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[54] **GAME HAVING QUICK PRIZE INDICATION**
1 Claim, 10 Drawing Figs.

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283/6
 [51] Int. Cl..... **A63f 1/18**
 [50] Field of Search..... **273/139,**
161, 157 A, 155, 138, 135, 130 B, 130 E, 130 D;
283/6; 35/48, 71; 179/2 AS, 2 CA, 90 CI, 90

ABSTRACT: A game comprising a stacked plurality of cards, each card having two game-playing regions by which two games may be simultaneously played. Means are provided to instantaneously determine the winner of the first game. The second game comprises zone slots having indicia or light apertures, respectively, the indicia and apertures being different for each card. All game-playing regions are intentionally concealed. The winner of the second game is determined by the number appearing in a stacked arrangement of the cards.

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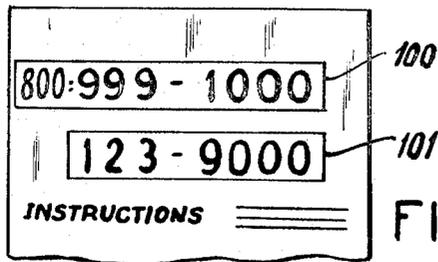
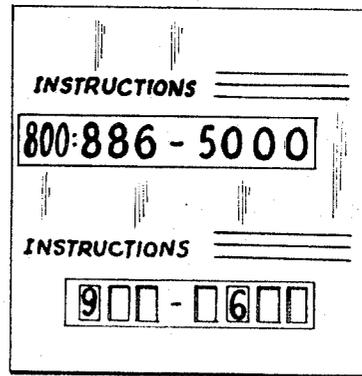
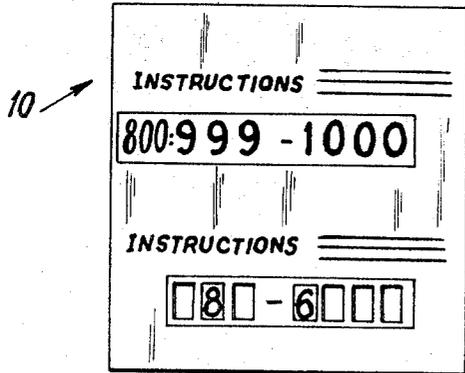
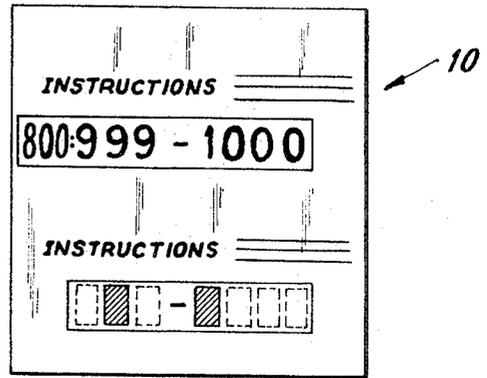
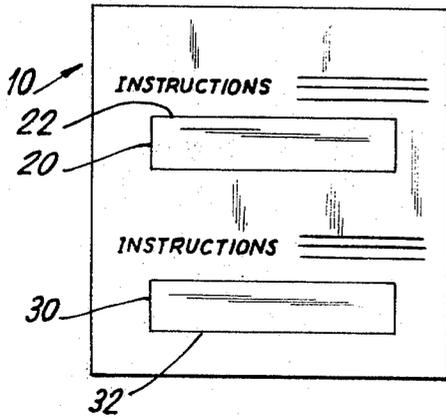
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INSTRUCTIONS

