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A. R. MEISSNER

GAME

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Fig. 2.

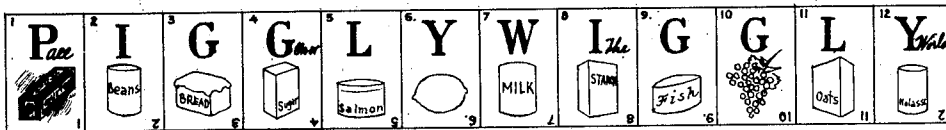


Fig. 1.

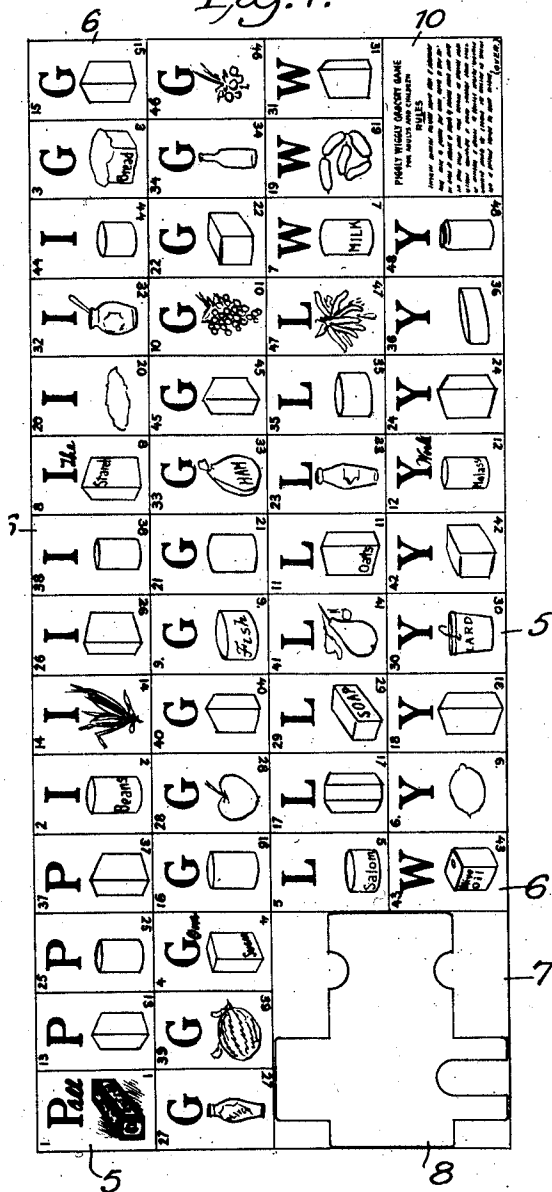


Fig. 3.

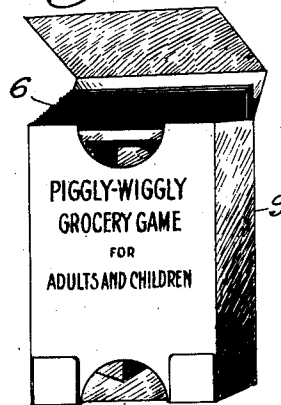
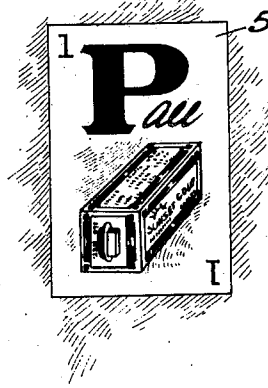


Fig. 4.



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UNITED STATES PATENT OFFICE.

ALVIN R. MEISSNER, OF WASHINGTON, DISTRICT OF COLUMBIA, ASSIGNOR, BY DIRECT AND MESNE ASSIGNMENTS, TO PIGGLY WIGGLY CORPORATION, OF MEMPHIS, TENNESSEE, A CORPORATION OF DELAWARE.

