W. P. WEISS.

EDUCATIONAL APPARATUS.

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1,417,434.

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Fig. 1.

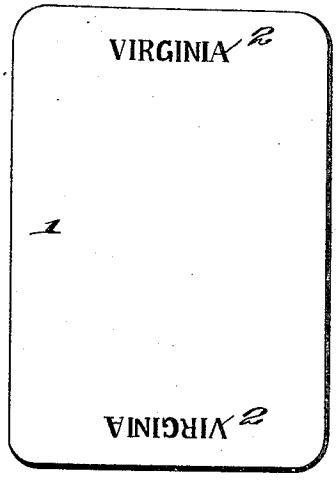
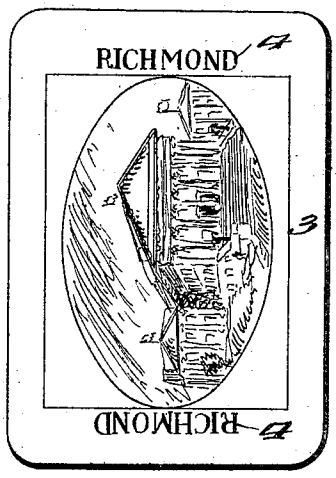


Fig. 2.



Inventor

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UNITED STATES PATENT OFFICE.

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EDUCATIONAL APPARATUS.

1,417,434. Specification of Letters Patent. Patented May 23, 1922.

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To all whom it may concern:

Be it known that I, WILLIAM P. WEISS, a citizen of the United States, residing at Bloomsburg, in the county of Columbia and State of Pennsylvania, have invented certain new and useful Improvements in Educational Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

This invention relates to improvements in educational apparatus, and more particularly to a card game having as its primary object simple and efficient means for presenting in an interesting manner facts of geography designed to be impressed on the mind of the player with a minimum amount of effort and the stimulus of interest in the game as an incentive.

A more detailed object in view is the provision of two decks of cards, each of the cards of one deck bearing the name or other indicia of a State of the Union, and each of the cards of the other deck bearing the name or other indicia of the capital of a State of the Union.

In the accompanying drawing,—

Figure 1 is a plan view of one of the State cards.

Figure 2 is a similar view of one of the capital cards.

Referring to the drawing by numerals, 1 is a card of the ordinary playing card type bearing the printed name 2, or other indicia, of a State. 3 is a similar card to card 1 but bearing the printed name 4, or other indicia, of the capital of a State. On each of the cards 1 and 3 in addition to the printed name may appear pictorial indicia, such, for example, as the picture of the capitol building on card 3. A number of cards 1 is employed to make up a deck equal to the number of States of the Union plus the Territories or other political divisions desired, and the number of cards 3 will be equal to the number of cards 1, and for each card 1 bearing a State name there is a card 3 bearing the name of the capital of the given State. For this reason the cards 1 will be hereinafter referred to as the State cards and the cards 3 as the capital cards.

It will be apparent to those familiar with various card games that quite a large variety of games may be played with the present improved cards, one illustrative game consisting of the following:

The deck of State cards is shuffled and the deck of capital cards is separately shuffled. Then a "hand" is distributed to each player from the State cards. The capital cards are placed face down on the table and the successive players draw one card from the top of the deck of capital cards. If the card drawn by a player is desired he retains it, but otherwise turns it face down along the side of the remaining cards of the deck. The object is to make "books" each consisting of two cards, a State card with its corresponding capital card. When the deck of capital cards has been gone through once, if some one of the players has not already made books of all of his State cards, the players continue to draw by drawing from the newly formed stack of capital cards. When a player draws a capital card corresponding with one of the State cards held by him, he places the two cards making the book face up on the table. If he makes a mistake and lays down a pair of cards as a book which, in fact, is not a book, because the capital named is not that of the State named, the player is subject to a forfeiture which may be varied according to the number of people playing, such as being required to retain the exposed State card and drawing an extra State card from the undistributed portion of the deck and the giving of the capital card to the player who discovered the error. The same forfeiture applies to an accusing player who makes a mistake in accusing some other player of error. By preference, a map of the United States is kept convenient to the players for the purpose of rectifying errors and establishing facts when necessary.

It will be observed that this game is especially characterized by its simplicity, and is well designed for the development of school children at that age where they are in the course of studying political geography, but the game is not limited to children, since it frequently happens that older people do not always recall with accuracy the States and their capitals.

What I claim is:—

1. An educational card game comprising two decks of playing cards, the cards of one deck each bearing indicia of a State of the Union, or Territory thereof, and the cards of

the other deck each bearing indicia of the capital of a State of the Union, or Territory thereof.

2. An educational card game comprising two decks of playing cards, each of the cards of one deck bearing indicia of a political division, and each of the cards of the other deck bearing indicia of a point of interest in and characteristic of a division indicated by a card of the other deck.

3. An educational card game comprising two decks of playing cards, the cards of one deck each bearing indicia of a political division, and the cards of the other deck each bearing a picture of the capitol building of a division indicated by one of the cards of the other deck.

In testimony whereof I affix my signature in presence of two witnesses.

WILLIAM P. WEISS.

Witnesses:
J. F. EDWARDS,
C. W. SINGER.