Nov. 13, 1934. F. SAVORY 1,980,637

EDUCATIONAL GAME

Filed Nov. 2, 1932

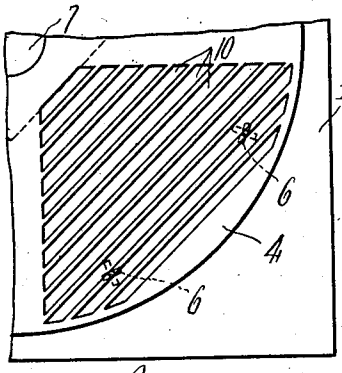


Fig. 7.

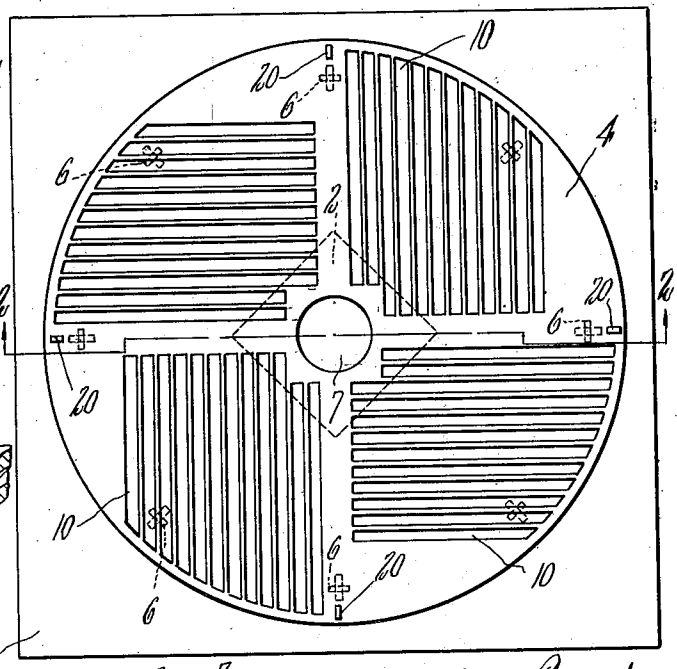


Fig. 1.

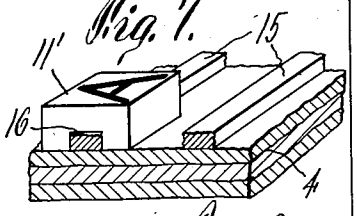


Fig. 8.

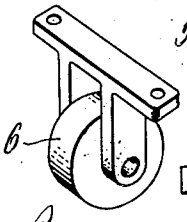


Fig. 6.

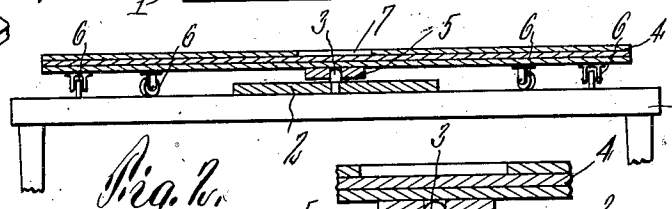


Fig. 2.

Fig. 3.

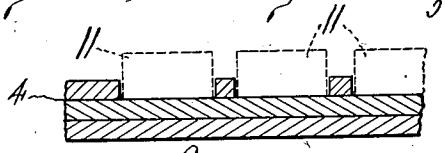


Fig. 5.

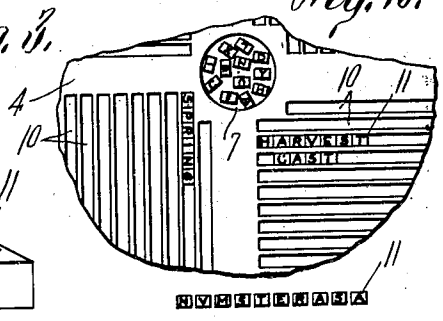


Fig. 10.

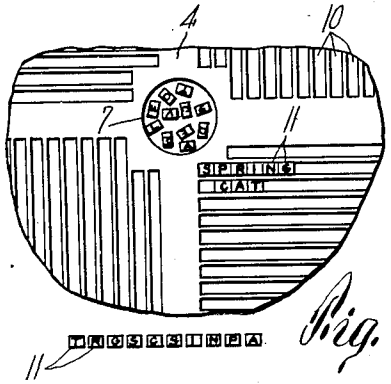


Fig. 9.

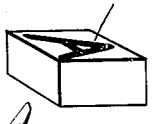


Fig. 4.

Inventor
Florence Savory
by Wright Brown Quinby & May
Attys

Patented Nov. 13, 1934 1,980,637

UNITED STATES PATENT OFFICE

1,980,637

EDUCATIONAL GAME

Florence Savory, Chelsea, Mass.

Application November 2, 1932, Serial No. 640,811

1 Claim. (Cl. 273—136)

This invention has for an object to provide a game which will command the full interests of the players and the playing of which will be educational. To this end the players are provided with blocks, each carrying a character such as a letter, the players associating their own blocks so that the characters thereon are arranged in significant series, these characters, when letters, being arranged in words, the players being permitted to take character-carrying blocks already associated by other players to form portions of significant arrangements which may be completed by characters on blocks in their own possession or available to them.

In order to facilitate the assembling of the blocks and their exchange between the several players, a rotary game board is provided having means for holding the blocks in assembled relation.

For a more complete understanding of this invention, reference may be had to the accompanying drawing in which

Figure 1 is a top plan of the game board shown in position on a card table.

Figure 2 is a fragmentary section on line 2—2 of Figure 1.

Figure 3 is a view similar to a portion of Figure 2, but to a larger scale.