GAME.

Application filed August 24, 1922. Serial No. 584,055.

To all whom it may concern:

Be it known that I, ALVIN R. MEISSNER, a citizen of the United States, residing at Washington, in the District of Columbia, have invented certain new and useful Improvements in Games, of which the following is a specification.

The present invention relates to games and consists in the combinations and arrangements of pieces, and manner of playing the same, hereinafter described and particularly set forth in the accompanying claims.

The invention has for its purpose to provide a card playing game adapted to be played by two or more persons, adults or children, wherein the question of occurrence of chance plays an important rôle, but wherein also the individual ability or alertness of the respective players may be shown with interesting and surprising results.

The invention is further characterized in that it is particularly appropriate for playing on a name symbolizing a system of scientific merchandising, by having the playing cards in multiple of the number of letters in the name indicating such system, and with the several cards each having thereon indicia suitably characterizing, as by color effect or otherwise, the stores operating under the system, and matter advertising particularly one of the brands of goods carried thereby.

In the arrangement shown herein, the game is designed especially for playing on the name "Piggly Wiggly", and the system of self-service sale of merchandise which that name implies, though it will be understood of course that the principle and manner of playing the game, and the arrangement of identifying or marking the cards, is equally well adapted for any other system of merchandising wherein it is desired to acquaint the public therewith by the effective and scientifically recognized medium of reminder or suggestion in a pleasant way.

It is proposed to design the cards of the game and so arrange the same that each game complete may be produced from a single printed sheet to the end that the games may be made in large quantities at small cost for free distribution to the public.

The game apparatus is disclosed by way

of illustration in the accompanying drawings, wherein:

Figure 1 shows the printed sheet from which all the cards of the game, and the container therefor, are produced.

Figure 2 illustrates the manner of assembling the cards in the hand of the winner.

Figure 3 indicates the cards in pack, and

Figure 4 is a detail view of one of the cards.

Referring to the game apparatus and wherein like reference characters designate corresponding parts in the different views shown, 5 indicates a sheet of card-board, or like material of a suitable thickness and a texture adapting the same to be handled after the usual manner of playing cards. The sheet 5 is subdivided into forty-eight sections or divisions 6, to provide that number of playing cards which is arbitrarily selected as best appropriate for playing the game. It will be understood, of course, that any other multiple of the number of letters in the name "Piggly Wiggly" may be adopted. It is essential only that the aggregate number of cards be a multiple of the number 12 only.

The lower left corner 7 of the sheet 5 is utilized to provide a blank 8 which, in formation, has substantially the design and appearance of the container 9, shown in Fig. 3. Said container holds all of the cards 6 in the manner shown and also the card 10 formed from the lower right-corner of the sheet 5. The card 10 is double the dimensions of one of the play cards, and is therefore folded once upon itself to fit within the container 9. The two surfaces of the card 10 are used for printing thereon the rules governing the playing of the game.

The several cards 6 are respectively marked with the different letters of the name "Piggly Wiggly," and also bear a designating numeral. By means of these numerals it can be readily ascertained whether or not the game is in itself complete, and it also serves as a means for assisting players to acquire an expertness in reading their hands while playing the game. It is contemplated to have the obverse side of each card show with colors any feature essentially characterizing the system of merchandising which the game purports to show. Thus, in the present instance, this color effect will be

after the manner of blue and yellow, which symbolizes the fronts of Piggly Wiggly stores.

In addition to one of the letters of the name "Piggly Wiggly" and the numeral character, each card has printed thereon suitable matter for advertising a brand of goods sold under the Piggly Wiggly system. Thus, card No. 1 contains, in addition to the letter P, the well known and widely advertised container for Uneeda Biscuit; and in like manner cards 29 and 11 separately advertise special brands of oats.

