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(54) Score card for the game of tombola and similar games

(57) On a score-card for the game of *TOMBOLA* and similar games, comprising a sheet (A) on which numerical signs (B) (and/or letters, symbols, figures) for the game are printed, with each numerical sign (B) (and/or letter, symbol, figure) there is associated, as a marker, a small area (E, G) of a thin layer of coating of

the type which, if scratched, is removed with relative ease, said coating area (E, G) having a graphical appearance which is visually conspicuous compared with that region of the sheet (A) on which it is positioned.

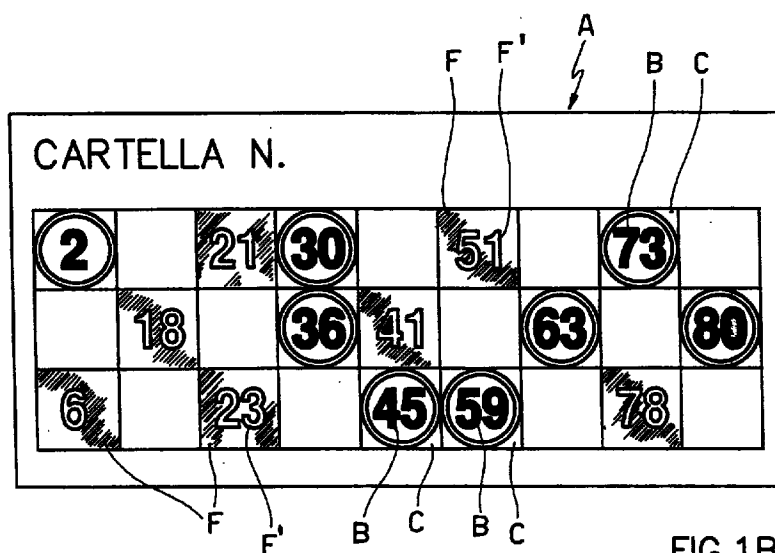


FIG. 1B

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Description

[0001] This invention relates to the game of *TOMBOLA* and other similar games, ie games based on the chance extraction of different numerals (and/or letters of the alphabet, symbols, designs).

[0002] As is well known, the game of *TOMBOLA* is a sort of lottery of an informal character played with different score-cards each containing fifteen printed numerals, its equipment also comprising a bag of identical counters on which are printed the numerals (in particular from 1 to 90) involved in the game, and a master card on which the game numerals are printed in ordered arrangement. In playing the game, the numbered counters are extracted randomly from the bag, the winners being those possessing score-cards whose numbers are extracted before the others.

[0003] To remember which numbers have been extracted, the players place markers, traditionally beans, on their score-card numbers when these are extracted. Alternatively, tombola score-cards can be provided comprising windows carrying numbers which are covered by slidable covers on extraction.

[0004] Game variations of *TOMBOLA* are also known and available, for example in which the numerical signs are replaced by the same number of different symbols and/or figures and/or letters of the alphabet, in particular for relatively small children.

[0005] An object of this invention is to provide a means which makes the use of score-cards for tombola or similar games more simple, more practical and also more effective.

[0006] This and further objects are attained by the score-card of the invention, as characterised in the claims.

[0007] The invention is described in detail hereinafter with the aid of the accompanying figures, which illustrate a non-limiting embodiment thereof.

Figure 1A shows a first embodiment of the score-card of the invention, before its use.

Figure 1B shows the score-card of Figure 1A during play.

Figure 2 is an enlarged section on the plane II-II of Figure 1A.

Figure 4 shows a second embodiment of the score-card of the invention during play.

[0008] The score-card illustrated in the figures is of the type specifically suitable for the classical game of *TOMBOLA*, but it is apparent that by appropriate modification it can be made suitable for other similar games based on the extraction of a plurality of numerals.

