CARD GAME WITH RANDOM SELECTING DEVICE

Marvin I. Glass and Henry Stan, Chicago, Ill., assignors to Marvin Glass & Associates, Chicago, Ill., a partnership

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ABSTRACT OF THE DISCLOSURE

A card game including a plurality of playing cards illustrating a girl engaged in various activities, and a set of cards corresponding to each of said activities, the cards of each set showing one or more items of equipment and apparel for the corresponding activity, and also including a random selection means normally concealing a plurality of illustrations of boys attired for the same activities shown on the playing cards. After a player has accumulated a set of the playing cards illustrating the equipment and apparel for a particular activity, such player is entitled to operate the random selection means and attempt to expose the illustration of a boy which matches the activity in said set of playing cards.

Summary of the invention

It is the primary object of the invention to provide a game including cards illustrating articles and play money to be used in the purchase of such cards, wherein the object of the game is to accumulate related articles and then operate a random selecting device in an effort to correlate the accumulated articles with one of a plurality of illustrations within the selector device. A more particular object of the invention is to provide such a game wherein each player is assigned a task of accumulating articles of wearing apparel and accessories for a particular activity, as indicated on cards, and then through the use of the selecting device attempts to select a figure which is attired to portray the activity illustrated by the accumulated cards. Further objects and advantages will be apparent from the following description of the embodiment of the invention as illustrated in the drawings wherein:

FIGURE 1 is a plan view of a game board to be used in the game;
FIGURE 2 is a perspective view of the random selector device, which is also shown in position in the central portion of the player board in FIGURE 1;
FIGURE 3 illustrates one of the "invitation" cards used in the game;
FIGURE 4 illustrates one of the "wearing apparel" cards used in the game;
FIGURE 5 illustrates one of the "date" cards found in the random selector of FIGURE 2;
FIGURE 6 illustrates the play money used in the game; and
FIGURE 7 is a sectional view taken generally along the line 7—7 in FIGURE 1.

The illustrated game comprises generally a flat game board 10, a plurality of playing cards and a random selector device 12 having a plurality of illustrated cards and a normally closed door or top portion 14. The playing cards are in two sets with the first set comprising the "invitation" cards 16, one of which is shown in FIGURE 3. At the start of the game each player is dealt or selects an invitation card 16, and this card indicates the future play required for the player. Each of the invitation cards illustrates a girl suitably dressed and equipped for a particular form of activity such as tennis, golf, dancing, etc., and includes a printed list of the articles of wearing apparel required for the illustrated activity.

The second set of cards which are to be used in the play of the game each illustrate one or more of the articles of wearing apparel or accessories indicated on the invitation cards, as seen at 18 in FIGURE 4. In addition, the playing cards 18 include cards indicating certain penalties encountered by the player, such as loss of turn, forfeiture of money, etc. The wearing apparel and accessory cards in this set also indicate the value of the illustrated item. Generally the object of the game is for each player to acquire cards illustrating each of the items listed or illustrated on the invitation card 16 held by that player and to dispose of all other cards in the player's hand. When this has been accomplished, the player is entitled to open the door 14 of the random selector device 12 and attempt to select a "date" corresponding to or compatible with the invitation card held by the player. For example, if the invitation card 16 indicates tennis as the form of activity, the player must select a "date" from the random selector who is properly attired for tennis.

As seen particularly in FIGURES 2 and 7, the random selector device 12 is in the form of a box or housing 20 having the door 14 as the cover or top of the housing. The interior of the housing 20 includes a recessed central portion 22 in which is placed a plurality of illustrated date cards 24, as seen in FIGURE 5, each showing a boy properly attired for a particular form of activity. The cards are stacked within the recess 22 so that the tabs are arranged in stepped or staggered relation. The tabs 26 extend into a recess 28 formed in a marginal portion of the housing 20. The door or cover 14 for the housing is suitably hinged for opening and closing movement, as by means of projecting pin portions 30 extending into axially aligned openings formed in projecting tabs or bosses 32 at opposite ends of the housing. At the edge of the door, opposite its hinge mounting and in alignment with the recess 28 there is provided a knob 34 for opening and closing the door. The knob is fixed to a shaft 36 which extends through the door and has fixed to its opposite end an elongated projection 38 which is rotatable with the knob. The projection 38 is disposed with respect to the tabs 26 on the cards 24 so that the projection can be positioned in underlying relation to any one of the tabs. Consequently, as the knob 34 is rotated and the door 14 then opened, the projection 38 may engage the underside of one of the tabs 26 and thereby lift that card and any overlying cards to a raised position. This, of course, exposes the card underlying the engaged tab. Of course, if the projection 38 is disposed generally parallel to the tabs, it will not engage any of the tabs and the opening of the door will expose the uppermost date card.