800:886 - 5000

INSTRUCTIONS

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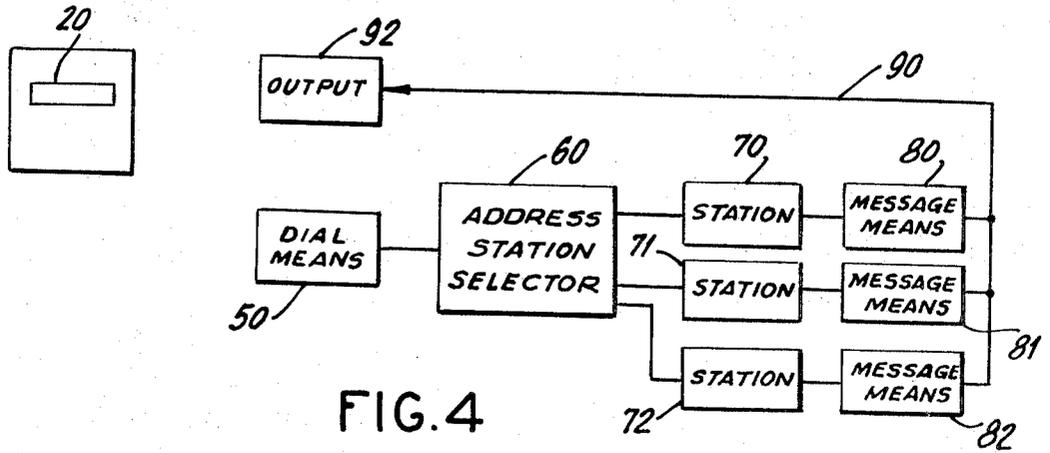


FIG. 4

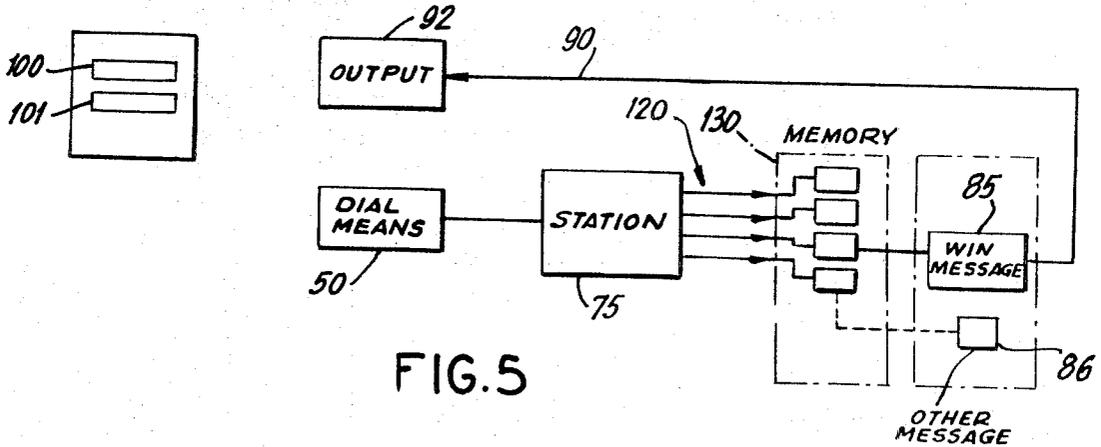


FIG. 5

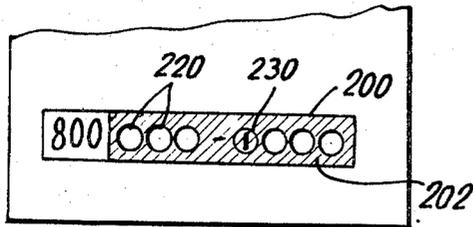


FIG. 6a

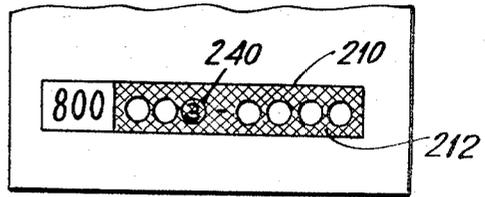


FIG. 6b

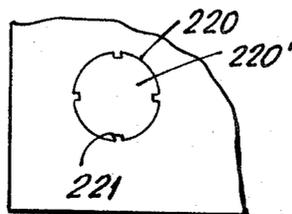


FIG. 7

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GAME HAVING QUICK PRIZE INDICATION

Our invention relates to a card-playing game. More particularly, it relates to a game in which a person is given a card or ticket carrying game-winning indicia. In a specific aspect of this game, which may appeal to the supermarket or gasoline station customer, the customer dials into the telephone system the number on the card and, at that time, is informed that he is an instant winner.

One of the objects of this invention is to provide a game comprising one or more tickets in which a customer can instantly or relatively quickly determine whether he has won a prize.

A further object of this invention is to provide a game ticket by which two distinct games may be played substantially simultaneously.

Still another object of this invention is to provide a game having a plurality of tickets in which a customer wins after collecting a plurality of tickets having predetermined indicia windows or apertures therein, varying in position from ticket to ticket.

