Nov. 30, 1948. E. A. SPAUSE 2,454,891

POCKET FOOTBALL GAME APPARATUS

Filed May 23, 1947 2 Sheets-Sheet 1

Fig. 1.

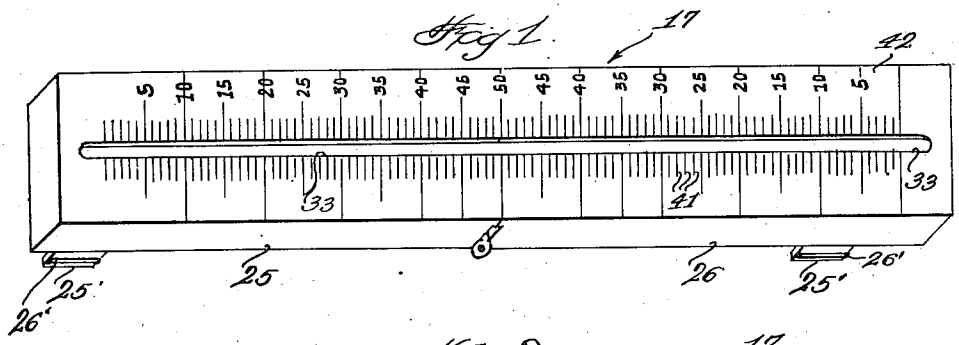


Fig. 2

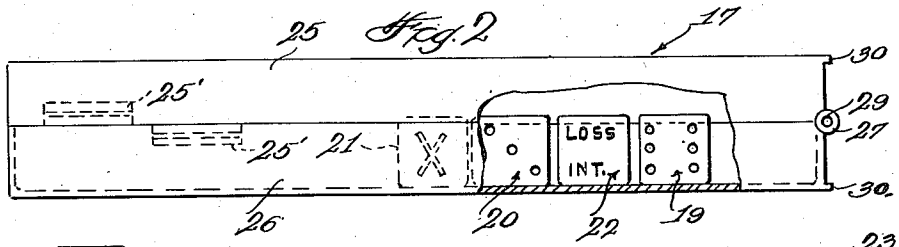


Fig. 3

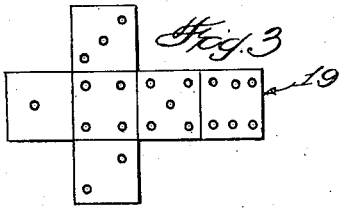


Fig. 4

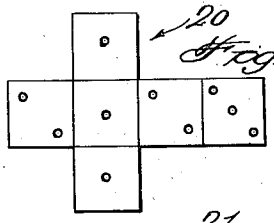


Fig. 5

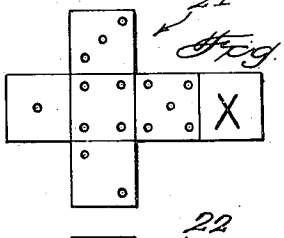


Fig. 6

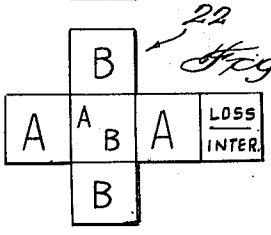


Fig. 16.

23

CONTROL CHART

		OFFENSIVE TEAM	DEF. TEAM	"AB"	LOSS INTER
RUNNING	THE DECISION IS	GAIN AS INDICATED	NO GAIN	GAIN AS INDICATED	LOSS AS INDICATED SEE RULE #25
PASSING	"	GAIN AS INDICATED	INCOMPLETE NO GAME	GAIN AS INDICATED 1ST DOWN IF NEEDED	INTERCEPTION AND RUN-BACK AS INDICATED
FUMBLE	"	OFFENSE RECOVERS	DEFENSE RECOVERS	INDECISIVE ROLL AGAIN FOR A-OR B	INDECISIVE
PENALTY	"	AGAINST OFF. TEAM	AGAINST DEF. TEAM	BOTH SIDES AT FAULT NO PLAY	INDECISIVE
FIELD GOAL OR POINT AFTER TOUCHDOWN	"	GOOD	NOT GOOD	GOOD	NOT GOOD

Fig. 7

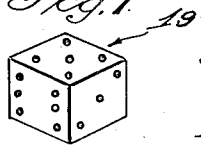
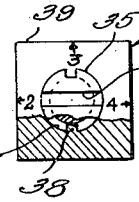


Fig. 8



Inventor

Edward A Spause

By Randolph & Beavers

Attorneys

Nov. 30, 1948. E. A. SPAUSE 2,454,891

POCKET FOOTBALL GAME APPARATUS

Filed May 23, 1947 2 Sheets-Sheet 2

Fig. 9.

