

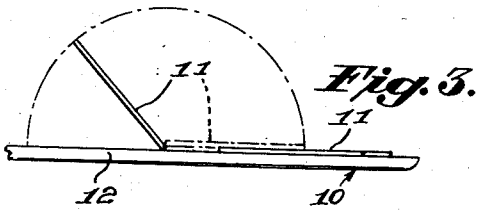
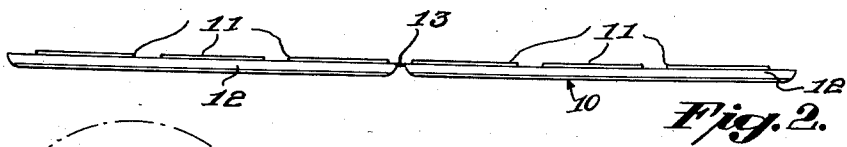
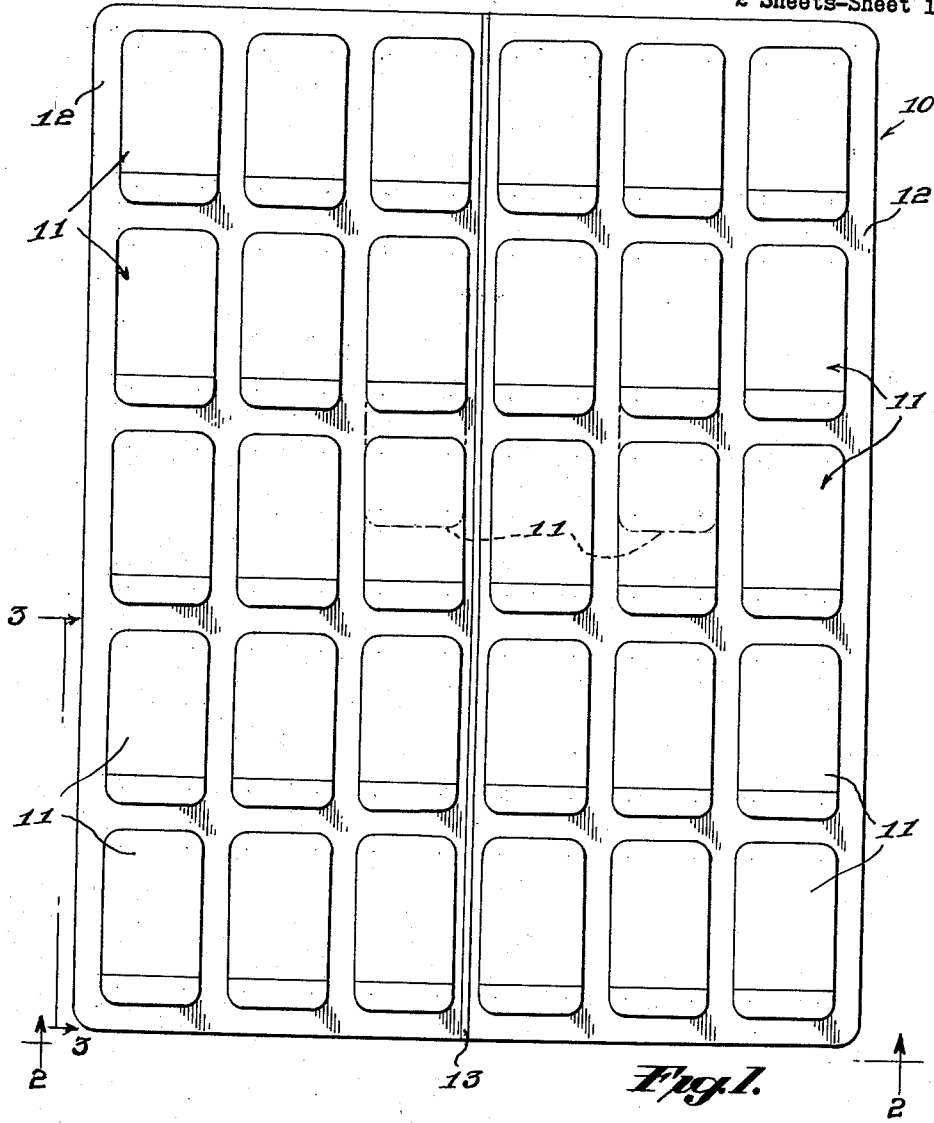
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S. S. FELDMAN ET AL
GAME BOARD

3,069,168

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2 Sheets-Sheet 1



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2 Sheets-Sheet 2

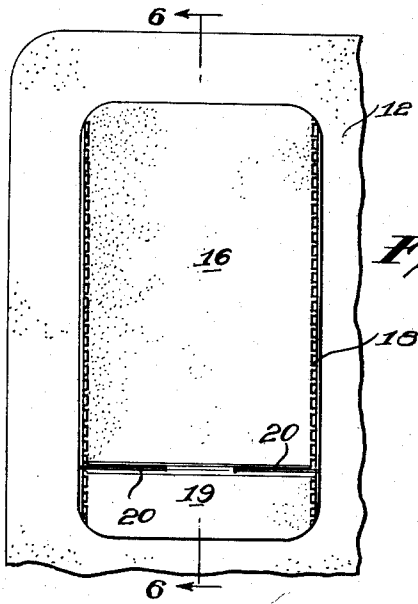


Fig. 4.