[0009] The score-card of the invention comprises a support sheet A (or an equivalent means) carrying printed on it the appropriate numerical signs B for the game. In particular, in the case of classical *TOMBOLA*, the sheet A comprises a play region divided into various

boxes C distributed in five rows and nine columns. In each of these boxes there are printed respective numerical signs B, in particular corresponding to fifteen different numbers, chosen randomly from 1 to 90.

[0010] The various score-cards in the game are different from each other.

[0011] According to the invention, with each numerical sign B (and/or letter, symbol, figure) there is associated, as a marker, a small area E of a thin layer of coating of the type which, when scratched, is removed with relative ease; moreover the coating area E has a graphical appearance which is visually conspicuous compared with that region of the sheet on which it is positioned.

[0012] Said coating is of known type, and is such that it normally remains perfectly adhering to the sheet A to maintain good integrity even when the sheet is handled. When however it is scratched with a sufficiently hard body possessing a fairly sharp edge, such as a coin, a knife etc., the coating is removed and the underlying numeral becomes visible. A coating of this type is used, for example, in those Italian State lottery cards known as "scratch cards".

[0013] According to the embodiment shown in Figures 1A and 1B, each box C containing a numerical sign B is covered by said coating area E, which has a different graphical appearance from the underlying sheet region to make it conspicuous compared with this latter. In addition, said coating area E carries a printed numerical sign E' corresponding to the numerical sign B printed on the score-card sheet and covered by the same area E of coating (for example the numerical sign "2" printed on the sheet is covered by an area of coating carrying an equivalent sign "2"), but preferably having a different graphical appearance therefrom.

[0014] For example, the coating area E is of dark colour and the numerical sign E' is of light colour (see Figure 1A); in contrast the underlying box C is of light colour, and the underlying graphic sign B is of dark colour (see Figure 1B).

[0015] Before play, the score-cards have the appearance shown in Figure 1A, ie they have all their number-carrying boxes C covered with respective areas of coating, the underlying numbers being indicated visually by the numerical signs E' printed on the area of coating.

[0016] To play, the player scratches and removes those coating areas E carrying the respective signs E' relative to the numbers as extracted. In this manner, the underlying box C and the respective graphic sign become visible, and as these have a graphic appearance quite different from those covered by the coating, those numbers which have been extracted are indicated in a manner quite distinguishable from those numbers not yet extracted (see Figure 1B).

[0017] In the embodiment shown in Figure 3, the numerical signs B printed on the sheet A are not covered. However, to the side of each of them (for example below them) there is a relative area of coating G of the aforescribed type. In use, said areas G are scratched

and removed whenever the number indicated in the adjacent box is extracted. Hence the numbers extracted are indicated to the player by the fact that the relative boxes do not carry the adjacent area of coating. Figure 3 shows a score-card on which some boxes C are marked with areas G, whereas other boxes C do not carry the relative marker as this has been scratched away.

[0018] The shape of the areas G can be different from that shown. For example it can be in the shape of a frame surrounding the numerical sign B.

[0019] As already stated, the score-card of the invention can also be for games other than *TOMBOLA* which are based on the extraction of numbers.

[0020] It can also be used for a different type of *TOMBOLA* (or a similar game) in which the numerical signs are replaced by symbols and/or figures and/or letters of the alphabet, in particular for relatively small children. In this case the sign E' positioned on the coating region E will be a symbol/figure/letter identical to the underlying sign.

[0021] The score-card of the invention is much more convenient to use than traditional score-cards by virtue of it being very easy and functional to scratch with a coin or a similar means in order to indicate the numbers as they are extracted. The number indication remains fixed, in contrast to what can occur with traditional score-cards, on which the numbers extracted are indicated by resting a small object on them.

[0022] Numerous modifications of a practical and applicational nature can be made to the invention, but without leaving the scope of the inventive idea as claimed hereinafter.