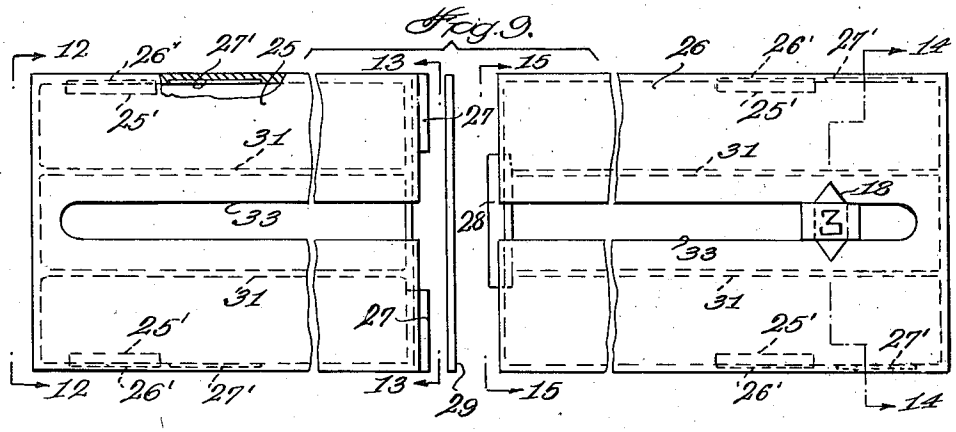


Fig. 10

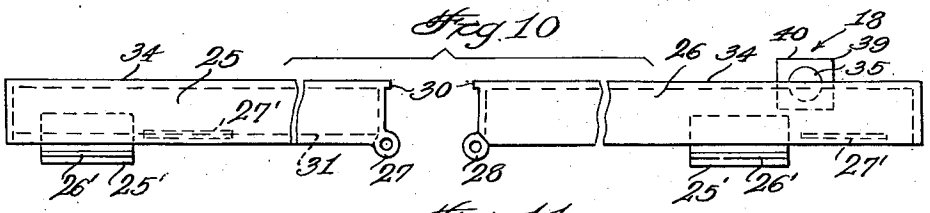


Fig. 11

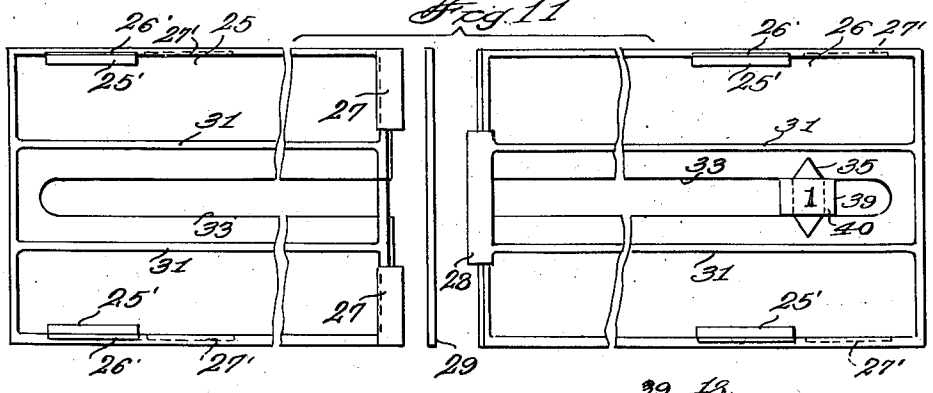


Fig. 12

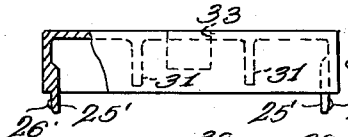


Fig. 13

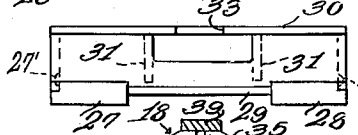


Fig. 14

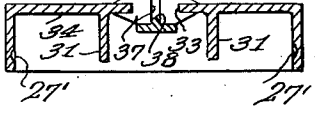
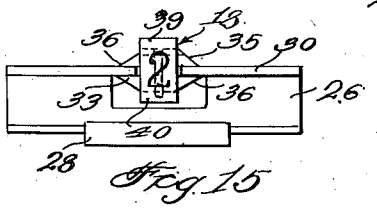


Fig. 15



Inventor

Edward A. Spause

By Randolph & Beavers

Attorneys

Patented Nov. 30, 1948

2,454,891

UNITED STATES PATENT OFFICE

2,454,891

POCKET FOOTBALL GAME APPARATUS

Edward A. Spause, Philadelphia, Pa.

