

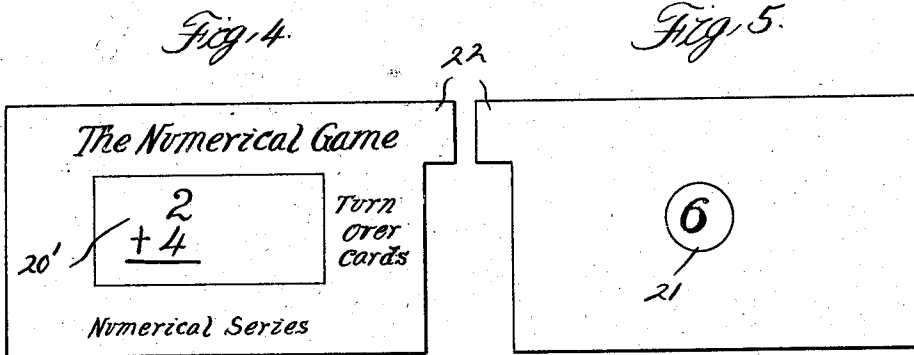
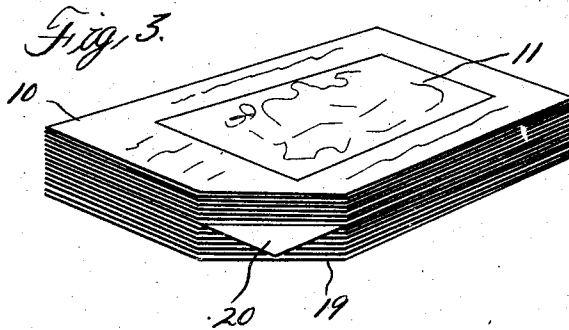
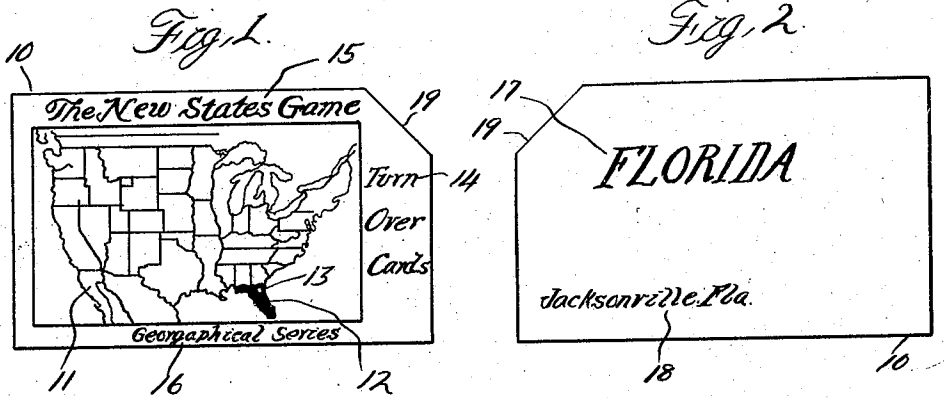
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M. MURRAY

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GAME

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UNITED STATES PATENT OFFICE

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GAME

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My invention relates to games and contemplates the provision of a game, the playing of which will be both entertaining and instructive.

5 It has as an object to provide a game which will test the knowledge of the player and which will tend to increase the knowledge of the player by familiarizing him with a particular subject.

10 A further object of my invention is to provide a game which will appeal equally to both children and adults and which will be equally entertaining and instructive to either children or adults.

15 In the playing of the game constructed in accordance with my invention, it is essential that the game pieces be arranged with their corresponding faces in a certain predetermined relation with respect to each other and it is therefore an object of my invention to provide means which will immediately indicate the relative positions of the corresponding faces of the game pieces with respect to each other when the game pieces are arranged in a pile.