Claims

1. A score-card for the game of *TOMBOLA* and similar games, comprising a sheet (A) on which numerical signs (B) (and/or letters, symbols, figures) for the game are printed, characterised in that with each numerical sign (B) (and/or letter, symbol, figure) there is associated, as a marker, a small area (E, G) of a thin layer of coating of the type which, if scratched, is removed with relative ease, said coating area (E, G) having a graphical appearance which is visually conspicuous compared with that region of the sheet (A) on which it is positioned.

2. A score-card as claimed in claim 1, characterised in that each box (C) containing a numerical sign (B) (and/or letter, symbol, figure) is covered by said coating area (E), which has a different graphical appearance from the underlying region of the sheet (A), and is marked with a numerical sign (E') (and/or letter, symbol, figure) corresponding to that covered.

3. A score-card as claimed in claim 2, characterised in

that said coating area (E) carries a printed numerical sign (E') (and/or letter, symbol, figure) which corresponds to the numerical sign (B) (and/or letter, symbol, figure) printed on the score-card sheet (A) and covered with the same coating, but preferably has a different graphical appearance therefrom.

4. A score-card as claimed in claim 1, characterised in that a relative coating area (G) is positioned to the side of each numerical sign (B) (and/or letter, symbol, figure).

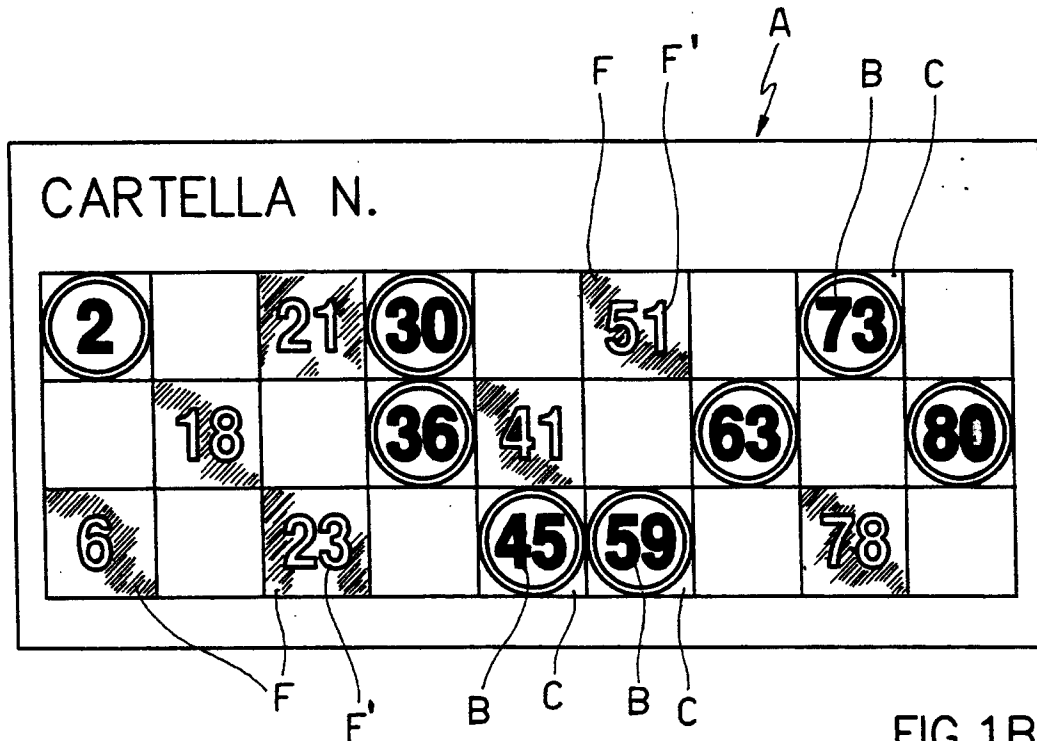
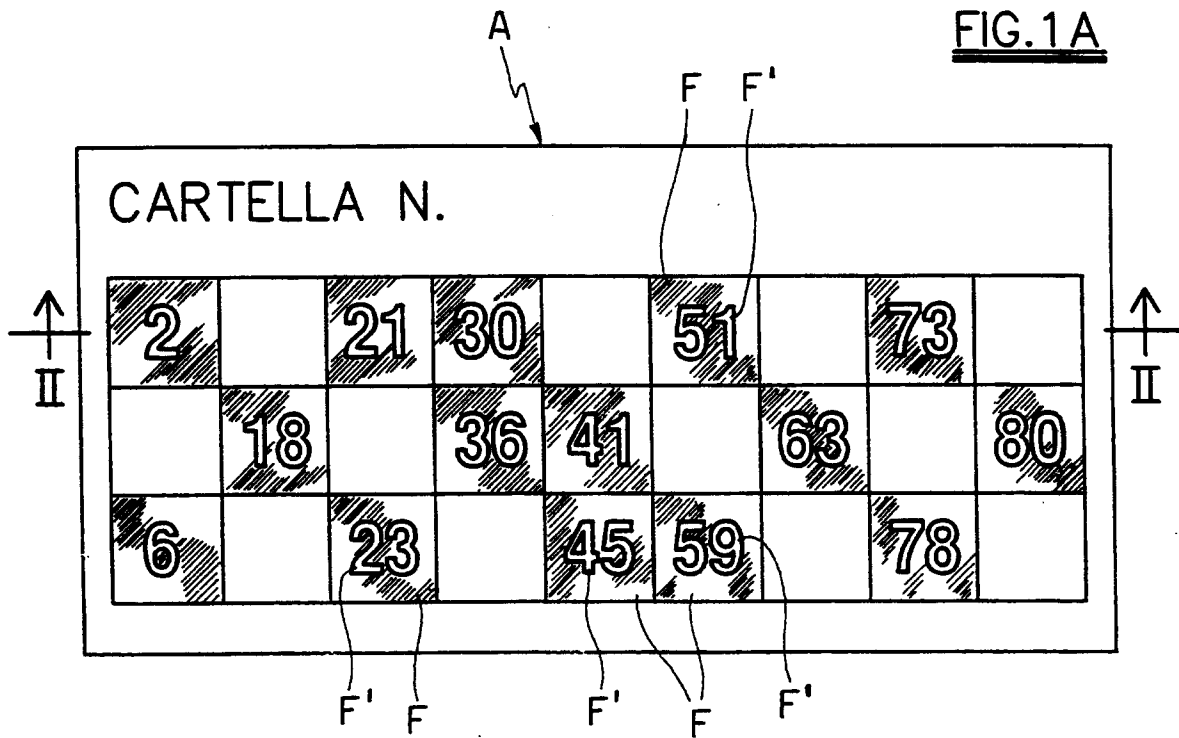