In playing the game, the 48 cards of the pack are shuffled after the usual manner of card-playing, and dealt to the different players. Each player then observes his hand and endeavors to assemble the twelve cards thereof in that manner which will produce the name "Piggly Wiggly." It is obvious that the one first producing this combination of letters wins the game. It is contemplated that the different players may interchange cards with each other, in instances where certain letters are in excess and others missing: Thus, a player having an excess of the letter L but needing the letter Y would be permitted to exchange one of such letters L for the letter Y, and this manner of interchanging would be carried on as the individual players desired.

An important feature in the game is that the holder of the hand of cards 1 to 12 would thereby have those cards spelling the slogan of "Piggly Wiggly"—"All over the world." And this hand would obviously be characterized as the royal flush.

Similarly the hands would be graded according to the greatest degree of perfection in the spelling of the name and the cards constituting the slogan. For example, the last three words of the slogan might be used and this would rank second to the complete slogan "All over the world."

It is obvious that those skilled in the art may vary the details of construction and arrangement of parts without departing from the spirit of my invention, and, therefore, I do not wish to be limited to such features except as may be required by the claims.

While I have used the name "Piggly Wiggly" in this description, it will be understood of course that it is so used for descriptive purposes only and not because the game itself has any more bearing upon or connection with that name or the business known under that name than any other, the game herein described and claimed being equally as well adapted for use in connection with other names as with the name "Piggly Wiggly."

Having thus described my invention, what I claim is:

1. A game comprising a plurality of cards bearing the letters of a name, each letter in

the pack occurring as a multiple of the number of occurrences of that letter in the name and one or more cards of each multiple being adapted to be selected and arranged in the order that the letters occur in said names, certain of said cards of certain multiples having other indicia thereon for further determining the rank of the relative arrangements, substantially as set forth.

2. A game comprising a plurality of cards having letters each occurring as a multiple of the number of occurrences of that letter in a name, one or more letters of each multiple being adapted to be selected in the spelling of a name, certain of said cards of certain multiples having indicia thereon for further determining the relative rank of the arrangement, substantially as set forth.

3. A game for playing on a name symbolizing a system of merchandizing comprising a plurality of cards having letters each occurring as a multiple of the number of occurrences of that letter in the name played upon, said cards also having thereon indicia representing the slogan of said system when the cards are arranged to spell the name played on for further determining the rank of the respective arrangements, substantially as set forth.

4. A game for playing on a name symbolizing a system of merchandizing comprising a plurality of cards having letters each occurring as a multiple of the number of occurrences of that letter in the name played upon, one card of certain multiples having indicia representing a part of the slogan of the system represented, said slogan appearing on the face of the cards when the proper cards of each multiple are selected in spelling the name played on whereby the rank of the respective selections may be determined, substantially as set forth.

5. A game for playing on a name symbolizing a system of merchandizing comprising a plurality of cards having letters each occurring as a multiple of the number of occurrences of that letter in the name played upon, said cards having indicia relative to the merchandise sold under the system, one card of certain multiples having indicia representing a part of the slogan of the system represented, said slogan appearing on the face of the cards when the proper cards of each multiple are selected in spelling the name played on whereby the rank of the respective selections may be determined.

6. As an article of manufacture, a game apparatus comprising a single sheet subdivided into a plurality of sections, the major portion of said sections when severed providing the playing pieces of the game per se, and one of the remaining portions provided with marks indicating the lines upon which the material is to be folded to form

a receptacle for the several playing pieces, substantially as set forth.

7. As an article of manufacture, a game apparatus comprising a single parchment
5 sheet sub-divided into a plurality of rectangular sections, the major portion of said sections when severed providing the several playing pieces of the game per se, one of the remaining portions having indicia per-

taining to rules for playing the game, and 10 the remaining portion provided with marks indicating the lines upon which the material is to be folded to form a receptacle for said indicia portion and the several playing pieces, substantially as set forth. 15

In testimony whereof I affix my signature.

ALVIN R. MEISSNER.