25 Other objects and advantages of my invention will become apparent as the following description proceeds, particularly when reference is had to the accompanying drawings wherein,

30 Figure 1 is a plan view showing the front face of a game piece constructed in accordance with my invention,

35 Figure 2 is a plan view showing the rear or back face of the game piece disclosed in Figure 1,

40 Figure 3 is a perspective view of a plurality of game pieces arranged in a pile,

45 Figure 4 is a view similar to Figure 1 of a modified form of game piece and

50 Figure 5 is a view similar to Figure 2 showing the rear face of the game piece illustrated in Figure 4.

In my game I provide a plurality of game pieces, each of which bears a problem and an answer to this problem, the problem and the answer being so arranged with respect to each other on the game piece that only one may be viewed at a time. The player in looking at the game piece is first confronted with a prob-

lem which he endeavors to solve, the answer to the problem being hidden by virtue of the position of the game piece. To verify his answer, or to determine the correct answer, in the event that the player has been unable to solve the problem presented, the player may shift the game piece to disclose the answer.

While it is obvious that the game piece may be of any form or shape and that the problem and answer may be presented in any one of a number of different ways, I preferably form the game piece as a card designated by the reference character 10 in Figure 1 of the drawing. While it is obvious that the problem presented may be of any type, for the sake of illustration, I have shown the card disclosed in Figure 1 as taken from what might be termed a geographical series of cards.

The card 10 bears on its front face a suitable map 11 which as illustrated is a map in outline of the United States. One section of this map, as designated by the reference character 12, may be accentuated as by cross hatching or different coloring to suggest to the mind of the player a particular problem. In this particular series of cards, I find it desirable that each card bear a plurality of problems and I therefore arrange in each accentuated section of the map indicia designated by the reference character 13 indicating a particular city, county or some other subdivision within the main subdivision of the map which is accentuated. Also on the front face of the map I provide indicia such as 14 indicating that the card is to be turned over in the playing of the game, indicia 15 giving the title of the game and indicia 16 designating the particular series to which the card belongs. The rear face of the card disclosed in Figure 1 bears the indicia 17 giving the name of the main subdivision accentuated on the map 12 and the indicia 18 giving the name of the particular subdivision designated by the indicia 13 on the front face of the card.

For a game utilizing this particular series of cards, that is in which the map of the United States forms the background or basis for the problems, I utilize forty-eight cards, each bearing on its front face a map in outline of the United States and each having a dif-

ferent State accentuated by the cross-hatching or other means. In this way it will be seen that in this particular deck of cards all forty-eight States will be included and each card will represent a particular State that State being cross-hatched in the outline map on the front face of the card and being designated by name on the rear face of the card.

It will be readily apparent that in the playing of the game it will be essential, when the cards are arranged in a pile, that all of the front faces of the cards be similarly arranged so that as the cards are picked up the problems only will be presented and no answers will be presented in advance of the problems. To accomplish this I so shape the cards that when they are arranged in a pile the relative position of the face of each card with respect to the corresponding faces of the other cards will be immediately indicated. As illustrated in Figure 1 this may be accomplished by cutting one corner of the card on a bevel as indicated by the reference character 19. When the cards are so cut and arranged in a pile as indicated in Figure 3 any variation in the position of the face of one card with respect to the corresponding faces of the other cards will immediately be indicated by the projection of a portion of that card which is out of place beyond the normal line of pile, such a projecting portion being indicated by the reference character 20 in Figure 3 of the drawing.

In playing the game with three, four, or six players, there is dealt to each player an equal number of cards with the problem side up. Each player in turn gives the answer to the problem presented by the card on the top of his pile and then turns the card over to verify his answer.

All cards correctly answered are placed in the center of the table with the answer side up, while the cards incorrectly answered are kept by the player and placed at the bottom of the pile to be answered later on in the game. The player who first answers the problems to all of his cards is the winner. For two players it is preferable to play the game as follows. Sixteen cards are placed in one pile between the players, and each player in turn gives the answer to the problem indicated on the top card of the pile. Cards answered correctly are kept by the player for winning points, while cards answered incorrectly are placed back in the original pile. Obviously the person possessing the greater number of cards correctly answered when the main pile is exhausted is the winner.

