Oct. 7, 1924. 1,510,574

J. S. WRINKLE

GAME

Filed April 30, 1923

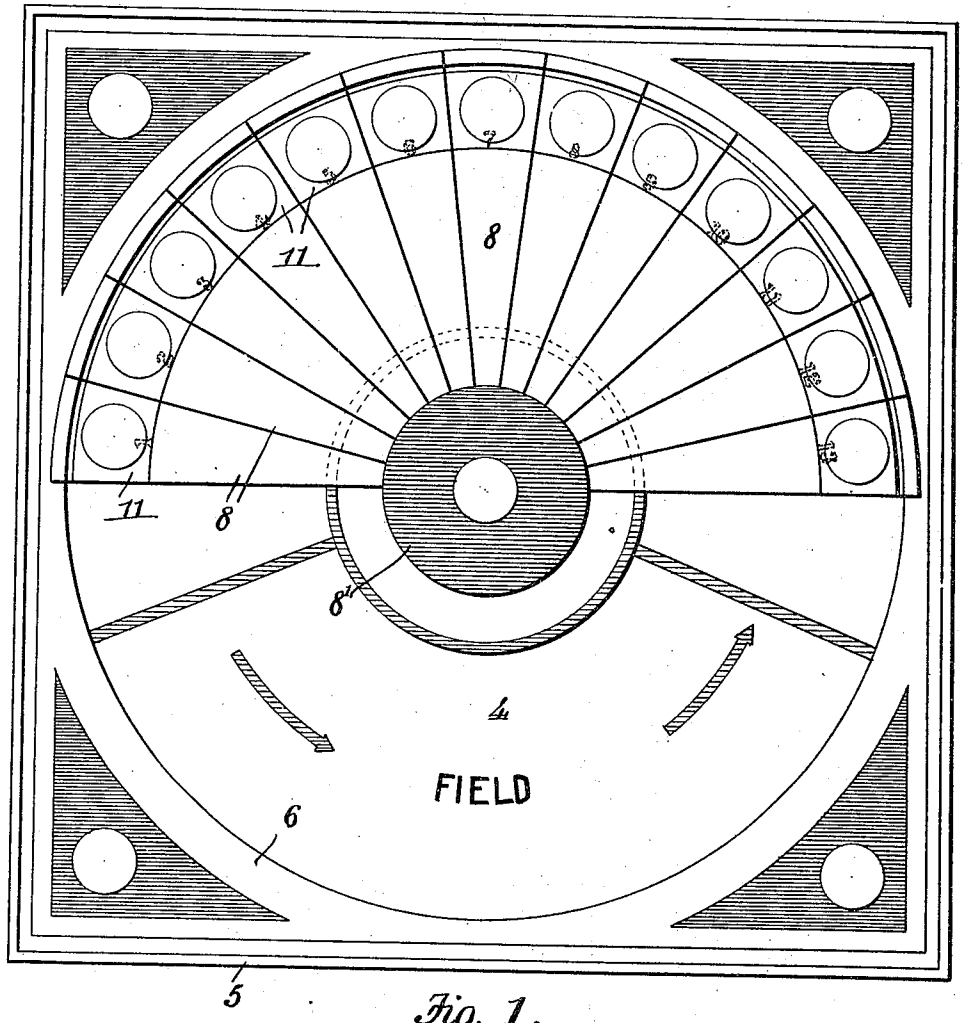
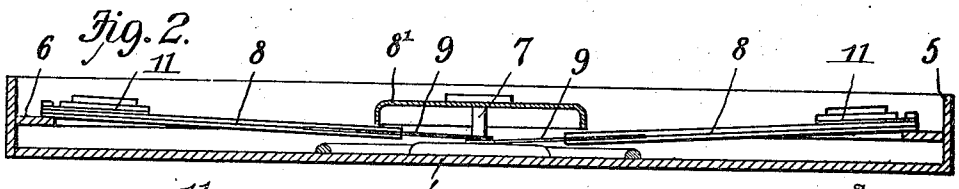


Fig. 1.

Fig. 2.