One form of game which can be played with the described apparatus involves the use of 60 of the playing cards 18 and six invitation cards 16 corresponding to six cards 24 within the selector 12, and each player is dealt eight cards 18. The remainder of the deck is then placed face down on the playing board in the space marked "Buy." The players then select their invitation cards which designate the list of articles to be collected. Each player keeps all penalty cards, as well as any card that can be used to fill her invitation list. All other cards are returned to the deck and the dealer gets the cash value of such cards to play money. Each player in turn selects an item on the player's invitation list, she must pay the bank the cash value of the item. If the card drawn illustrates an item which is not on the player's invitation list, she can attempt to sell it to another player and thereby acquire more cash.
If no one wishes to purchase such card, it is placed on the “Return” pile indicated in FIGURE 1. If a player wishes to purchase a card, but does not have sufficient money, she can place the card in “Will Call” on the board any pay for it at any time in the future during the play of the game.

After a player has acquired the cards illustrating each of the items on her invitation list and has disposed of all other cards in her hand, she is entitled to open the door 14 of the random selector device 12 and thereby attempt to expose the proper “Date” card 24 matching her “invitation” card 16. If the choice is correct the player is the winner of the game, but if the door is opened to the wrong “date” the play of the game continues.

Although shown and described with respect to particular apparatus and articles, it will be apparent that modifications might be made without departing from the principles of this invention. It should also be understood that the described manner of playing the game with the illustrated apparatus is simply illustrative of one use of the apparatus and various other forms of play might be devised.

What is claimed is:

1. Game apparatus comprising a first set of cards each illustrating a particular form of activity for a girl and the appropriate wearing apparel for such activity, a second set of cards each illustrating an item of wearing apparel shown on one of the cards of said first set and having indicated thereon a stated price for the item, a plurality of pieces of play money comprising denominations, and a selecting device comprising a housing having a plurality of superposed cards therein each illustrating a particular form of activity for a boy with the illustrated activities corresponding to those shown for girls on the cards of said first set of cards, each of said cards in said housing having a tab projecting therefrom along one edge with the cards arranged so that said tabs are in close, staggered relation to one another, a hingedly mounted cover on said housing including a rotatable knob along the edge opposite the hinge mounting, and said knob including tab lifting means rotatable therewithin into a position underlying any one of said cards when said cover is in its closed position, whereby the rotation of said knob is effective to place the tab lifting means in underlying relation to one of said tabs by chance and the opening of the cover through upward movement of said knob thereby exposes the face of only one of the cards in said housing.

2. Game apparatus comprising a playing board, a first set of cards each illustrating a particular form of activity for a girl and the appropriate wearing apparel for such activity, a second set of cards each illustrating an item of wearing apparel shown on one of the cards of said first set and having indicated thereon a stated price for the item, a plurality of pieces of play money comprising denominations, and a selecting device comprising a housing having a plurality of superposed cards therein each illustrating a particular form of activity for a boy with the illustrated activities corresponding to those shown for girls on the cards of said first set of cards, each of said cards in said housing having a tab projecting therefrom along one edge with the cards arranged so that said tabs are in close, staggered relation to one another, a hingedly mounted cover on said housing including a rotatable knob along the edge opposite the hinge mounting, and said knob including tab lifting means rotatable therewithin into a position underlying any one of said cards when said cover is in its closed position, whereby the rotation of said knob is effective to place the tab lifting means in underlying relation to one of said tabs by chance and the opening of the cover through upward movement of said knob thereby exposes the face of only one of the cards in said housing.

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DELBERT B. LOWE, Primary Examiner.