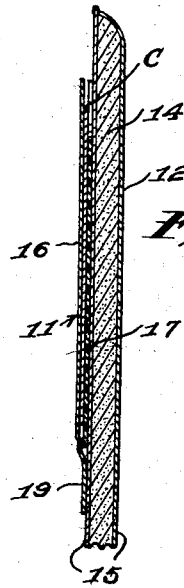


Fig. 6.

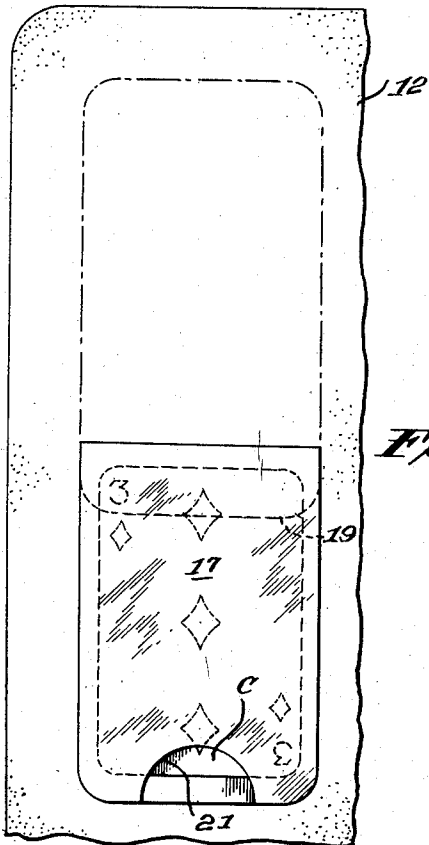


Fig. 5.

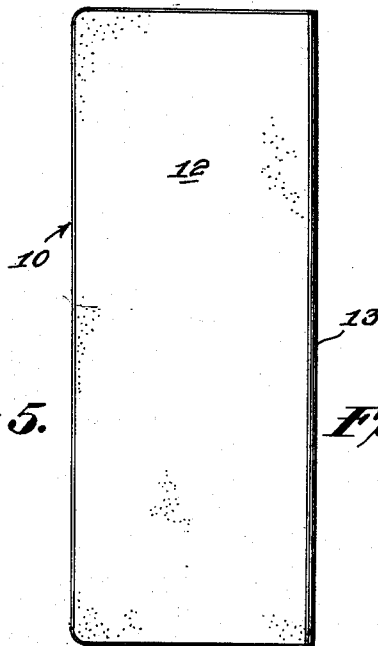


Fig. 7.

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3,069,168
GAME BOARD

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This invention relates to a game board.

The invention is more particularly concerned with a game apparatus utilizing playing cards and wherein the element of chance is a controlling factor in the playing of the game.

A primary object of the invention is the provision of a game including a backing member and a plurality of card holders pivotally supported on the backing member for selective movement by the players to 180° positions, in one of which positions the cards are concealed and in the other of which positions the cards are visible, and wherein the cards when rendered visible represent different values as measured by chips invested in by the players.

A further object of the invention is the provision of a game apparatus wherein the backing member comprises a relatively substantial folder including opposed flaps and wherein the card holders are of rectangular formation with corresponding edges thereof secured to the folder and the card holders having fold lines adjacent the secured edges thereof for facilitating their pivotal movement to and from 180° positions on the backing member.

A still further object of the invention is the provision of a game apparatus of the general character above referred to, wherein the holders are of pocket form for receiving the cards and wherein corresponding side walls thereof are opaque while the opposite side walls are transparent.

Other objects and advantages of the invention will become apparent in the course of the following detailed description, taken in connection with the accompanying drawings wherein:

FIGURE 1 is a plan view of the game apparatus on a reduced scale with the folder in open position for playing a game and wherein the several card holders or pockets are in positions in which the faces of the cards are concealed.

FIGURE 2 is an end elevational view of the apparatus of FIGURE 1, as observed in the plane of line 2-2.

FIGURE 3 is a fragmental edge elevational view as observed in the plane of line 3-3 on FIGURE 1 and wherein one of the card holders is in card concealing position and an adjacent holder is shown as being swung or flipped to a card exposing position with the adjacent card holder in fully flipped position shown in dot-and-dash lines.

FIGURE 4 is a fragmental plan view on substantially actual scale showing one of the card holders in card concealing position.

FIGURE 5 is a fragmental plan view corresponding to FIGURE 4 but wherein the card holder has been swung or flipped to a card exposing position.

FIGURE 6 is a vertical sectional view as observed in the plane of line 6-6 on FIGURE 4; and

FIGURE 7 is a plan view of the folder in folded position with the card holders all concealed.

Referring now in detail to the drawings, and first to FIGURE 1 thereof, the game apparatus according to the present invention will be seen to comprise a backing member in the form of a folder 10 and a plurality of card holders 11.