Figure 4 is a perspective of a letter-carrying block.

Figure 5 is a detail section of the board showing a manner in which the letter-carrying blocks may be supported.

Figure 6 is a perspective of a roller support for the board.

Figure 7 is a fragmentary view similar to a portion of Figure 1, but showing a modification.

Figure 8 is a fragmentary perspective illustrating a modified construction of blocks and board.

Figures 9 and 10 are fragmentary plans somewhat diagrammatically illustrating a method of playing the game.

Referring first to Figures 1 and 2, at 1 is shown a suitable table such, for example, as a conventional card table, on which the game board may be supported. Resting on the top of the card table at its center is a base board 2 which may be of any suitable form, but as shown it is substantially square in outline and is provided at its center with any suitable form of pivot such as the post 3 best shown in Figure 3. On this pivot is mounted for rotation the game board 4. This may be made in any desired form but as shown is made of a plurality of ply wood laminations suitably secured together in order to minimize warping, and is cut in circular form. It may be provided with any suitable bearing 5 at its center for cooperation with the pivot post 3. As shown also it may be supported adjacent to its outer edge by wheels or rollers 6, one of which is shown detached in Figure 6, these being secured in any suitable way to the under face of the game board in position to support it directly from the top of the table 1.

As shown the board is provided with a plurality of non-communicating sets of ways arranged symmetrically in segmental portions thereof about the center of the board and on its upper face so that by rotation of the board the ways of each segment may be brought successively into the same relation to a player. These may be arranged as shown in Figures 1 and 5, being formed as parallel channels 10 in the upper face of the board. These may be arranged substantially parallel to one margin of the corresponding segment as shown in Figures 1, 9 and 10, or if desired they may be arranged perpendicular to the central radius in each segment as shown in Figure 7. In any event, however, they are preferably arranged with the ways of each set in parallel relation. Where they are formed as grooves or channels in the upper face of the board, they are of sufficient width to receive freely therebetween character-carrying blocks 11. One of these is shown detached in Figure 4. Each carries on one face a character such as one of the letters of the alphabet. A considerable number of these blocks are employed, say, 200 or more, and they may carry the several letters of the alphabet, those such as the vowels, which are more commonly used in forming words predominating in number over those letters less commonly employed.

Instead of forming the ways as depressions or grooves in the upper surface of the board, they may be formed by raised ribs as shown at 15 in Figure 8 in which case the blocks such as 11' will be provided with grooves 16 on their under faces to engage over these ribs. Whatever the construction of the ways, the ways and blocks cooperate so that the blocks are held with their characters visible to all the players. In order to facilitate rotation of the game board on the table for purposes which will later appear, the game board may be provided with finger-engageable portions or knobs 20 at suitably spaced points adjacent to its periphery which may be pressed upon by the players to turn the board. The board is

also provided with a central receptacle shown as a depression 7 which is of sufficient size to hold a considerable number of these character-carrying blocks.

In the playing of this game each player is provided with a considerable number of the character-carrying blocks which he may arrange convenient to him so that he may read the letters thereon but with these letters arranged out of sight of the other players. Where the board is arranged with four segments as shown, the game may be played by four individual players. It can, however, be played by a smaller number, or even by a larger number, provided a plurality of players work together on the same segment. The first player arranges his blocks letter-side up along the ways in one of the segments which may be presented with its ways in front of him so that the letters thereon are associated to form words. For example, as shown in Figure 9, a player has arranged certain of these blocks so that the letters thereon form the word "spring" in one of the ways in his segment and he has also arranged other blocks so that the letters thereon form the word "cat" in the next adjacent way. He continues to associate his blocks as long as he is able to form words from the letters on blocks in his possession, or on blocks contained in the receptacle 7. When he is no longer able to form words with the letters on these blocks, he places one of the blocks in his possession in the receptacle 7, whereupon his play is complete and the next player proceeds in like manner. Beside using his own blocks and those in the segment 7, he is also permitted to use the blocks already associated by any other player, to form words in his own segment, provided he can add thereto letters on blocks in his own possession or in the receptacle 7. If he can do this, he rotates the board to bring the segment in which are positioned the letters he wishes to take into convenient position, removes the blocks carrying these letters from that segment, and places them in a way of his own segment which, by rotation of the board, he has returned to convenient position, together with such other blocks as he may have or may take from the receptacle 7 to complete the larger lettered word. For example, the player may take the blocks whose characters form the word "cat" in Figure 9 and associate them with a block containing the character "s" to form the word "cast" as shown in Figure 10. If desired, the rules of the game may provide that merely pluralizing a word or adding prefixes or suffixes thereto shall not be permitted. This second player also plays a block from his own supply into the receptacle 7 to complete his play. The game proceeds in this manner until no further plays can be made by any of the players. The score may be counted by the number of blocks associated in each player's segment into words, or by the number of words made in each segment, or by combinations of the two. For example, each letter may be individually counted and then additional points may be counted for the number of words into which these letters have been associated. Suitable penalties may be provided for mistakes in spelling. Of course other variations of the method of play may be made as desired. The game as thus played holds the interest of the players and increases their vocabularies and knowledge of spelling.

From the foregoing description of this game and apparatus for use in connection therewith, it should be evident to those skilled in the art that various changes and modifications might be made without departing from the spirit or scope of this invention as defined by the appended claim.

I claim:

In combination, a game board pivoted for rotation about a center, sets of ways arranged in segmental portions of said board about said center in position to be presented successively into the same relation to a player as said board is rotated, a plurality of character-carrying blocks for association in desired sequence along said ways, said ways cooperating with said blocks to hold said blocks with their characters visible to all the players, and a receptacle for containing a plurality of said blocks positioned at said center.

FLORENCE SAVORY.