Jan. 4, 1927. 1,613,530

H. W. PETERSON

GAME

Filed May 29, 1926. 2 Sheets-Sheet 1

Fig. 1.

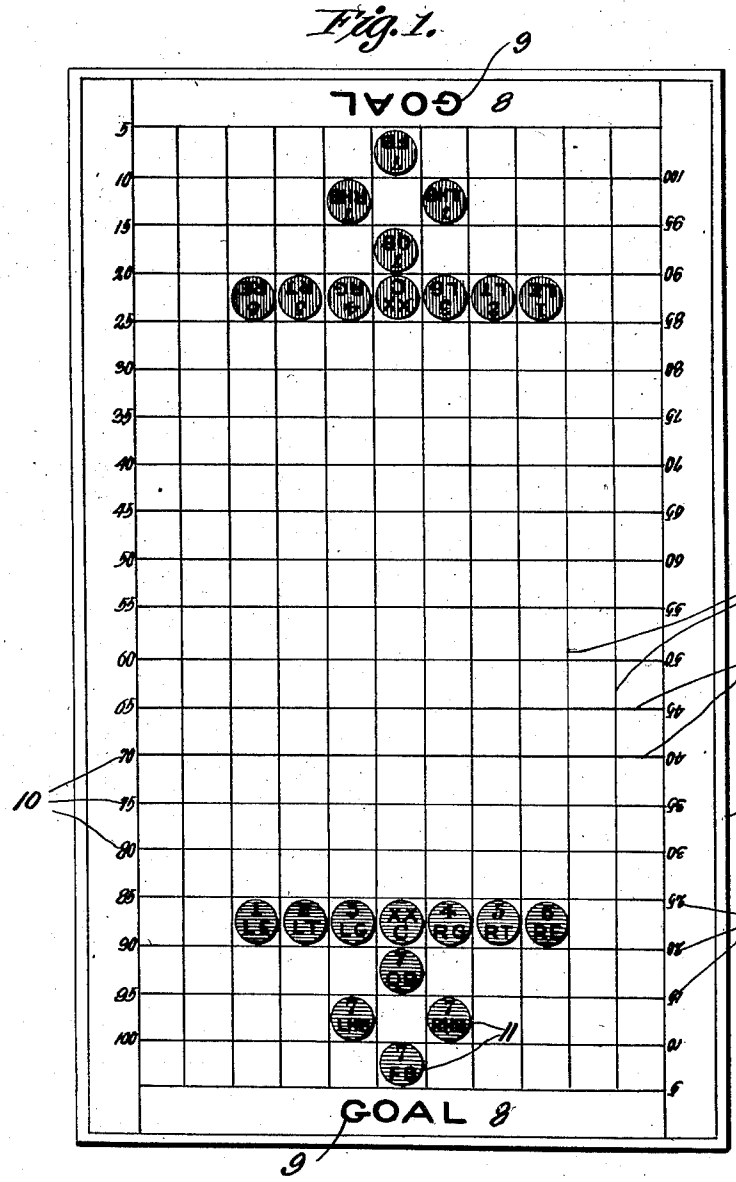


Fig. 2.





Fig. 3.

