

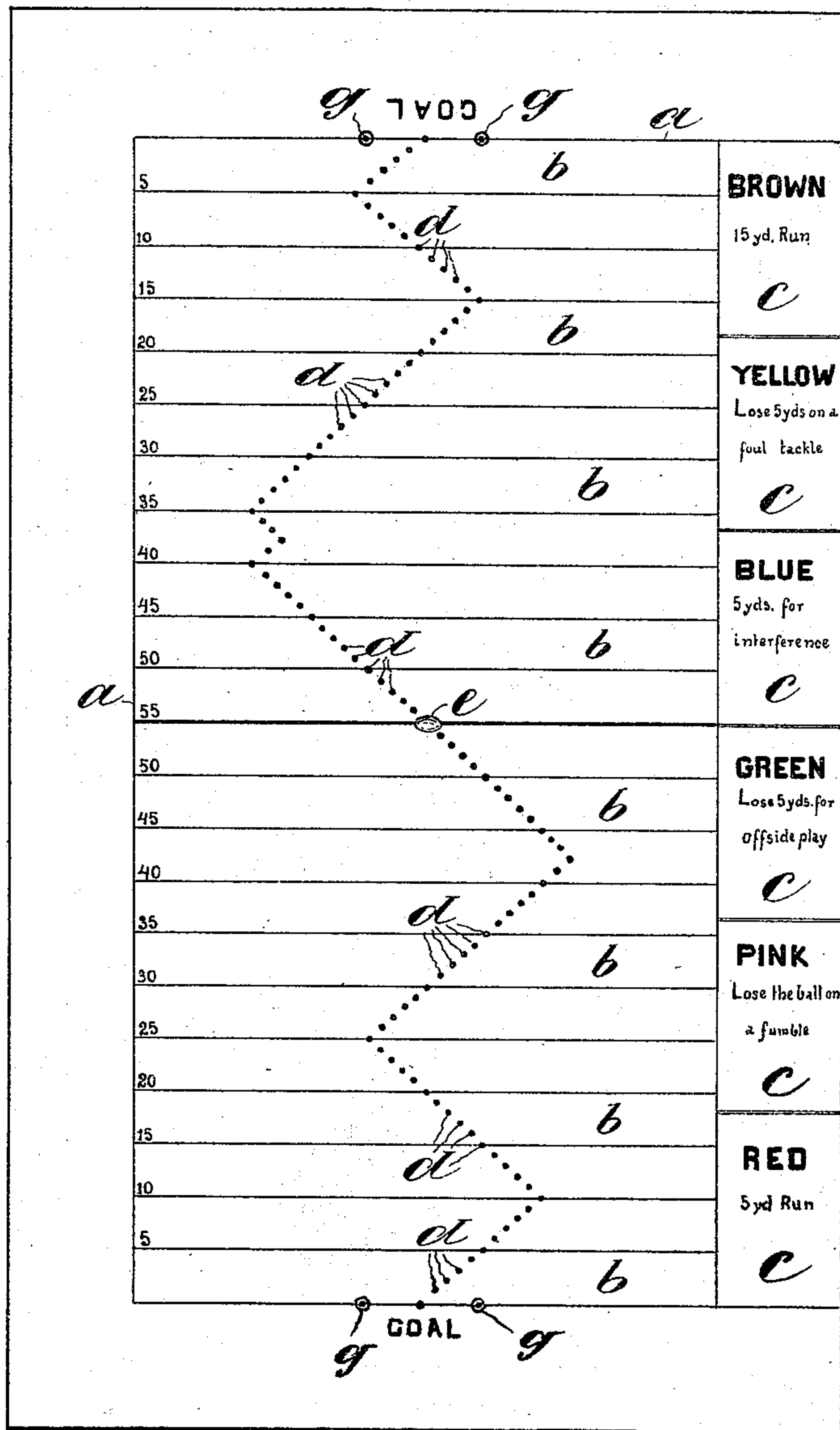
(No Model.)

