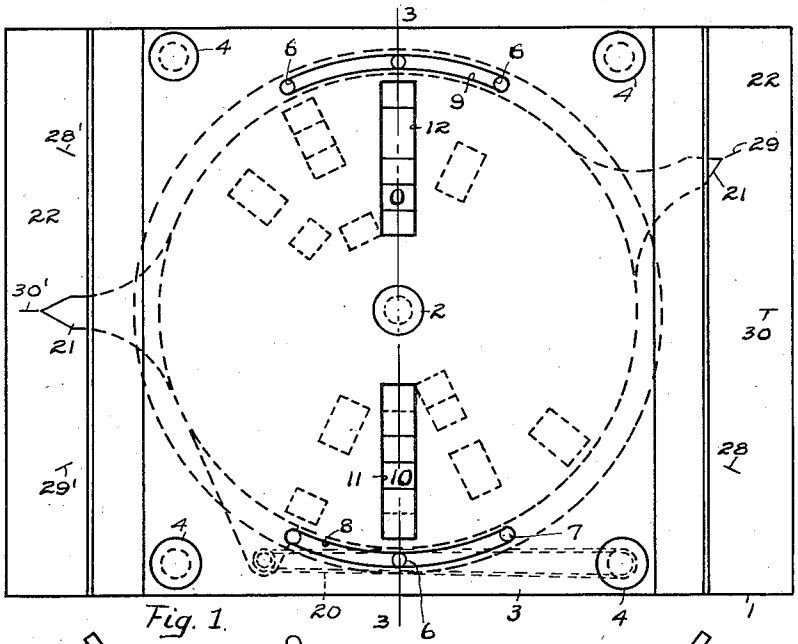


Fig. 1.

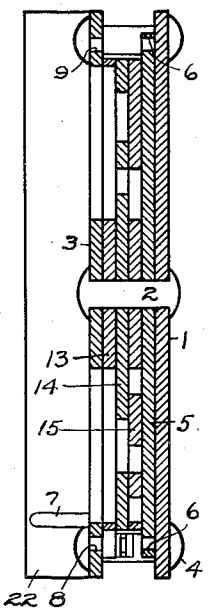


Fig. 3.

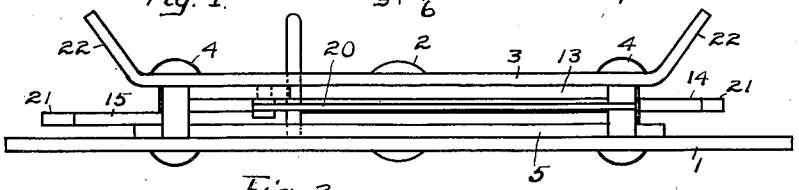


Fig. 2.

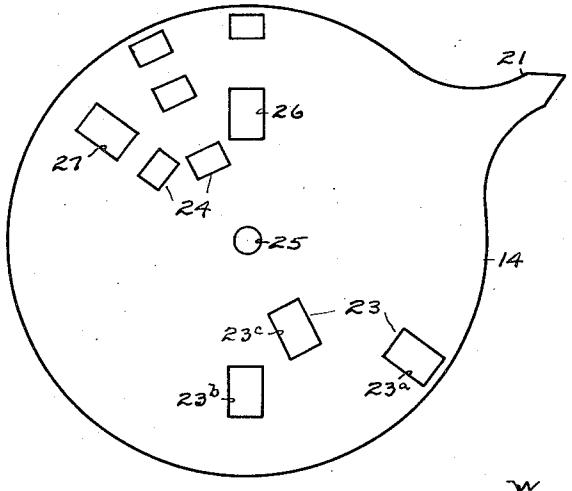


Fig. 5.

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GAME

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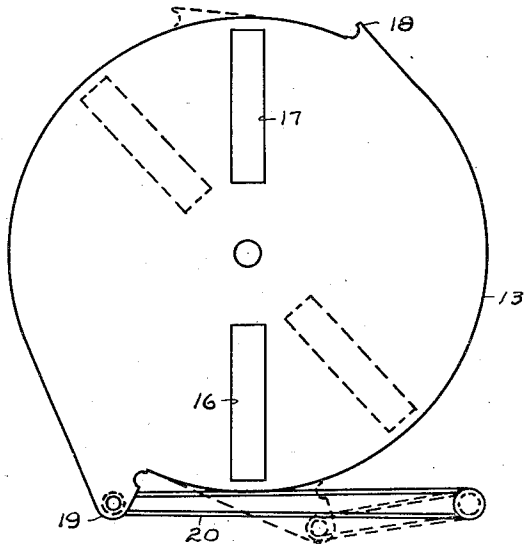
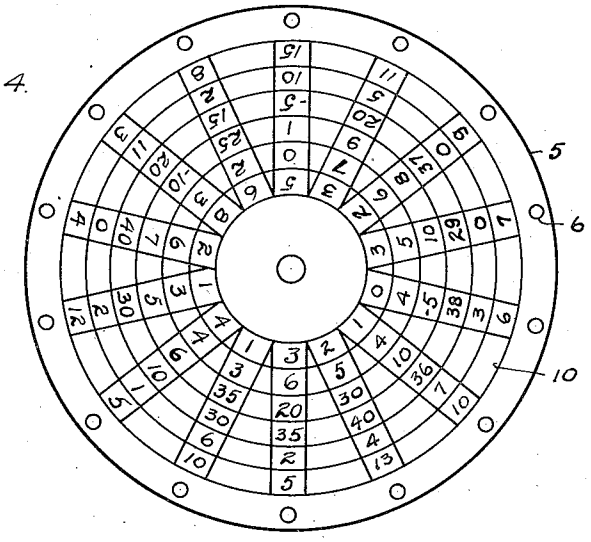


