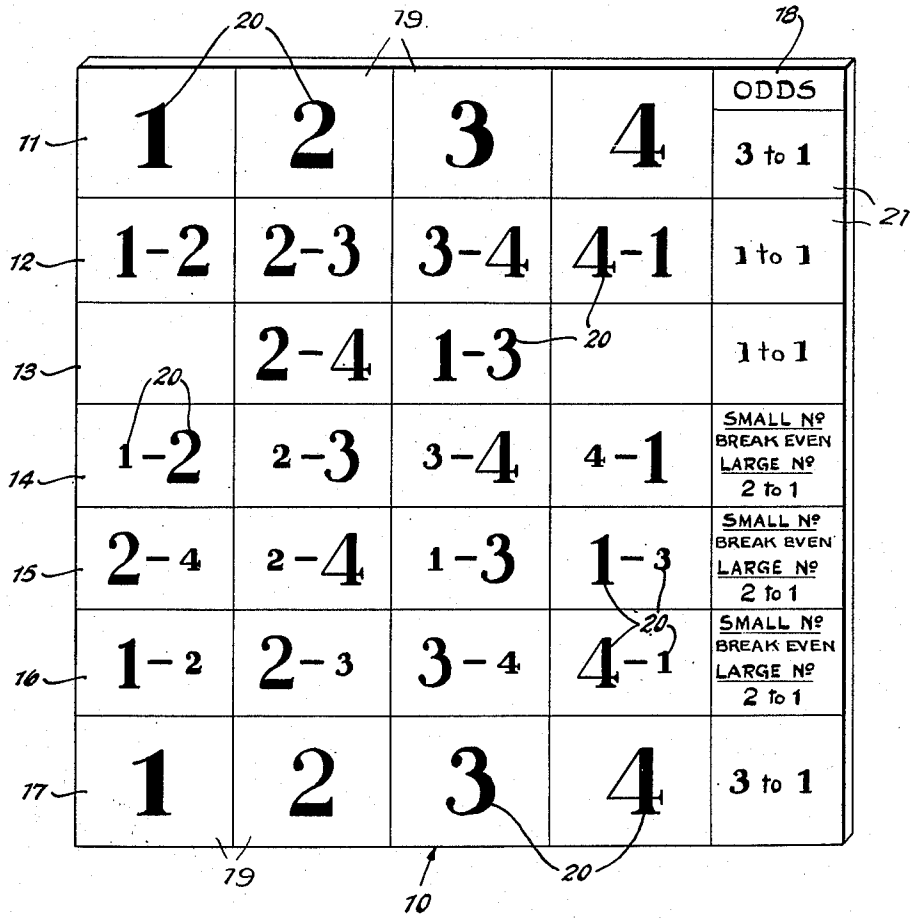
Dec. 29, 1953 W. D. LEE 2,664,292

CHANCE CONTROLLED GAME BOARD

Filed Nov. 24, 1950

FIG. 1.



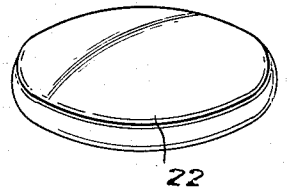


FIG. 2.

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CHANCE CONTROLLED GAME BOARD

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2 Claims. (Cl. 273—135)

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This invention relates generally to a novel game of the character in which a game board is included. More specifically, the invention relates to a game of chance wherein is provided the combination of a game board or combination sheet divided into a plurality of spaces, the spaces carrying a designating character or combination of two such characters, as the case may be, the said board providing for a variety of selections to be placed thereon by the various players; and counting elements manipulated by a designated player or banker to correspond in number to a designating character on the board.

It is a primary object and purpose of the invention to provide a game of the foregoing character which is unique in its simplicity, yet providing the element of excitement or anticipation in the playing thereof.

Another object is to provide a game in which a complete playing thereof is only of short duration and yet a variety of chances and odds are available in one playing thereof. An advantage is presented also by the fact that the game may be played over and over in a short period of time, thus giving all players more even chances of winning.