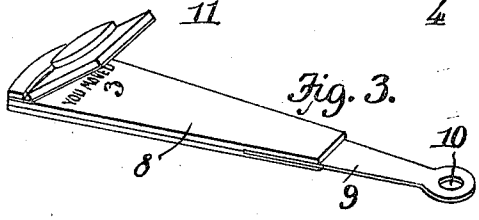


Fig. 3.

Inventor

James S. Wrinkle,

By Dwight B. Gann

Attorney

Patented Oct. 7, 1924. 1,510,574

UNITED STATES PATENT OFFICE.

JAMES S. WRINKLE, OF MIAMI, FLORIDA.

GAME.

Application filed April 30, 1923. Serial No. 635,681.

To all whom it may concern:

Be it known that I, JAMES S. WRINKLE, a citizen of the United States, residing at Miami, county of Dade, State of Florida, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates generally to games, and particularly to board games, the object of the invention, primarily, being to provide amusement and entertainment for the operators thereof, as well as to develop the memory and to educate the players or operators in mathematical problems and combinations.

The invention consists in the novel construction, combination and arrangement of parts and the method of operation, as will be described more fully hereinafter, illustrated in the accompanying drawings, and particularly pointed out in the claims.

In the drawings:

Fig. 1 is a plan view of the game board of my invention,

Fig. 2 is a transverse sectional view taken through the board at substantially the medial part thereof, and

Fig. 3 is a perspective view of one of the game pieces or counters used in carrying out the invention.

The game board of my invention comprises a preferably rectangular field, indicated generally at 4, and may be made of metal, wood, fiber or card board. The edges of this field are defined by upstanding ribs 5, securely attached to the said board, and which support a ledge member 6. The latter presents a substantially large central annular opening concentric with a post 7 rising from the center of the board, the purpose of which will appear hereinafter.

The post 7 is anchored suitably at its lower end upon the board or field surface centrally thereof, and carries a crown or cap member 8′ at its upper end.

The counters, pieces or men used for carrying out the invention are indicated generally at 8, and are several in number and each is capable of rotating about the central post 7. To this end, therefore, each of the counters is pivotally connected at its inner end to the post 7, and are freely movable with the said post as a pivot.

It is preferred that the counters when arranged edge to edge upon the field, cover one-half the field, and therefore each of the counters will have the shape of a comparatively small segment of a circle, of a diameter equal substantially to the diameter of the ledge member 6. It will be understood that the outer edges of the several counters or pieces will rest at all times upon the ledge member 6, and therefore the various pieces will be supported above the field.

The counters or pieces may be formed of any desired or preferred material; in the present embodiment of the invention card or fiber board and thin metal being employed. The outer portions of the pieces are cut from comparatively thick unbreakable card board, and each carries at its inner end a blade of thin metal 9, having an opening 10 at its inner extremity to receive the post 7 of the board. By constructing the pieces in this manner, they may be made inexpensively, and yet will prove sufficiently strong and rigid to preclude breakage in ordinary use or operation, while the metal inner portion where friction with the post occurs will withstand wear.

The upper surfaces of the several counters or pieces are provided with mathematical characters, and these characters are normally concealed by tabs 11. These tabs may be made of card board, and are hingedly connected with their respective counters or pieces as shown. The tabs, while normally in lowered position covering and concealing the underlying mathematical characters, may be readily lifted or raised with the fingers to disclose these characters.

The counters are numbered in sequence from 1 to 13; or may be more or less, the series beiginning at the left of the board and concluding at the right. All movements of the counters in playing the game are made from the left to the right, as indicated by the arrows displayed upon the field.

In playing the game, the counters, pieces or men 8 should be positioned as shown in Fig. 1, that is, with the number "1" counter at the extreme left, and the number "13" counter at the right. This will cause the numbers of the various counters to follow in proper sequence, in clockwise direction upon the board. The operator of the game must know the sequence of numbers before successful operation of the game can be attained. The operator closes his eyes or