Application May 23, 1947, Serial No. 749,901

4 Claims. (Cl. 273—94)

1

This invention relates to improvements in game apparatus for playing simulated football and the like, and more particularly to game apparatus of this type especially designated for carrying in the pocket, a primary object of the invention being to provide an unusually compact, attractive and efficient game device of this nature affording an unusual degree of interest and amusement.

Another important object of this invention is to provide game apparatus of the character indicated above which can be made of a variety of materials, but particularly of moldable plastic materials, in various visually attractive and mechanically efficient and structurally rugged forms, at relatively low cost.

A further important object of this invention is to provide game apparatus of the character indicated above involving a novel game progress indicating piece, associated in a novel manner with a novel gameboard, whereby the playing of the game is facilitated.

A still further important object of this invention is to provide game apparatus of the character indicated above, in which the gameboard is foldable to a compact size when not in use, and when so folded acts as a container for the game pieces involved in the playing of a game therewith.

Other important objects and advantageous features of this invention will be apparent from the following detailed description and appended drawings, wherein, for purposes of illustration only, a presently preferred embodiment is set forth.

In the drawings:

Figure 1 is a top perspective view of the game board, showing the same in unfolded or extended playing position;

Figure 2 is a side elevation, on an enlarged scale, showing the game board in folded position, and containing the game pieces;

Figures 3, 4, 5 and 6 are developed views of special die game pieces;

Figure 7 is a perspective view of the single ordinary die game piece used;

Figure 8 is an elevation of the game-progress indicating assembly, involving the combined yards indicator and downs indicator, and partly broken away to show their mechanical cooperation;

Figure 9 is a contracted top plan view of the game board in unfolded position, with interval parts shown in dotted lines and in partial section;

2

Figure 10 is a side elevation of Figure 9;

Figure 11 is a bottom plan view of Figure 9;

Figure 12 is a left-hand end elevation of Figure 9, partly in section;

Figure 13 is a right-hand end elevation of the left-hand section of the game board shown in Figure 9;

Figure 14 is a transverse sectional view taken along the line 14—14 of Figure 9;

Figure 15 is a left-hand end elevation of the right-hand section of the game board shown in Figure 9, showing the game-progress assembly in position thereon, and

Figure 16 is a plan view of the control chart.

Referring in detail to the drawings, the novel game apparatus of the present invention comprises the game board 17, the single game progress indicating assembly 18, the single ordinary die 19, the three special dice 20, 21, 22 and the control chart 23.

The game board 17, which may be constructed in any desired dimensions, comprises two generally similar elongated rectangular halves or sections 25 and 26 of shallow inverted box form, hinged together by means of laterally spaced outset hinge barrels 27 on the lower edge of the end of the left hand section 25, a single intermediately disposed outset hinge barrel 28 on the lower edge of the adjacent end of the right hand section 26, with the hinge pin 29 inserted through the hinge barrels. When the sections 25 and 26 are unfolded to the open or playing position, shown in Figures 1 and 10, from the closed or folded position shown in Figure 2, they are leveled with respect to each other by the abutting of the projections 30 on the upper edges of their facing ends provided for the purpose.

The interiors of the sections 25 and 26 are provided with laterally spaced longitudinal partitions 31 having their lower edges slightly spaced upwardly from the lower edges of the side and end walls of the sections, these partitions serving as reinforcements, as dividers of the interiors of the sections into game-piece compartments, and as rests, in the event the game board is used upon an uneven surface, to prevent projections on such surfaces from interfering with the movement of the game-progress indicating assembly which is generally designated and which is slidable in and along the centralized longitudinal slots 33 which are formed in the tops 34 of the sections 25 and 26. The slots 33 open through the inner ends of the sections to permit the installation and removal of the game-progress indicating assembly 18.

