

Dec. 29, 1925.

1,567,154

T. KNUTSON

GAME

Filed April 16, 1925

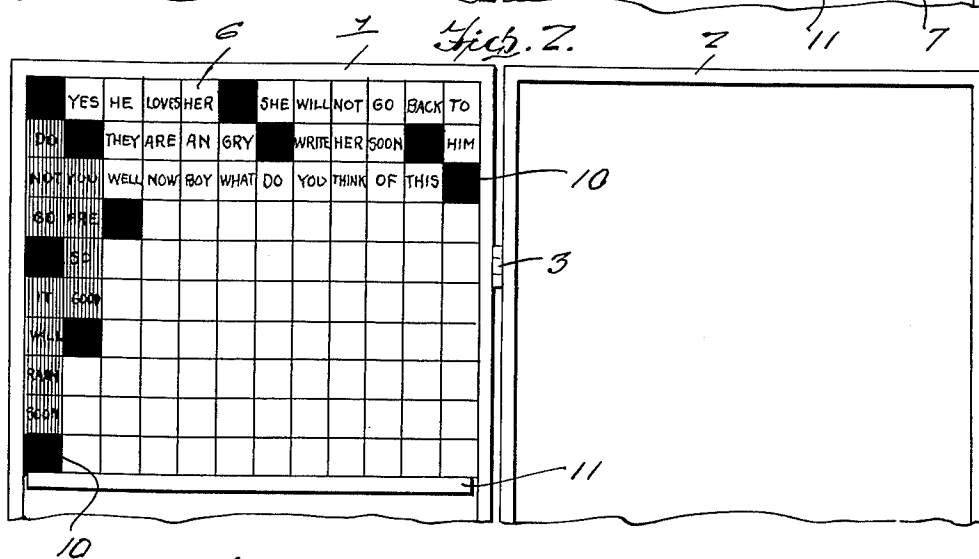
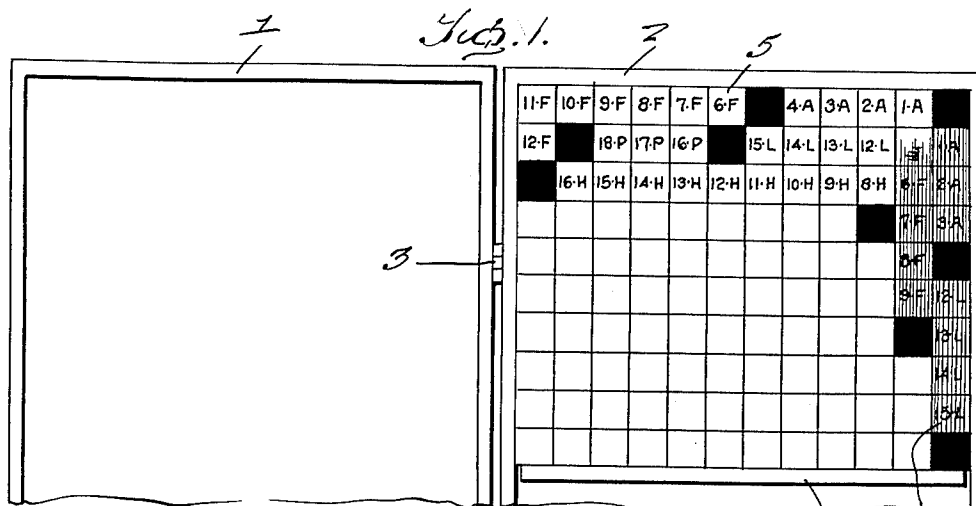


Fig. 4.

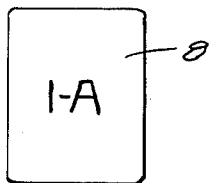
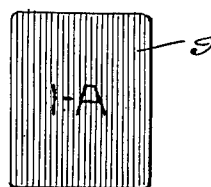


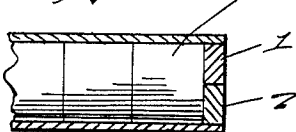
Fig. 5.



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Fig. 3.



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THEODORE KNUTSON, OF FERTILE, MINNESOTA.

GAME.

Application filed April 16, 1925. Serial No. 23,565.

To all whom it may concern:

Be it known that I, THEODORE KNUTSON, a citizen of the United States, residing at Fertile, in the county of Polk and State of Minnesota, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to improvements in games, and particularly to a game using blocks and cards in associated and cooperative relation for playing the game.

An object of the invention resides in providing a game box formed of a pair of separable sections hinged together on one edge for receiving a plurality of blocks of cube form and provided with suitable indicia on the opposite faces thereof, with which are associated playing cards having indicia thereon similar to the indicia on one face of the blocks, so that the cards may be used for determining the position of the blocks in the box to produce the result of the game played.

The invention includes other objects and improvements in the playing of games which are more particularly pointed out in the following description and claims directed to a preferred form of the invention, it being understood, however, that various combinations and variations may be made, in the playing of the game, without departing from the spirit or scope of the invention as described and claimed herewith.

In the drawings, forming part of this application:

Figure 1 is a view of the box having the sections opened out, and one side shown as provided with a group of the blocks placed as a result of playing the game with the cards.

Figure 2 is a view, similar to Figure 1, in which the blocks have been turned over into the opposite section of the box, for displaying the results of the game.