A. G. BROWN, Jr.  
GAME APPARATUS.

No. 543,463.

Patented July 30, 1895.

FIG:1.



**FIG:2.**



FIG:3.

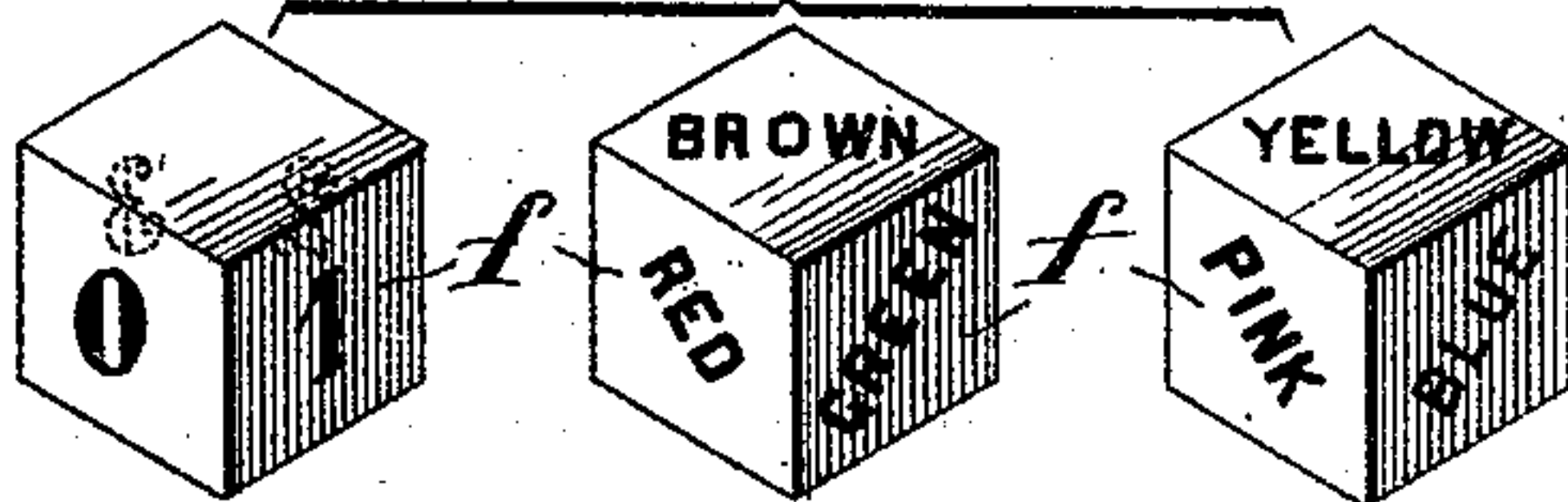
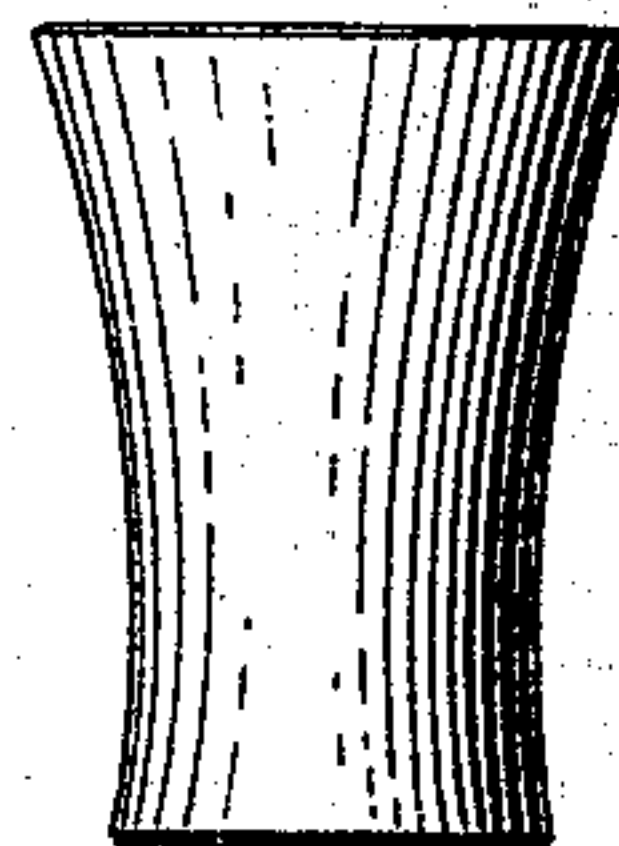