A still further object of this invention is to provide a game of chance featuring a card using semiautomatic or automatic means to almost instantaneously inform the player that he has won or lost the prize.

Still another object of this invention is to provide a game in which the customer learns whether he has won instantaneously, utilizing the selective and memory capacity of the telephone system and dialing in the winning or losing number.

One feature of this invention is the utilization of the telephone system as a memory device having substantially instant access and an address system which may be used to distinguish between winning and losing numbers.

A still further object is to provide a game in which the tickets may be neatly collected, and stacked, and the game status can be observed by looking at the collection of tickets in stacked form.

Briefly, in our invention, a customer receives a game-playing ticket. This ticket comprises two concealed areas. When the customer unveils the first concealed area, he sees a telephone number which he, or an operator, dials into the telephone system to determine immediately whether he has won a prize. A second area of the game comprises a plurality of indicia zones or spaces which are concealed by a covering device. The customer is instructed to remove the covering device to reveal the indicia zones. These spaces will contain numbers in some of the respective zones, and some zones will be without numbers. The customer is further instructed to punch, or otherwise make light transparent, the zone space where there are no numbers thereby providing a window in each of these zone spaces.

The customer receives and collects similar tickets at the supermarket, etc., and follows similar instructions. His collection of tickets will have numbers and windows in different respective zone spaces. These tickets can be stacked together as a deck of cards. The customer may then look through the punched out windows and if he has won, he will see a complete telephone number. This number can then be dialed into the telephone system which provides a signal, here, preferably a recorded message, automatically informing the customer as to the amount of his prize and the manner by which it can be collected.

The above-mentioned and other features and objects of this invention and the manner of attaining them will become apparent and the invention itself will be best understood by reference to the following description of embodiments of the invention taken in conjunction with the accompanying drawings, wherein:

FIG. 1 is an illustration of the game-playing ticket as the customer receives it;

FIG. 1a is a diagram of the ticket of FIG. 1 when the game-playing areas are uncovered;

FIG. 1b is a diagram of the card of FIG. 1a in which certain windows have been punched out;

FIG. 2 is a diagram of another card in accordance with this invention;

FIG. 3 is a diagram illustrating a different and preferred embodiment of the first game;

FIG. 4 is a block diagram showing the indication system in connection with the card of FIG. 1;

FIG. 5 is a block diagram of the indication system in connection with the card of FIG. 3;

FIGS. 6a and 6b illustrate different card sections of a different preferred embodiment of the second game; and

FIG. 7 is an enlarged diagrammatic view of one of the windows of FIG. 6a prior to punching.

Referring now to FIG. 1, there is shown a game-playing card 10 having game-playing areas 20 and 30. Each game-playing area is hidden by respective covering means 22 and 32. The covering and concealing means may take the form of a removable strip or an ink compound. The concealing means may also include a wash off or a rub off material. Such materials are conventional and comprise black material which may be removed by water or by simple rubbing. Those skilled in the art will recognize that many forms of concealing means may be used within the principles of this invention.

The customer receives printed instructions directly on the card to remove these covering means. When the covering means 22 is removed, there is disclosed a game-winning indicia or no indicia (representing game loss), or predetermined indicia (also representing game loss). For illustrative purposes, a telephone number 800: 999-1000 is shown in FIG. 1a. The customer then dials this number into the telephone system which, by appropriate means, provides a signal, a message in words or a display, such as a phonovision display, informing him that he has won or lost. It will be understood that a group of letters or words could also be dialed into the telephone system and many choices or indicia are possible. As used herein, dialing and dial means includes pushbutton dialing, circular dials or other telephone read-in equipment. Although not shown, telephone read-in equipment could read automatically the number of the card by optical or magnetic sensing. Other means may be used to insert the indicia or number into a bank of telephone stations, which for purposes herein, are a type of memory.

Alternatively, as another means for telling the customer that he has lost, he could be connected to a number which is not in service. Means provide a telephone message that the number is not in service. By appropriate instructions on the card, this telephone message indicates to the customer that he has lost. In this case, the customer receives his money back because the telephone number is not in service. Other provisions can be made to return the customer's coin if a different telephone number is called.