Fig. 6.

Fig. 4.



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GAME

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Application November 18, 1933, Serial No. 698,654

5 Claims. (Cl. 273—94)

The invention relates to games.

The object of the invention is to provide an attractive and interesting game in which the elements of chance and competition are introduced.

Another object is to form a game wherein means are provided by which a defensive player may reduce the probability of gain of the offensive player by anticipating the intention of that player.

Other objects and advantages will be set out hereinafter.

The principle of the invention may be applied to various games, one application thereof to a football game being described hereinafter and illustrated in the accompanying drawings, in which

Figure 1 is a plan view of a device embodying the invention. Fig. 2 is a side elevation of the device. Fig. 3 is a cross-section on line 3—3 of Fig. 1. Fig. 4 is a plan view of the character carrying disk. Fig. 5 is a plan view of one of the selector disks and Fig. 6 is a plan view of the shutter or screening member.

In the real game of football a considerable portion of the contest and interest lies in the uncertainty as to what the offensive team will do in an effort to gain and what the defensive team will do in an effort to prevent the gain. If the offensive team is able to surprise the defensive team its probability of gain is high. On the contrary, if the defensive team is able to anticipate the intentions of the offensive team the probability of gain by the offensive team is lowered. It is, therefore, desirable that a game symbolizing in miniature real football should be so designed that the result of each play is influenced by the actions of both the offensive and defensive sides, and I have embodied this principle in the present invention.

In the illustrative drawings 1 represents a base and 2 is a pivot fixed in the base and in the top member 3. A suitable number of corner posts 4 support the top member 3 on the base.

A disk 5, adjacent to the base 1, is revolubly mounted on the pivot 2 and an annular series of openings or recesses 6 is formed adjacent the outer peripheral edge of the disk. Each opening or recess is adapted to receive a stylus or pin 7 that may be inserted through either slot 8, 9 in the top member 3 and by which the disk may be rotated or spun. A selected quantity of numbers, letters or other predetermined characters is arranged in concentric circles 10 on the disk so that one character in each circle is visible at the same time through the radial slot 11 in the top member 3; similarly one character in each circle is visible at the same time through the radial slot 12 in said top in any given position of the disk 5. For the game of football these characters indicate yardage gained or lost and such other features as usually appear in the game.

Above the disk 5 are three disks 13, 14, 15 each being revolubly mounted on the pivot 2. Two radial slots 16, 17 are formed in the upper disk or shutter 13 at diametrically opposite points and they are adapted to register with the slots 11, 12 in the top member 3. A projection 18 is formed at the edge of the shutter 13, by which the shutter may be rotated to cause registration of the slots 16, 17 with the slots 11, 12. A projection 19 is also formed on the shutter 13 opposite to the projection 18 to which an element 20, as a spring or elastic band, is connected, the opposite end of the element being connected to a fixed member on the base, such as one of the posts 4. The element 20 tends to hold the shutter in the position of closing the slots 11, 12—the position shown in broken lines in Fig. 6.

At each play the stylus 7 is inserted in one of the holes 6 in disk 5 which appear through the slot 8 or 9 and the stylus is moved in a clockwise direction in slot 8 or 9 around the pivot 2. The movement of the stylus is continued until the end of the slot is reached thus accomplishing the double purpose of registering a new set of values on disk 5 under slots 11, 12 and opening the shutter 13. The latter member is engaged by the stylus by means of projections 18, 19 just before the motion of the stylus is completed.

A pointed projection 21 is formed on or attached to each disk 14, 15 which disks are the selector members. These disks are disposed on the pivot so that the pointers are on opposite sides of the pivot 2 and in front of the players respectively. The opposite ends of the top member 3 are turned upwardly so as to form the shields 22 by which to conceal each player's hand from the view of the other player as he moves the disk 14 or 15. Each selector disk, 14, 15 has a series of openings 23 therein, which are used by the offensive player, and a series of openings 24 which are used by the defensive player the series 23 being on one side of the pivot opening 25 and the other series on the opposite side thereof.