FIG.1B

FIG.2

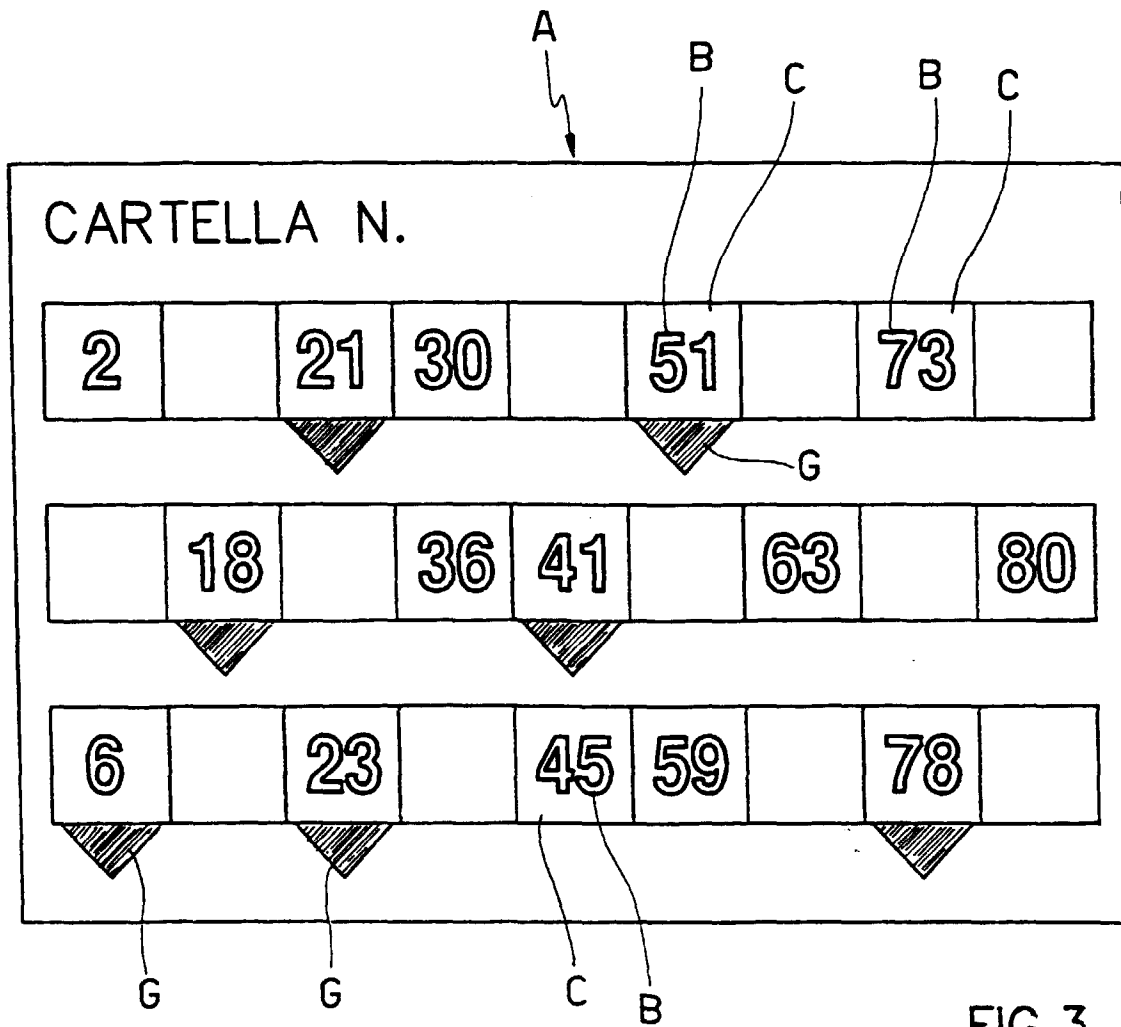
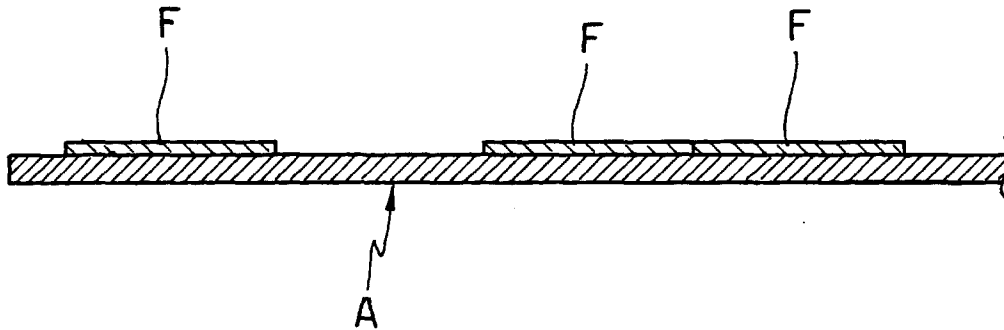


FIG.3