In Figures 4 and 5, there is disclosed another series of cards which might be termed the numerical series. In this series, I substitute for the map in outline 11, the numerals generally designated by the reference

character 20'. While I have suggested by the proper indicia that these numerals are to be added, it is obvious that the indicia might be changed to indicate that they are to be subtracted, multiplied or divided, there being in all cases a suitable problem presented by the numerals, the answer to the problem being given on the back of the card by some suitable indicia indicated by the reference character 21. In this second series of cards I have also disclosed a modified form of means for indicating the relative position of the faces of the cards. This means includes the tabs 22 formed at the corners of the cards. It will be obvious that when the cards are arranged in a pile any variation in the position of the face of one card with respect to the corresponding faces of the other cards will immediately be indicated by the projection of the tab on that card which is incorrectly positioned.

While I have particularly described and illustrated two forms which my game may assume, one having the geographical background and the other having the numerical background, it is to be understood that these particular forms have been shown and described merely for the purpose of illustration. If the game is to be played by very small children, it will be desirable to make the problems exceedingly simple, in which event the numerical series might be used or for this there may be substituted a series in which the front faces of the cards bear pictorial representations of individual flowers, the rear faces of the cards giving the names of the flowers. For more advanced series, the front face of the card might bear symbols or historical representations, a map of the world with certain countries accentuated, a map of a State with certain counties accentuated, a map of a country with counties and towns designated in detail or various plants of any and all species. In every case, however, there will be a particular problem suggested on the front face of the card and the answer to this problem will be suggested on the rear face of the card.

From the above, it will be apparent that I have provided a game which will be not only entertaining to the player but also instructive. Since as brought out before, it will be obvious that many changes may be made in the form which my invention may assume I reserve the right to make such changes as will fall within the purview of the accompanying claims.

What I claim as my invention is:—

1. In a game a card having front and rear faces respectively, indicia on the front face of said card suggesting the general background of a problem, certain portions of said indicia being accentuated to suggest a particular problem, and indicia on the rear

face of said card suggesting the answer to the particular problem.

2. In a game a deck of cards, each card having a front and a rear face, indicia on the front face of each card, all of the said indicia relating to the same general subject matter, accentuated portions formed in the indicia on each card, the said accentuated portions being different on the respective cards to suggest a different question for each card, and indicia on the rear face of each card giving the answer to the question suggested on the front face thereof.

3. In a game, a card having front and rear faces, a map in outline on one of said faces, a certain section of said map being accentuated to suggest a problem, and indicia on the other of said faces giving the name of the accentuated portion of the map thus giving the answer to the said suggested problem.

4. In a game a deck of cards, each card having a front and rear face respectively, a similar map in outline on the front face of each card, a predetermined section of the map on each card being accentuated, the accentuated section on each card differing from the accentuated sections of the other cards of the deck, and indicia on the rear face of each card giving the name, of the accentuated section of the map on the front face of the same card.

5. In a game a deck of cards all of which have on their front face a predetermined design, each card having a different portion of its design accentuated to suggest a particular question, and indicia on the rear face of each card suggesting the answer to the question suggested by the accentuated portion of the design on the front face of the same card.

6. In a game a plurality of cards, each card having on its face a map in outline of the United States, and each card having a different State accentuated in its respective outline map, and indicia on the back of each card giving the name of the State accentuated in the outline map on the face of the same card.

7. In a game a playing card having on its face a map of the United States, one State in the map being accentuated to be distinguishable from the rest, indicia on the face of the card, indicating the location of a certain city in the accentuated State, and indicia on the back of the card giving the name of the accentuated State and the city indicated therein.

In testimony whereof I affix my signature.
MADELINE MURRAY.