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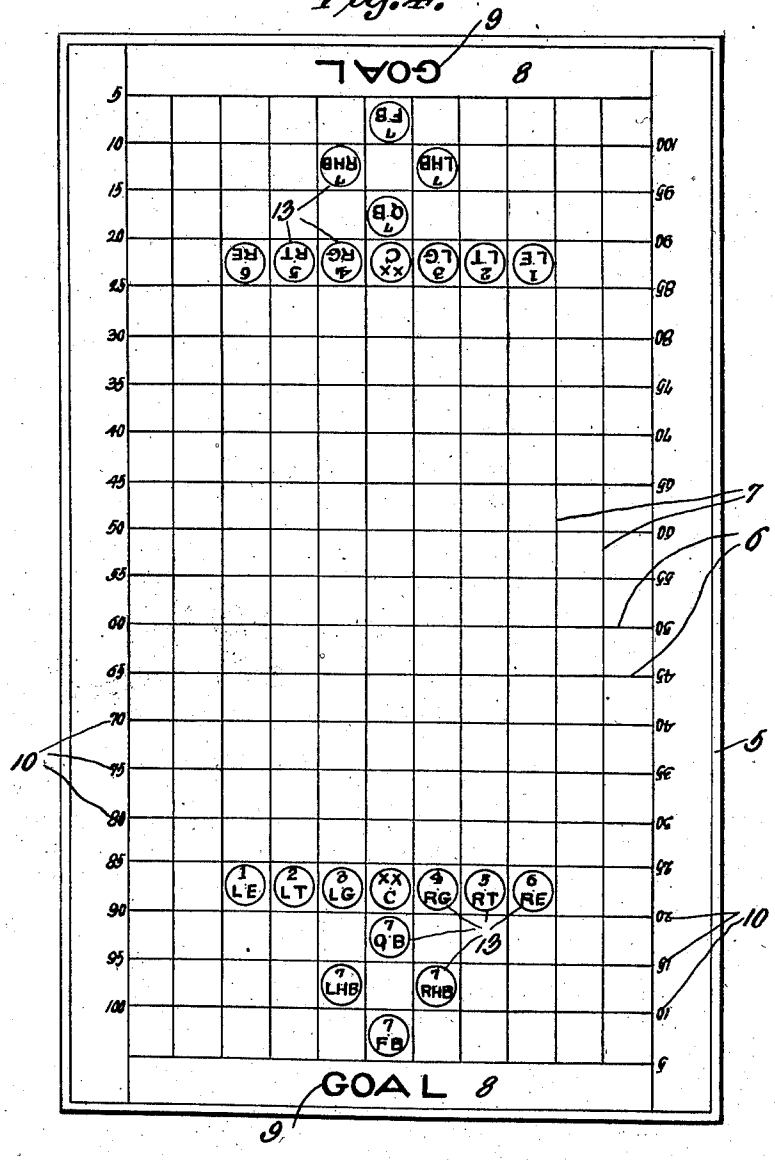
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Fig. 4.



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UNITED STATES PATENT OFFICE.

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GAME.

Application filed May 29, 1926. Serial No. 112,588.

This invention relates to games, and has more particular reference to an improved game which, when played, will have the atmosphere and many characteristics of the well known game of foot ball, so as to provide extremely interesting amusement to the players of the game.

A further object is to provide a foot ball game which is extremely simple in character and capable of being cheaply and easily manufactured as well as readily played without the employment of an excessive amount of skill.

Specific objects will become apparent as the nature of the invention is better understood, and the same consists in the novel form, combination and arrangement of parts hereinafter more fully described, shown in the accompanying drawing and claimed.

In the drawing, wherein like reference characters indicate corresponding parts throughout the several views,

Figure 1 is a top plan view of a game board constructed in accordance with the present invention, with the game pieces properly disposed upon the board in starting playing of the game;

Figure 2 is a perspective view of a conventional form of dice, two of which are provided for each player of the present game;

Figure 3 is a perspective view of one of the game pieces employed and shown in Figure 1; and

Figure 4 is a top plan view of the game board with the game pieces removed.

Referring more in detail to the drawing, the present game includes an elongated rectangular game board 5 of fiber, card board or other suitable material, having its surface checkered or divided into a number of square game-piece rest spaces by the provision of intersecting uniformly spaced parallel transverse lines 6 and parallel longitudinal lines 7. As shown, only the outer longitudinal lines are extended to the end of the game board, the remaining longitudinal lines terminating in spaced relation to the ends of the board so that a transversely elongated space 8 is provided at each end of the board extending from side to side of the playing field represented by the checkered surface, for constituting a goal space. For sake of convenience the word "goal" may be printed in each space 8 as shown at 9.

The transverse lines are provided to denote the 5-yard lines of a foot ball playing field and for convenience in distinguishing these transverse yard lines, they are consecutively numbered in multiples of 5 at opposite sides of the playing field or checkered surface, the numbering progressing in one direction at one side and in the opposite direction at the other side so that the numbers may be read conveniently by both players of the game when said players are respectively seated at opposite ends of the board 5. To accommodate the side line numbers 10 for the transverse yard lines, the outer longitudinal lines are provided at a slight distance inwardly from the side of longitudinal edges of the board 5 as shown.

The present game further embodies two sets of game pieces, respectively of different colors or otherwise distinguished, there being 11 game pieces to each set so that one game piece is provided to represent each player of a team represented by that set. As shown, the game pieces are preferably in the form of disks 11 of a size to be conveniently placed in the rest places defined between the intersecting lines 6 and 7.