A further object is to provide a game of chance which demands of the players a minimum of concentration or mental effort thus being eminently suitable for playing by children as well as adults. Still another object is to provide a game of the type indicated which is devoid of complicated movements of playing pieces, moving mechanical parts or other intricate devices.

Various other objects and advantages will become apparent from the following detailed description of the invention in conjunction with the accompanying drawing, which illustrates a preferred embodiment thereof but which is not to be construed as a limitation of the said invention, in which Figure 1 shows the game board; and Figure 2 is a perspective view of a counting element.

In the drawings, 10 designates generally a game board of cardboard or any other suitable material divided into a plurality of playing spaces 19 by vertical and horizontal lines printed or otherwise marked thereon. The board is shown as made up of a plurality of playing spaces 19 arranged in adjacent parallel horizontal rows of not more than four playing spaces each, the rows being designated as 11 to 17, inclusive in the drawing. In each of the playing spaces of row 11 is an individual designating character 20, in this instance a number. The total number

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of different characters or numbers is four, that is, the four spaces are marked 1, 2, 3, and 4. Row 17 is a repetition of row 11 at the bottom of the board in the preferred embodiment being provided primarily to produce a more symmetrical aspect to the game board. However, the game may be played equally well without a row of spaces such as row 17 repeating the characters or numbers in row 11.

In horizontal rows 12 and 13, the playing spaces 19 are provided with a pair of characters 20 of equal size representing the six possible combinations of the numbers one to four, inclusive without pairing the same number. Accordingly, of the eight spaces 19 in rows 12 and 13 only six are playing spaces, two being blank.

In rows 14, 15 and 16 each playing space 19 carries a pair of characters 20 of different size, shown in the drawings as representing the total of twelve combinations of the numbers one to four, inclusive when reversal in the size of the respective numbers in a given pair gives rise to a second combination of the two numbers. For example, 1–2 is one combination and 2–1 is another.

As shown in the drawings, the game board is further provided with a vertical column 18 of spaces 21 adjacent the right hand end of the horizontal rows of playing spaces. In each vertical space of the column is marked by printing or otherwise, the paying ratio or odds for the designating characters or numbers in the horizontal row contiguous therewith as explained below. In the case of those rows 14, 15 and 16 having pairs of characters of different size, two paying ratios or odds are indicated in the opposing vertical space, one for each number, that is, whether large or small.

The exact disposition of any particular designating characters, either individual or pairs, in a given row may obviously be varied and interchanged without in any way modifying the game. So also, the pairs or combinations of numbers for like rows may be interchanged again without effecting the playing of the game. In fact, as a modification not departing in any manner from the invention, but fully embraced thereby, the individual characters, pairs of equal sized characters and pairs of unequal sized characters may all be indiscriminately positioned in the playing spaces of any of the rows on the game board. In such case, the vertical odds or paying ratio column may be dispensed with as a part of the board and the paying ratios written on a set of rules accompanying the board.

It is also contemplated that the numbers as designating characters may be replaced by any suitable type of designating characters, such as, geographical names, for example, countries, States or cities; names of public persons, for example, statesmen, movie stars, baseball and football players, or other celebrities; historical names; biblical names; animals; birds; or even different types of airplanes, weapons or naval vessels. In such case, it is only necessary to number the playing spaces carrying individual characters from one to four in order to correspond both individual characters and pairs thereof to the counting elements manipulated by the player designated as the banker.

The players are provided with indicating devices, such as, chips or other suitable markers or game pieces for indicating their selections and the values thereof by placing the desired number or values upon one or more playing spaces of the game board. Referring to Figure 2, the banker is provided with a plurality of counting pieces 22 of rounded disc-like configuration. However, the counting pieces may be of any configuration, the preferred embodiment being intended to prevent the pieces from having any edges upon which they could be turned. It is preferable that the counting pieces be without edges and yet not sufficiently rounded that they would roll, since it is recommended that they be manipulated by the banker with a segregating or counting stick or wand.