Opposite sides of the sections **25** and **26** have inside longitudinal strips **25'** depending below the lower edges of the section sides and acting as supporting feet. The feet are staggered on the sections, as indicated in dotted lines in Figure 2, so that they will not interfere with each other when the sections are closed. The outsides of the feet have detent beads **26'** arranged to engage in depressions **27'** in the section sides, to yieldably hold the sections closed.

The assembly **18** comprises the generally cylindrical football shaped yards indicator **35** having slots **36** formed in its end to slidably receive the edges of the slots **33** in the game board top **34**, so that the indicator is positioned transversely of the game board, as shown in Figures 9, 11, 14 and 15. A circular keyway **37** surrounds the middle of the yards indicator, to receive the key **38** projecting from the bore of the square block-like downs indicator **39** which is the second member of the game-progress indicator **18**. The four faces **40** of the downs indicator are marked consecutively with the numerals "1," "2," "3" and "4."

The pointed ends of the yards indicator **35** serve as pointers to position the assembly **18** accurately with respect to the yard stripes or marks **41**, as shown in Figure 1, divide the playing field **42**, which extends for the major portion of the length of the top of the game board. The playing field is divided into designated units of five and ten yards, each of which is subdivided by a corresponding number of yard stripes or marks **41**.

The ordinary die **19** shown in Figures 3 and 7, has the usual dot markings on its four faces, including the six marking, and is therefore hereinafter referred to as the six die.

The special die **20**, shown in Figure 4, has three one-pip markings, two two-pip, and one three-pip markings.

The special die **21**, shown in Figure 5, has normal markings, except that the six-pip marking is replaced by an "X."

The special die **22**, shown in Figure 6, has two "A" markings, two "B" markings, one "AB" marking, and a "Loss-Inter" marking.

As shown in Figure 2, all four of the dice may be stored away in one of the compartments defined by the partitions within the game board, so as to be safely carried thereby when the game board is closed. The indicating assembly **18** may be similarly stored and carried therein. If desired the assembly **18** and the dice may be of such size and the disposition of the partitions **31**, such that the game pieces may be frictionally held against rattling and shifting position within the closed game board.

The control chart **23**, shown in Figure 16, has various vertical and horizontal columns, indicating the results of voluntary selections of plays by the players and casts of the dice. The game as here disclosed is primarily designed for two players, one of whom shall be designated team "A" and the other team "B," according to the following:

RULES FOR PLAYING

1. Number of players: Two.

2. Goals: Each player chooses a team letter and retains that letter and goal, so marked, through the entire game. Do not change goals.

3. Length of periods: By agreement.

4. Opening kick-off: May be decided by a throw of the dice.

5. During play the team on the offensive handles the dice.

6. All the dice are thrown together, and counted on each play, except as noted in Rules 8 and 9.

7. Gains and losses: All gains and losses are determined by multiplying together, all the numbers turned up on each throw of the dice.

NOTE.—For this purpose X equals 1.

Examples.—If the dice read "four," "two" and "two," these would be multiplied and would equal 16, or if the dice read "four," "two" and "X," these would be multiplied and would equal 8; (and within the 15-yard line) if the dice read "two" and "X," these would be multiplied and would equal 2. See rule 8.

8. 15-yard rule: When the ball is on either 15-yard line, or between that point and the nearest goal line, the "six" (standard) die is counted only to register fumbles and penalties; it is not counted for gains or losses.

9. Control (lettered) die: The control die only is thrown when fumbles and penalties are in question, and on a try for a field goal or point-after touch down. It is not thrown on the kick-off.

10. Fumbles: Three of the same number. (3) Aces, or (3) deuces, or (3) treys.

11. Penalties: Two aces and "X" equals 5 yards, two deuces and "X" equals 10 yards, two treys and "X" equals 15 yards.

12. The kick-off: The team kicking off throws the three numbered dice. The product of this throw indicates the number of yards beyond the 50-yard line, on the receiving team's side, where the ball is to be put into play.

Examples.—If the product is 2, the ball is placed down on the 48-yard line; if the product is 45, it is placed on the 5-yard line, etc.

NOTE.—If 50 or more is rolled on the kick-off, the ball has gone into the end-zone, and is put into play on the 20-yard line.

13. Announcing play:—The offensive team player chooses his own plays, but must announce, before the dice are thrown, whether he intends to "run" or "pass." If he neglects to do so, the opposing player has the privilege of calling that play.

Running and passing

Four throws of the dice (4 plays) are allowed after a team gains possession of the ball, or makes a first-down.