The game pieces of each set include seven pieces utilized to represent the linesmen of a foot ball team, and these seven game pieces include one piece marked with "xx" for use as the "center", and six pieces consecutively numbered from 1 to 6 inclusive and constituting the "ends", "tackles" and "guards" of the team. The remaining four pieces of each set are respectively marked to represent the quarter back, full back and half back of the team, and all of these four game pieces are provided with the numeral 7.

In practice, the surface of the game board is marked at each end in contiguous spaces defined between the 20 and 25 yard lines to indicate the respective starting rest places for the linesmen game pieces of one set. In other words, contiguous rest spaces between the 20 and 25 yard lines at each end of the board are respectively provided with indications 13 corresponding to those on the linesmen game pieces so as to indicate the proper position for such game pieces when

starting the game. In a like manner, similar notations 13 are provided in further rest spaces at each end of the board between the goal space 8 at such end and the adjacent 20 yard line, for denoting the positions for the back field game pieces when starting the game. These starting space indications are so arranged as to provide for positioning of the game pieces of each set at an end of the board in "regular team formation." This involves positioning of the quarter back game piece directly behind the center game piece, the positioning of the full back game piece directly behind but two spaces from the quarter back game piece, and the half back game pieces at opposite sides of the quarter back and full back game pieces between said quarter back and full back game pieces as clearly shown in Figure 1. The playing field represented by the checkered surface is preferably of sufficient width to have 11 spaces transversely between each pair of yard lines, and the linesmen game pieces of each set are originally positioned, when starting the game, so as to leave two blank rest spaces at the outer side of each end of the linesmen game pieces as shown. This allows for passage of the back field game pieces by the linesmen game pieces when found necessary when playing the game.

The movement of the game pieces is intended to be entirely governed by chance, and for this purpose, each player of the game is furnished with a pair of conventional dice to be thrown to determine the game piece to be moved and the number of spaces to which it is to be moved. One of such dice is shown at 12 in Figure 2.

In playing the present game, each player is provided with one set of game pieces, and each player positions his game pieces at the adjacent end of the board as shown clearly in Figure 1. Each player is then entitled to throw a pair of dice, the players taking their turns in this, except under certain conditions to be presently made apparent. When a player throws his pair of dice, the number which turns up on one of the dice indicates the game piece to be moved, while the number which turns up on the other dice indicates the number of spaces to be moved. In other words, the number on one die indicates that the game piece having that corresponding number is to be moved, while the number of spaces which said game piece is moved is determined by the number on the remaining die. The choice of which die is used to indicate the player and which is used to indicate the number of spaces to be moved, is left to the player throwing the dice. For example, the numbers 3 and 5 may turn up on the dice. This limits the movement of a man to either a man or game piece containing the number 3 or one containing the number 5, as the player may choose. If number 3 game piece is chosen, it may be moved five spaces in any direction with only one turn to the right or left during the move. If game piece number 5 is chosen, it may be moved only three spaces in any direction with only one turn to the right or left during the move. The double "xx" on the center game piece indicates that this game piece may only be moved when the number which turns up on one die is the same as the number which turns up on the other die. For example, the number 4 may turn up on both dice. This indicates that the "xx" or center game piece is to be moved four spaces in any direction with only one turn to the right or left during the move. Only one of the back field game pieces may be moved for a single throw of the dice. The one moved is selected by the player, and it may be moved only seven spaces in any direction making only one turn to the right or left during the move. For example, the number 5 may turn up on one die and the number 2 may turn up on another die, the sum of which equals 7. The player may move number 5 game piece two spaces or may move number 2 game piece five spaces. However, such player may also have the option of moving one of the back field game pieces seven spaces. Naturally, the player positioned at one end of the game board moves his game pieces toward the other end of the game board, and vice versa. Tackling is accomplished by moving a game piece into the same rest space occupied by a game piece of the opposing player. This can only be done on the completion of a move. In other words, the space occupied by the opponent's game piece is to be counted as one of the spaces allowed in the move of a game piece being made. Any game piece on the teams may be tackled or may tackle. A tackled back field game piece must be immediately returned to the nearest open starting space to the goal space adjacent the player whose game piece has been tackled. A tackled linesman or center game piece must be returned immediately to its starting point. To make a touch down the goal space is counted as one space of a move. The player throwing the dice must throw the exact number necessary to take a particular game piece into the goal space. A back field game piece does not have to be moved seven spaces at every throw of a seven total, but may take any one of the numbers thrown totaling the seven and move only that number of spaces. In other words, if a number 5 turns up on one die and a number 2 turns up on the other, a player may move a back field game piece either 2 or 5 spaces should he so desire instead of the total of 7 spaces.