The folder 10 comprises a pair of opposed flaps 12 whose adjacent inner edges are pivotally connected at 13 whereby the folder is capable of being in an open plane position as in FIGURE 1, for exposing all of the card

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holders 11 or in closed position as in FIGURE 7, with the card holders all concealed.

The folder is adapted to support 30 card holders 11 and is accordingly relatively large and in order to be self-supporting, the flaps 12 are relatively thick, as indicated particularly in FIGURE 6, and such flaps each comprise a relatively thick base of card board or the like 14 which is covered with relatively thin leather or the like 15, which provides the pivotal connection 13.

The card holders 11 each comprise a relatively thin backing member 16 of leather or the like, and an opposing transparent member 17 of cellophane or the like, and which at its opposed sides is preferably crimp connected to the backing member 16, as is indicated at 18 in FIGURE 4.

The backing member 16 is free of the transparent face 17 but includes an extension 19 which is secured to the folder flaps 12 as by adhesive or the like, and slits 20 are provided between the backing members 16 and extensions 19 for more effective swinging of the card holders to and from card concealing position. As is indicated in FIGURE 5, the transparent members 17 are provided with cut-outs 21 for facilitating entry and removal of the cards C to and from position within the pockets of the holders 11 which are defined by the opposing members 16 and 17.

Having set forth the structure entering into the game apparatus, the game is played as follows:

It is to be observed that the game apparatus, when not in use, is in the position of FIGURE 7 wherein the card holders in the position of FIGURE 1 are concealed within the flaps 12 of the folder 10 and preparatory to the playing of a game, the flaps are swung open to the position of FIGURE 1 with the 30 cards all concealed from the players stationed around the open folder 10.

The components of the game comprise 30 cards, one in each holder 11 and which cards comprise 13 pairs ranging from aces down to and including deuces, 3 Match-a-Mate cards and 1 wild card, together with chips for the players' use.

Each player invests 50 chips to the bank whose values relative to the different playing cards are as follows:

	Chips
3 Match-a-Mate cards.....	10
Wild card.....	5
Aces.....	5
Kings, queens, jacks, tens, (3 chips each pair).....	12
Nines to deuces (1 chip each).....	8
Last pair on board (original value plus).....	5
Poker hand.....	5
Total.....	50

From two to six persons may play the game at one time. The cards C are shuffled by the dealer and inserted face down into the 30 card holders 11 in the exposed position of FIGURE 1, it being important that no player see the face of any card before the beginning of the play.

Each player in succession flips two card holders 11 of his choice with a view toward matching a pair of the cards. If successful, he or she removes the matching pair and places same in front of his or her seated position. He or she then has two choices, one of which is to flip another pair of holders 11 in an effort for another matching pair of cards, or he or she can flip the holders in an effort to expose the 3 Match-a-Mate cards.

If the player in the pairing or the Match-a-Mate cards is unsuccessful, he or she surrenders his or her turn.

When a player exposes any of the Match-a-Mate cards without having paired successfully previously, he or she surrenders his or her turn.

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When a player in the first of his or her two flips exposes a blank holder, he or she forfeits 1 chip to the poker pot and surrenders his or her turn.

The player who flips and exposes the wild card is entitled to use the card as any denomination to aid his or her poker hand.

The game ends when all 30 cards are removed from the holders 11. The values of the respective hands are tallied and paid for from the bank. The players then compare for the best poker hand and the winner takes the balance of the bank whereupon the next game begins.

Another embodiment of the game comprises 30 cards, one in each holder 11, and which cards comprise 15 pairs of picture cards, each pair depicting a different animal or the like, and each pair differing noticeably from the others such that a child can readily identify any pair from the other pairs.

From two to six persons may play the game at one time. The cards C are shuffled by the dealer and inserted face down into the 30 card holders 11 in the exposed position of FIGURE 1, it again being important that no player see the face of any card before the beginning of the play.

Each player in succession flips two card holders 11 of his choice with a view toward matching a pair of the cards. If successful, he or she removes the matching pair and places same in front of his or her seated position. Successful matching of a pair of cards in two subsequent flips by a player entitles said player to two additional flips.

If the player is unsuccessful in matching two cards in two successive flips, he or she surrenders his or her turn.

When all the 30 cards are paired and removed from the holders 11, the player with the greatest number of pairs is the winner.

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What we claim as new and desire to protect by Letters Patent of the United States is:

A gaming apparatus comprising a folder, said folder comprising a pair of like flaps having adjacent edges thereof pivotally connected, a plurality of separate spaced apart rectangular card holders, one-half of the card holders being supported on each of said flaps in uniform spaced relation, each of said card holders comprising an opaque and an opposite transparent wall between which a card is received, the opaque wall of the card holder having an extension thereof with a weakened zone therein securing the card holder to said flap thereby forming a pivotal connection between the card holder and the flap for movement of the card holder to positions in 180° angular relation whereby said card in said card holder is visible in one position of the card holder and is invisible in the other position thereof.

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