The counting pieces may be of any suitable material, such as, pressed cardboard, laminated paper, plastic, wood or even dried beans or seeds.

The dealer is also preferably provided with a receptacle for the counting pieces, although any box or bag would suffice. Also, the banker is provided with any type of cover for the counting elements when placed on the playing surface after withdrawal from the receptacle. A special dome-shaped or hemispherical plastic piece is recommended, but any article which will hide the counting pieces from the view of the players before making selections or plays may be employed.

Operation or rules of game

The following rules of play and other explanation fully teaches the operation or method of playing the game:

1. Any reasonable number of persons may play at one time.

2. A banker is chosen from among the players and it is recommended that the banker be rotated from player to player after any arbitrary number of games. The banker takes a position at the head of the game board or table upon which it is resting and the players face the board and the banker.

3. The banker takes an indiscriminate and unknown number of counting pieces from the bag or other receptacle, places them in a pile on the playing surface or table and immediately covers them.

4. The banker then calls for the players to make their selections, and each player may make one or more selections by placing an indicating device or devices, such as chips, of the same or different values in any one or more of the playing spaces on the game board.

5. The banker after all selections are made uncovers the counting pieces and no selections can be made thereafter.

6. The banker then counts off the counting pieces, preferably by segregating them from the pile with a counting stick or wand. The pieces are counted off four at a time so that there must be a balance thereof remaining at the end of either 1, 2, 3 or 4 in number. The number of pieces so remaining is the winning number.

7. The paying ratios as indicated in column 18 are as follows for the three types of selections:

(1) One number pays 3 to 1
(2) A pair of numbers of equal size including the winning one pays 1 to 1
(3) A pair of numbers of different size. If the winning number is the small number the player breaks even with the banker. If the winning number is the large number it pays 2 to 1.

8. Players whose selections do not include the winning number lose to the banker.

The paying ratios, as indicated above, will cause the banker to break exactly even, where every playing space is selected in any one game and the selections are all of equal value.

The game is fascinating to play as the banker counts off the pieces to determine the winning number and combinations thereof on the board. The games are rapidly played and each player has ample opportunity to act as banker.

Various other modifications and changes in the arrangement and design of the board and its playing spaces are contemplated without departing from the spirit of the invention. For example, the horizontal rows of characters or numbers may contain a total of five playing spaces and a total of five different individual characters may be employed with the paying ratios changed accordingly. Of course, in such case the counting elements are counted off five at a time. Therefore, the invention is limited only by the scope of the following claims which recite the essential elements thereof.

What I claim is:

1. In a game device comprising the combination of a game board and chance control means in the form of a plurality of counting elements of a random number, an improved game board containing a plurality of rows of playing spaces, said playing spaces carrying numbers, the total of different numbers on said board being four and at least four of said playing spaces carrying one each of the four different numbers, each of the remaining playing spaces carrying one each of all combinations of any two of the four different numbers wherein the numbers are of equal dimension and one each of all combinations of any two of the four different numbers wherein the numbers are of unequal dimensions, and the said plurality of counting elements when counted off in groups of four leaving a remainder of counting elements corresponding to one of the four different numbers on said board.

2. In a game device comprising the combination of a game board and chance control means in the form of a plurality of counting elements of a random number, an improved board containing a plurality of playing spaces carrying one each of a plurality of different numbers, the number of playing spaces carrying only one number being at least equal to the number of different numbers, each of the remaining playing spaces carrying one each of the combinations of any two of the different numbers wherein the numbers are of equal dimension and one each of the combinations of any two of the different numbers wherein the numbers are of unequal dimensions, and the said plurality of counting ele-

ments when counted off in groups equal to the total of different numbers leaving a remainder of counting elements corresponding to one of the different numbers on said board.

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