The number in the game area 20 may be different from the number in other cards, and may either represent a losing number of one of many game-winning numbers. It may, if desired, represent a game-winning number having a different prize. The game envisioned here has a wide as to designation of prizes, as well as game-winning indicia.

FIG. 4 illustrates one such system which may be used in connection with the game of FIGS. 1 and 2. The game-playing number shown in space 20 through a dial means 50 is read into the system. The address station selector 60, which may be a conventional telephone exchange, then selects one of the stations 70, 71, 72, etc., depending upon the number called. Each station or at least one of the stations may have an associated signal means which may include a message means, when connected by the address station selector plays its output signal through a line 90 to an output device 92. It may be understood that the output device could be the receiver of a telephone system, or could be a display having a phonovision display.

It will be understood that various messages may be recorded in the message means 80, 81, 82 to tell the customer that he has won, that he has lost, or no message at all.

In the case where only one winning number appears on the group of cards, the dial means **50** connects directly to a single station **70** which may provide a recorded signal through message means **80** telling the customer through output **92** that the game has been won.

A preferred embodiment of the invention related to the first game is illustrated in FIG. 3. There is shown two game areas **100** and **101** which may have removable concealing means (not shown). The upper space **100** discloses a telephone number **800: 999-1000** and the space **101** discloses a second group of indicia, here a telephone number, which may be considered as the mystery number. The first number shown at area **100** is used to select a game-playing group of numbers or codes. For example, when the number **800: 999-1000** is dialed into this system, the customer identifies to the operator the second number **123-9000**. The operator then utilizes a station-selecting means and may plug into or otherwise connect to this second number. This number or station will have associated message means, such as a taped message and a tape recorder, which becomes operative when connected and tells the player directly whether he has won or not. As an alternative, the message means may only be a winning light indication, and this winning message can be relayed by the operator.

When the game of FIG. 3 is played, dial means **50** is connected directly to a station **75**. At this station, the operator then receives the mystery number contained in the space **101**. The operator has at her disposal means **120** to select one or more addresses of a memory device **130**. As a practical matter, memory device **130** can then be a series of telephone numbers which may be connected directly by the operator. One or more of the addresses or stations will have a message means **85, 86**, etc. connected thereto and an appropriate win or an appropriate lose message can then be applied over line **90** to an output means **92**.

If the person does not win or if the game is set up so that two games are played simultaneously, the second game-playing area is utilized. It will also be understood that, if desired, the card may contain the first or second game.

The second game-playing region contains covering means **32** covering a plurality of discrete, aligned, indicia slot areas or post positions referred to here as slot zones. These slot zones when fully revealed contain either a number or a space (no number), a window or aperture which is light transmissive is formed. However, one or both slot zones may be first color coded to assist in following instructions. As an example, the customer may first wash off covering means in the form of a black material and see seven slot areas, such as circles, squares, etc. Some of these areas may be colored or may be marked differently to define two groups of coded slot areas. That is, the seven indicia areas are divided into two categories by either color coding or other selective identification means. As to the first group, the instructions will read so that the customer merely removes the covering material and observes a number, or one or more numbers contained therein. For example, in one version, the instruction may read as follows:

1. Wash off the black area on the outer side of this ticket.
2. You will now see an area code, one or more numerals, a dash and five black areas.
3. Using a pencil, carefully punch out only the black areas.
4. You will now have one or more numbers, a dash and windows. (In FIG. 1b, two numbers and five windows are provided.)
5. Collect more tickets and do the same.
6. Now place all tickets one on top of the other so that the windows are lined up with each other.
7. When you see a full telephone number with the area code and all seven digits, you have a number which you can call to find out whether you have won.

As stated, the customer is told to punch or otherwise remove the window material of the one coded group. In this respect, weakened boundary means for the windows, such as die cuts or perforations, or spaced perfs (FIG. 7), may be employed to facilitate removal of the window material or to pro-

vide substantially light transmissive properties. As a feature of this invention, those zones which contain indicia and are not to be removed, may contain the same perffing or mechanical boundary means so that from the rear, or when using an X-ray or other "decoding" device, the cards look identical. When the window material has been removed, the card appears as shown in FIG. 1b. Here the first space is empty, the second space contains the number 8, the third space is empty, the fourth space contains the number 6, and the remaining three spaces are empty.