15. All gains and losses are marked off from the point of scrimmage.

16. Any product of a dice throw that carries the ball across the opponent's goal line, scores a touchdown.

Kicking from scrimmage

17. The offensive team is compelled to kick on the 4th play (4th down) if it needs 10 or more yards for a 1st down. (See rule 21.)

18. The team kicking, may choose to throw the dice until 20 yards or more are registered on one throw.

19. After a kick has been registered the defensive team puts the ball into play at the point indicated.

20. The control die is used on kicking from scrimmage in order to decide fumbles and penalties.

21. Field goal: The team on offense may elect to try for a field goal when it is on or within its opponent's 30-yard line.

22. When the dice throw indicates one of the

teams or moves shown in the top horizontal column of the control chart 23, the move of the indicating assembly 32, to be made is that indicated in the vertical column therebelow which is opposite to the type of play indicated in the extreme left hand vertical column of the control chart. Where "gain as indicated" appears on the chart, the product of numbers which come up on the dice as cast is meant.

23. Except on kick-off, fumbles and penalties nullify and call back any announced play.

24. Fumbles are recovered at, and penalties marked off from point of scrimmage.

25. Loss on any one down is limited to 10-yards. "Indicated" equals product of numbered dice.

It will be seen from the foregoing that most of the situations arising in football play are included within the sphere of play of the device of the present invention, and that their simulation of the game board is realistic, despite the extreme simplicity and small size of the apparatus, so that a highly competitive spirit is developed between the players which maintains their interest and enthusiasm for the game.

Various modifications and changes are contemplated and may obviously be resorted to, without departing from the spirit and scope of the invention as hereinafter defined by the appended claims.

I claim as my invention:

1. In game apparatus involving a game board having a longitudinal slot with playing position marks therealong, a dual indicator comprising a first element having slots formed in its opposite ends slidably receiving the edges of said slot to enable sliding said first element to different selected positions along said slot designated by said position marks, and a second element rotatably mounted on said first element on an axis extending transversely across said slot, said second element having peripheral facets to designate different phases of play in the positions assumed by said first element relative to said playing position marks when said second element is rotated to bring different facets uppermost.

2. In game apparatus involving a game board having a longitudinal slot with playing position marks therealong, a dual indicator comprising a first element having slots formed in its opposite ends slidably receiving the edges of said slot to enable sliding said first element to different selected positions along said slot designated by said position marks, and a second element rotatably mounted on said first element on an axis extending transversely across said slot, said second element having peripheral facets to designate different phases of play in the positions assumed by said first element relative to said playing position marks when said second element is rotated to bring different facets uppermost, said second element comprising a block positioned in said slot in the game board and formed with a bore rotatably receiving a portion of said first element.

3. In game apparatus involving a game board having a longitudinal slot with playing position marks therealong, a dual indicator comprising a first element having slots formed in its opposite ends slidably receiving the edges of said slot to enable sliding said first element to different selected positions along said slot designated by said position marks, and a second element rotatably mounted on said first element on an axis extending transversely across said slot, said second element having peripheral facets to designate different phases of play in the positions assumed by said first element relative to said playing position marks when said second element is rotated to bring different facets uppermost, said second element comprising a block positioned in said slot in the game board and formed with a bore rotatably receiving a portion of said first element, said portion of said first element being substantially cylindrical and formed with a circular keyway, and said second element having a key inserted in said keyway whereby axial movement of said second element relative to said first element is precluded.

4. Pocket football game apparatus comprising a pair of substantially similar inverted tray-like sections hinged endwise together to fold upon each other so as to form a closed container and to unfold into the same plane in end-to-end relation into playing position and form a playing field, mating longitudinal slots formed in said sections and opening through the facing ends thereof, and an indicator formed with slots in its ends adapted to receive the opposite edges of said longitudinal slots whereby said indicator can be inserted into position in said longitudinal slots through one of said open ends while the sections are in a non-coplanar position and moved along substantially the entire length of said longitudinal slots while said sections are in coplanar playing position.

EDWARD A. SPAUSE.

REFERENCES CITED

The following references are of record in the file of this patent:

UNITED STATES PATENTS

Number	Name	Date
1,614,881	Conley	Jan. 18, 1927
1,819,932	Walden	Aug. 18, 1931
1,992,475	DeHart	Feb. 26, 1935
2,036,938	Hartman	Apr. 7, 1936
2,141,761	Pollock	Dec. 27, 1938
2,260,467	LeMay	Oct. 28, 1941