The first player getting his four back field

game pieces into his opponent's goal space wins the game. Another turn at throwing the dice is granted a player upon such player throwing a double, a seven, or upon the making of a touchdown or tackle.

From the foregoing description it is believed that the construction and manner of playing the present game will be readily understood and appreciated by those skilled in the art.

What I claim as new is:—

1. A game comprising an elongated board having the surface marked to represent a football playing field with a goal space at each end and having such field divided throughout into game piece rest spaces, and two distinguishable sets of game pieces adapted to be moved over the surface of the board from one rest space to another for a number of spaces as indicated by chance controlled means, the game pieces of each set corresponding in number to the number of players on a football team, certain of the rest spaces at each end of the board being marked to correspond to the marking of a game piece, adapted to be positioned thereon to indicate the starting points of the game pieces of a set whereby the latter are arranged in regular team formation in starting playing of the game.

2. A game comprising an elongated board having its surface marked to represent a football playing field, with a goal space at each end, and having such field divided throughout into rectangular game piece rest spaces by intersecting parallel transverse and parallel longitudinal lines, and two distinguishable sets of game pieces adapted to be moved over the surface of the board from one rest space to another for a number of spaces, as indicated by chance controlled means, the game pieces of each set corresponding in number to the number of players on a football team, and being respectively marked to represent the respective team positions of such players, certain of the rest spaces at each end of the board being marked to correspond to said respective markings to indicate the starting points of the game pieces of each set, whereby the latter are arranged in regular team formation in starting the playing of the game.

3. A game comprising an elongated board having its surface marked to represent a football playing field with a goal space at each end and having such field divided throughout into rectangular game piece rest spaces by intersecting parallel transverse and parallel longitudinal lines, and two distinguishable sets of game pieces adapted to be moved upon the surface of the board from one rest space to the other for a number of spaces, as indicated by chance controlled means, the game piece of each set corresponding in number to the number of players on a football team, and being respectively marked to represent the respective team positions of such players, certain of the rest spaces at each end of the board being marked to correspond with said respective markings to indicate the starting points of the game pieces of each set, whereby the latter are arranged in regular team formation in starting the playing of the game, the game pieces of each set which represent the linesmen of the team represented by that set having different identification marks for determining the particular game piece to be moved by said chance controlled means, and the game pieces of each set which represent the back field players of the team represented by that set, having similar identification marks different from those from the linesmen game pieces, whereby any desired backfield piece may be moved when the identification mark of the backfield game piece is indicated by said chance controlled means.

4. A game comprising an elongated board having its surface marked to represent a football playing field, with a goal space at each end, and having such field divided throughout into rectangular game piece rest spaces by intersecting parallel transverse and parallel longitudinal lines, and two distinguishable sets of game pieces adapted to be moved over the surface of the board from one rest space to another for a number of spaces as indicated by chance controlled means, the game pieces of each set corresponding in number to the number of players on a football team, and being respectively marked to represent the respective team positions of such players, certain of the rest spaces at each end of the board being marked to correspond to said respective markings to indicate the starting points of the game pieces of each set, whereby the latter are arranged in regular team formation in the starting of the playing of the game, the identification marks of the linesmen game pieces consisting in the respective consecutive numbers from one to six inclusive for the end, tackle, and guard linesmen game pieces and in the "XX" for the center linesman game piece, and the identification marks of the backfield game pieces consisting in the numeral 7, whereby a pair of conventional die may be employed for use as chance controlled means with the "XX" indicating a move of the center linesman when both members turning up on the die are the same.

5. In a game of the character described, a board having conventional designations thereon to provide a checkered surface, two sets of team pieces having visual distinguishing characteristics, said sets being designed to be located at one end of said board preparatory to starting a game and each member of each set further having a distinguish-

ing numeral, a pair of cubes having each face provided with a numeral corresponding to the numeral of a team member, one of said cubes indicating by the numeral upon its uppermost face, when coming to rest after the pair have been thrown, the number of a team piece to be moved, and the other numeral indicated upon the uppermost face of the other cube, indicating the number of spaces the team piece must be moved over the checkered surface.

In testimony whereof I affix my signature.

HARRY W. PETERSON.