Similarly, the game is played and the customer collects a second, third, fourth, etc., card which are stacked one on top of the other as in a card deck. When instructions are followed, this second card appears as illustrated in FIG. 2. If the customer has the winning number of cards there will be a number in each slot area and the windows will expose one digit in each slot area. The total digits comprise a telephone number. It is apparent that the area code may be optionally printed adjacent the telephone number and may be initially concealed or always exposed. Therefore, by looking at the stacked array of cards, a single telephone number will appear through the windows. This telephone number is preferably selected as a winning number and the customer dials this number into the telephone system. He will then be informed about his prize.

It will be understood that particular zones can be used as the hold out. That is, the number which can determine the prize or the amount of the prize or whether the prize has been won. For example, a number **800: 123-1567** may win \$1.00; **800: 123-2567** may win \$5.00; **800: 123-3567** may win \$10.00, etc., the fourth number being the hold out.

In FIGS. 6a and 6b, there are illustrated different and preferred embodiments of the second game. There is associated therewith an area code and a second game-playing region **200** having a plurality of slot zones as mentioned previously. A second card is illustrated in FIG. 6b and numeral **210** identifies the same game-playing zones. The background color of the card of FIG. 6a is identified by numeral **202** and may, for example, be yellow, while the background color identified by **212** may be a different color, for example, blue. The slot zones here are shown as circular. When the customer receives the cards, the numerals 1 and 3, illustrated in FIGS. 6a and 6b, are not visible and the entire game-playing area is covered, the same as in FIG. 1a. When the customer removes the covering, the holes which are to be punched out are identified by a color or any coding device, also as described previously.

FIG. 7 is an enlarged view showing the slot zone **220** prior to the time that the window material **220'** is removed. In one embodiment, mechanical means shown as a plurality of tabs or perfs connect the window material **220'** to the remainder of the card. The spacing between the interior or window material and the remainder of the card is exaggerated only for purpose of illustration. Each of the slot zones of FIG. 6a including those containing the indicia or numbers are formed in the same way so that from any external view, from the back or using an X-ray, etc., all of the slot zones look the same.

As stated previously, those slot zones containing predetermined coding means are punched out. The color in background **202** is shown within the visible area of the space zone **230** and in FIG. 6b the color **212** is also shown in the area of space zone **240**. When the cards, shown in FIGS. 6a and 6b, are stacked one on top of the other, a full telephone number may appear, but the color backgrounds for each number may be different. The game may be played so that the winning cards have a telephone number having a background all of the same color. Other marking devices may be used to distinguish between sets of numbers which may appear within the zone spaces.

Alternatively, the space zones may contain the numbers alone in a white background and, the playing game area, as suggested by background **202** and **212**, may be colored differently. The game may be played so that all of the winning cards must be of the same color in the game-playing area. This

adds another dimension by which winners and losers can be distinguished.

It will be apparent that other means may be used as additional dimensions or variables to distinguish winning from losing numbers, such as by applying discrete coding techniques in the form of color, shape or other indicia on the game-playing card.

It may be understood that in forming the two groups of numbers 1, 2, 3 or more, or any number, may contain digits and may contain windows.

Further, in the second game area, the winning indicia may comprise any word, number, symbol or group thereof which becomes apparent when the cards are stacked.

It is, therefore, a prime object of this invention to provide an almost or a semiinstantaneous game-winning system which immediately informs the customer that he is a winner. The advantage to be derived from the foregoing system is that the number which is identified in the cards and when related to a telephone number, allows the customer to almost instantaneously determine whether he has won a prize.

While the foregoing description sets forth the principles of the invention in connection with specific apparatus, it is to be understood that this description is made only by way of exam-

ple and not as a limitation of the scope of the invention as set forth in the objects thereof and in the accompanying claims.

We claim:

1. A game comprising:

a plurality of cards of substantially equal dimensions; each card having two game-playing regions, the game-playing regions of each card being similarly located to the game-playing regions of the other cards;

means removably concealing the two game-playing regions, the removal of the concealing means exposing indicia in the first region and a plurality of game-playing zone slots in the second region;

the plurality of zone slots being the same for each card, some of the zone slots of each card having indicia, the remainder of the zone slots of each card having light-transmissive apertures;

the indicia slots and aperture slots of each card being in differing arrangements of zone slots than the indicia slots and aperture slots of the other cards, whereby the cards may be stacked to reveal the cumulative indicia in the zone slots visible through the aperture slots.

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