FIG:4.



WITNESSES:

J. H. Kimball  
Peter A. Ross.

INVENTOR:

Wash. G. Brown Jr.  
By Henry Connelley  
Attorney.



# UNITED STATES PATENT OFFICE.

ALVAH G. BROWN, JR., OF BROOKLYN, NEW YORK.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 543,463, dated July 30, 1895.

Application filed December 6, 1894. Serial No. 530,993. (No model.)

*To all whom it may concern:*

Be it known that I, ALVAH G. BROWN, Jr., a citizen of the United States, residing at Brooklyn, in the county of Kings and State of New York, have invented an Improved Game Apparatus, of which the following is a specification.

My invention relates to an apparatus for playing a parlor game of football simulating closely the game of football as played in the field, and the object is to provide a simple and inexpensive apparatus by which much entertainment may be provided for those who are interested in this class of athletic games.

My apparatus is illustrated in the accompanying drawings, wherein—

Figure 1 is a face view of the board having a field properly layed out and marked thereon; Fig. 2, the piece or peg representing the "ball;" Fig. 3, the dice used in playing the game, and Fig. 4 the dice-box on a small scale.

The board A is rectangular and preferably oblong of the proportion shown. Within a border-line *a* the field is divided into twenty-two spaces *b* by transverse lines, each space representing five-yard spaces in the actual field-game of football. Along one side of the board are six spaces *c*, which will have different colors on the actual board—as, for example, brown, red, blue, green, yellow, and pink, as marked in Fig. 1; but any other colors, as well as black and white, may be substituted for those named, so long as no two of the spaces are colored alike. These color-spaces represent "long runs," and decisions of umpires and referee and are inscribed as follows: brown, "Fifteen yards on a run;" red, "Five yards on a run;" blue, "Five yards for interference;" green, "Loses five yards for off-side play;" yellow, "Loses five yards for foul tackle;" pink, "Loses the ball on a fumble." Of course the incriptions have no special relation to any particular color, but each inscription is associated with a color different from the others.

Each of the spaces *b* is divided into five-yard spaces, which latter are marked by holes *d*, arranged in oblique or zigzag rows, as seen in Fig. 1. This zigzag arrangement of the rows of holes has the advantages that it spaces the holes wider apart on the board than if they extended in a straight line parallel with

the longer sides of the board or field, and it simulates more closely, also, the erratic movements of the players on the actual field.

In Fig. 2 I have shown, enlarged, the peg or piece *e*, which I call the "ball." This piece or ball is adapted to be inserted in the holes *d*, and is seen in Fig. 1 inserted in the hole at the starting-point of the play.

Dice are employed in determining the play, three dice *f* being required. These are illustrated on a large scale in Fig. 3. One of the dice has on four of its sides, respectively, the numerals "0," "1," "2," and "3," the other dice being without numerals; but all three of the dice have their respective six sides colored, the colors corresponding to those of the six spaces *c* on the board A—in this case brown, red, blue, green, yellow, and pink.

In Fig. 3 the colors on the dice are indicated by their names.

Any dice-box may be used with the dice. A suitable box is seen in Fig. 4.

On the board A, at the respective ends of the field, are the goal-lines and the goals, (indicated at *g* by holes,) in which may be set goal-pins.