Figure 3 is a transverse vertical sectional view, through the box showing the blocks in place, with the sections in cooperating relation.

Figure 4 is a view of a card of one set.

Figure 5 is a plan view of a card of another set.

A box is provided for the present game, which is composed of a pair of duplicate sections 1 and 2, hinged along one side edge thereof, as indicated at 3, and adapted for

cooperation in opposed relation. This cooperative relation of the sections 1 and 2 is illustrated in Figure 3 of the drawings, wherein it will be seen that the blocks 4 in the form of cubes are of a size to fit between the backs of the sections in this relation.

On one face, each of the blocks is provided with suitable indicia, indicating a number or a letter for identifying the block, or if desired a combination of number and letter indicia may be used, such as indicated at 5, in Figure 1, while the opposite face of each block is provided with word indicating indicia as illustrated at 6, in Figure 2, the remaining spaces being left plain.

Of these blocks, there are provided two groups, one of which is provided with plain uncolored surfaces, while the other group of blocks have the faces thereof colored, as indicated at 7. Two groups of cards, indicated at 8 and 9 respectively, in Figures 4 and 5 respectively are provided, and each card is marked with the indicia 5, corresponding with each of the blocks used, the cards corresponding with the plane groups of blocks having plain or white surfaces, while the other group of cards for the colored group of blocks are provided with similar colored surfaces, as illustrated in Figure 5. The two different groups of cards and blocks are provided, so that the game may be played by placing the blocks in two directions in the box section to add difficulty to the game, requiring thought, in order to properly arrange the blocks of both series, to fill the box sections defined by the bar member completely, in order to complete a particular game.

In addition to the above groups of blocks, there are provided a group of blocks having black faces as illustrated at 10, in Figure 2. A bar member 11 is provided for insertion transversely between the sides of the box sections, as illustrated in Figures 1 and 2 to form the bottom side of the puzzle space.

With the box blocks and the pieces above described, and it being desired to play a game with this apparatus, the cards are placed in a pack, and thoroughly shuffled in the usual manner, and placed on their backs, and from the cards which are drawn in succession by the player using the game for telling the fortune of another. A black block is always placed in the corner where the game is started, and upon the drawing

of the first card, if the same is white, for instance, the card indicated by the indicia "1 A," all of the blocks having an A designation thereon are picked out of the assembled blocks which are all turned to indicate their indicia as illustrated, in Figure 1, and the same are placed in the order illustrated, either transversely across the top of the block section, or if desired, they may be placed vertically along one edge thereof. Following the placing of the first group of blocks, it is to be understood that all blocks of this corresponding color or character are to be placed in accordance therewith, and in the present case, the white blocks being positioned transversely across the section of the box, all subsequent light blocks will be placed consecutively across the box. The progression is made downwardly, as a cross section is filled up, to the next succeeding row below. If a red card is drawn, such as is indicated at 9 in Figure 5, the blocks of this group are placed in the box, in an angular direction with respect to the blocks of the other group, and in the present case are placed longitudinally of the box section. The cards are successively drawn, until a space designated by the bar 11 is entirely filled with blocks to form the result desired, to tell the fortune of the player. After drawing each card and the placing of the blocks in the group in proper relation, as illustrated, a black block is always placed at the end of the group, in the manner as shown in Figure 1, and the next group drawn will be placed starting with the blank space adjacent the last black block.

After a section of the box defined by the bar 11 is filled with the blocks, as illustrated in Figure 1, by the drawing of the cards successively, in the manner above set forth, the section 1 of the box is closed onto the section 2, as illustrated in Figure 3, and the same turned over, after which the section 2 is open from the section 1, which leaves the blocks in the section 1 of the box displaying the opposite faces from that shown in Figure 1. On these opposite faces are the letter characters designating words as at 6, and as shown in Figure 2 combine to form sentences for indicating the fortune of the player for whom the cards were

drawn, and which show the result and objective of the game.

It will be seen from the above description that a novel form of game is provided, for fortune telling purposes, in which innumerable combinations of sentences will be made, by the relation of the drawing of the cards, every card indicates one sentence and shows how many blocks each sentence should have.

What is claimed is:

1. A game of the class described comprising a box formed of a pair of mating sections hinged together at one side for cooperation in opposed relation, a bar member for dividing said box into predetermined sections, and a plurality of cubic blocks provided with indicating indicia on one face and other indicia on the opposite face, and controlling means for determining the position of the blocks in one section of the box determined by said bar member.

2. A game of the class described, comprising a pair of duplicate box forming sections hinged together for cooperation in opposed relation, a bar member adapted for positioning transversely of said box sections to divide off predetermined portions thereof, a plurality of cubic block elements, predetermined of said block elements being arranged in groups, and means for distinguishing the blocks of each group, said groups of block elements being provided on one face with indicating indicia and on the opposite face with suitable word indicia, a plurality of black spacing blocks, and a change controlled means formed with duplicate indications of all of said indicia in both of the groups of blocks and operable to control the positioning of the blocks in said box sections.

3. A game of the class described comprising a box formed of a pair of mating sections hinged together at one side for cooperation in opposed relation, and a plurality of cubic blocks provided with indicating indicia on one face and other indicia on the opposite face and controlling means for determining the position of the blocks in one section of the box.

In testimony whereof I affix my signature.

THEODORE KNUTSON.