The opening 23*a* will expose any radial pair of characters in the two outer circles, the opening 23*b* will expose characters in the next two circles and the opening 23*c* will expose characters in

the two inner circles. The openings in the series 24 are also arranged to expose the characters in the circles on the disk 5, each one of the openings being adapted to expose any character in the circle below it and two of them 26, 27 being each adapted to expose any pair of characters in the two adjacent circles below it.

The defensive openings in the disk 14 are above the offensive openings in the disk 15 and the defensive openings in the disk 15 are below the offensive openings in the disk 14. Hence when either disk is adjusted with respect to one of its offensive openings and thereby is in position to expose two characters, one of the characters will be concealed by the defensive disk. Which of the characters will be concealed and which will be exposed is determined by the position of the defensive openings in the defensive disk.

A miniature representation of a football field may be used and a ball or member representing a football may be moved on the field after each play to the position determined by that play. This will add to the interest of the game.

On each play of the game only one number or symbol will appear in each slot 11, 12, all the remaining numbers being concealed. Of the two numbers appearing only the one in the offensive players slot has significance the others being disregarded. For example, if the right hand pointer is operated by the offensive player the results of the play will be read in slot 11 whereas if the player operating the left hand pointer has the offensive the results will be read in slot 12.

The several positions of the pointer 21 represent plays of the game. For example, position 28, 29, 30 might represent respectively a forward pass, a line plunge and kick off. Similarly then 28' 29' and 30' would represent for the opponent a forward pass, a line plunge and a kick off.

The slots in the two selector disks have been so arranged that if the offensive pointer is in position for some play such as a forward pass and the defensive pointer indicates anything but a forward pass a large gain is probable. If the defensive player anticipates the selection of the forward pass play by setting his pointer at forward pass a small gain is probable.

In playing the game the players will first choose which shall have the offensive. Each player sets his pointer for the "kick off" and the disk 5 is spun. The number indicated in the offensive player's slot is the position of the ball for the first play. The offensive player then selects has play by adjusting his pointer to one of the marks 28, 29, 30 of the scale on the member 3 in front of him.

The defensive player simultaneously selects his defense by adjusting his pointer to one of the marks 28', 29', 30' depending upon which play he expects. After the adjustments of the selector disks have been made the disk 5 is spun and the significant disclosed character represents the result of the play. This result may be indicated on the miniature field. The operations are repeated until a score is made or until the offensive player "loses the ball". Various rules and features may be established for the game and as many circles of characters may be formed on the disk 5 as may be desired or necessary to meet the requirements of the game.

The device may be arranged for various games hence it is not to be confined to the football game as described.

What I claim is:

1. In a game apparatus, a movably mounted member having a plurality of characters representing values in the game and arranged in concentric annular areas thereon, a fixed top member having a slot therein adapted to expose one character in each of said areas simultaneously, a movably mounted member for each player each having openings therein adapted to selectively expose chance characters in the said areas, each latter member also having openings therein adapted to leave exposed only a portion of the characters exposed by the other of said latter members.

2. In a game apparatus, a revolubly mounted disk having a plurality of characters representing values in the game and arranged in concentric areas thereon, a player's selector disk revolubly mounted above the character-carrying disk and adapted to select the areas and having openings therein adapted to expose a character in each area selected, a second player's selector disk revolubly mounted above the character-carrying disk and adapted to conceal some of the characters exposed by the first player's disk, and means to spin the character-carrying disk to cause an undetermined character in each of the selected areas to register with the exposing means in the first player's disk.

3. In a game apparatus, a movably mounted member having a plurality of characters representing values in the game and arranged in predetermined areas thereon, a fixed member adapted to expose one character in each of said areas simultaneously, a movably mounted member for each player each having openings therein for selectively exposing chance characters in the said areas, each latter member also having openings therein adapted to leave exposed only a portion of the characters exposed by the other of said latter members.

4. In a game apparatus, a movably mounted member having a plurality of characters representing values in the game and arranged in predetermined areas thereon, a fixed member adapted to expose one character in each of said areas simultaneously and a movably mounted member for each player to select and expose chance characters in the said areas, each said latter member having means to leave exposed only a portion of the characters exposed by the other.

5. In a game apparatus, a movably mounted member having a plurality of characters representing values in the game and arranged in predetermined annular areas thereon, a fixed member adapted to expose a character in each area simultaneously, and movably mounted apertured members for the players respectively for selecting and exposing chance characters in said areas, each said apertured member having means to leave exposed only a portion of the characters exposed by the other.

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