The game may be played as follows: The two players decide in some manner which is to have the ball at starting. This may be done by tossing a coin. The ball *e* is now set in the hole at the center of the field and is in play. The player who has the ball now has three consecutive throws of the dice. Should all three dice fall with the same color uppermost, the inscription on the space *b* of the corresponding color governs. For example, if the dice are red, the ball is advanced five holes or "yards" toward the antagonist's goal; if the dice are pink, he loses the ball to his antagonist. The numerals on one of the dice indicate the number of holes the player is to advance the ball when the dice come up of different colors; but these numerals are not counted when the dice come up of one color. The ball is played up and down the field until it crosses one or the other of the goal-lines and until a time limit, previously decided on, shall have expired. Should the player not advance five yards or holes with three throws, or lose ten yards or holes, the ball passes to his antagonist; or, if he fails to advance five holes with his three throws he may "kick" on the



fourth throw, the kick counting three times the number turned up on the numbered dice. In this case the ball goes to the other player, who plays it from the hole where he finds it.

- 5 Should the player advance the ball over his antagonist's goal-line, it counts a "touch-down" and he scores four. He is then entitled to "kick at goal." This is done by throwing the numbered dice. If 1 or 3 turn  
10 up, the kick is won and he scores two more, making six. After the kick at goal, whether successful or not, the ball is again put in play at the center of the field and goes to the opposing player. Should the ball be on a five-  
15 yard line of a player and five yards be lost, (as by the three dice coming up green or yellow,) the ball then crosses the goal-line and gives the opposing player a "safety," which counts him two. The ball must then be brought to  
20 the player's twenty-five-yard line and put in play by him. If after failing to advance the ball five holes in three consecutive throws the player kicks, (as before explained,) and the advance thus made carries the ball over his  
25 antagonist's goal-line, it gives the player a goal from the field, which scores five.

Should any yards or holes be lost from a "decision" by the colors, the player begins to throw anew—that is, the next throw counts  
30 as a first throw.

The player scoring the most points within the time limit wins the game.

The rules for playing the game are of course susceptible of variations; but those given  
35 above follow closely those of an actual field-game of football.

The apparatus is also susceptible of some variation without departing materially from my invention. For example, the colors on the  
40 faces of the dice are indexes pointing to the inscriptions on the colored spaces on the board, and it is obvious that any similar indexes may be employed, as the names of the colors in lieu of the colors themselves, or let-

ters of the alphabet, "A" "B" "C," &c., would 45 serve. I much prefer the colors, however, as they are more easily caught by the eye and are more pleasing.

The lines dividing the field into spaces *b* will be by preference numbered "5" "10" 50 "15" "20," &c., as seen in Fig. 1. The numbered dice *f* may, if desired, have the numerals "1" and "0" marked on its respective blank faces.

Having thus described my invention, I 55 claim—

1. A game apparatus comprising, first, a board A, having on it a rectangular field divided by transverse lines into twenty-two spaces *b*, with oblique rows of holes, *d*, divid- 60 ing each space *b* into five parts, and having indexed spaces *c*, bearing inscriptions which govern the movements of the piece *e*, among the holes *d*, second, the said piece or ball, and third, three dice having indexes on their six 65 faces corresponding to those on the six spaces *c*, one of said dice having also numerals on four of its faces, substantially as set forth.

2. A game apparatus comprising, first, a board A, having on it a field divided by trans- 70 verse lines into spaces *b*, with rows of holes *d* dividing the spaces *b* each into five parts, and having differently colored spaces *c*, bearing inscriptions which govern the movements of the piece *e* among the holes *d*, second, the 75 said piece *e*, and third, three dice *f*, each die having its respective faces colored to correspond with the colors on the six spaces *c*, and one of said dice having numerals, also, on some of its faces, substantially as set forth. 80

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

ALVAH G. BROWN, JR.

Witnesses:

HARRY H. TYSON,  
E. R. McCARTY.