turns his head away and requests that an undisclosed number of the counters be moved from left to right in counter-clockwise direction, as shown by the arrows. When this is done, the operator lifts the tab of the first counter on the right, and the number thereon will inform him how many of the men were moved. For instance, if three are moved from left to right, the first counter on the right after the movement will be "3." With the counters so positioned, the operator requests that movement of more be made in the same manner. No matter how many are moved this time, the operator is able to determine the correct number, by adding in his mind three (the number moved the time before) to one (the position of the telling counter of that time), thus making four. The sum total of the counters moved the second time will therefore be indicated by the number on the counter fourth from the first on the right. Suppose in this second instance, five counters were moved. By lifting the tab of the fourth counter from number one on the right the number "5" will appear. The operator then mentally calculates the "telling" counter for the next movement of counters. This is done by adding four (the position of the "telling" counter before) to five (the sum total of the counters moved the second time); making a total of nine. No matter how many counters are moved the third time, the ninth counter from number one on the right will bear the number indicating the sum total of counters moved at this time. Suppose, this third time, six counters are moved. The ninth counter from number one on the right will bear the number "6." By adding six to nine, in the manner before explained, the position of the telling counter for the next time is obtained. Six added to nine totals fifteen, so the position of the next "telling" counter will be fifteenth from the number one on the right. As there are but thirteen counters on the board, the operator, after counting thirteen in regular order in counter-clockwise direction, completes his count by beginning at the right. This count will bring him to the second counter on the right, and the number concealed by the tab on this second counter will indicate properly the number of counters that were moved the last time. The position of the "telling" counter for the next movement will be determined by adding to fifteen, the total number of counters moved the last time. If the addition is correct and the counting of pieces is properly made each time, this operation can continue without error indefinitely. When the numerical location of the "telling" counter exceeds thirteen (the total number of counters), its location may be determined by subtracting thirteen from the number and the remainder or difference counted from the first piece on the right will establish the next "telling" counter.

After the operator of the game has familiarized himself with its operation, it will not be necessary to first have the counters arranged in the order shown in the drawing and described in this example. It is necessary only that the operator know the location of the number "13." For example, if number "13" is fifth from number one on the right, then regardless of the number of counters next moved, the telling counter will be fifth from number one on the right.

Another method of playing the game is for the operator, after first having numerically located the "13" counter, to turn his back to the board and have some one move any desired number of pieces from left to right. After the move, the operator requests that the tab of a certain piece be raised, and which will indicate correctly the number of pieces which were moved. Of course, the operator will have definitely fixed in his mind beforehand the exact location of the "counter" which will be the telling piece to be consulted. The game may also be operated by the operator, after first having determined the proper location of the next "telling" counter, marking upon a piece of paper the number of the counter after the next move that will tell the total number of counters moved. This will make it appear that the operator knows how many counters a person will move even before he moves them.

The board, as has been before stated, may be constructed of any preferred or desired materials, and may be made any size. The field, ledge, counters and tabs may be colored so as to provide pleasing contrasts and make the game of attractive appearance.

It is apparent that a game so operated will not only prove entertaining, but will prove instructive and educational, as quickness and accuracy in adding, subtracting and counting, and memorizing numerical locations of the various constantly changing "telling" pieces is essential to the successful operation of the game.

Having described my invention, I claim;

1. In a game, a field, a plurality of counters pivoted centrally upon said field and adapted to move successively from one side to the other thereof, and the said counters being numbered consecutively.

2. In a game, a field, a plurality of counters pivoted upon said field and capable of rotating around the same, and the said counters being numbered consecutively.

3. In a game, a field, a plurality of counters rotatably connected to a common pivot member on said field, and the said counters being provided with mathematical characters.

4. In a game, a field, a post arranged centrally of said field, a plurality of counters pivoted at their inner ends to said post so as to rotate about the same, and the said counters having mathematical characters thereon.

5. In a game, a field, a post arranged centrally of said field, a plurality of counters pivoted upon said post, tabs for each of said counters, and mathematical characters for each counter concealed by their respective tabs.

6. In a game, a board, a post arranged centrally of said board, a ledge spaced above said board and concentric with said post, a plurality of counters pivoted at their inner ends to said post and resting at their outer edges upon said ledge, and characters for said counters.

7. In a game, a board, a post arranged centrally of said board, a plurality of counters pivotally connected with said post, a tab hinged to each counter, and mathematical characters on said counters normally concealed by said tabs.

In testimony whereof I affix my signature.

JAMES S. WRINKLE.