C. KOPRINSKI.

GAME.

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1,256,575.

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Fig. 1.

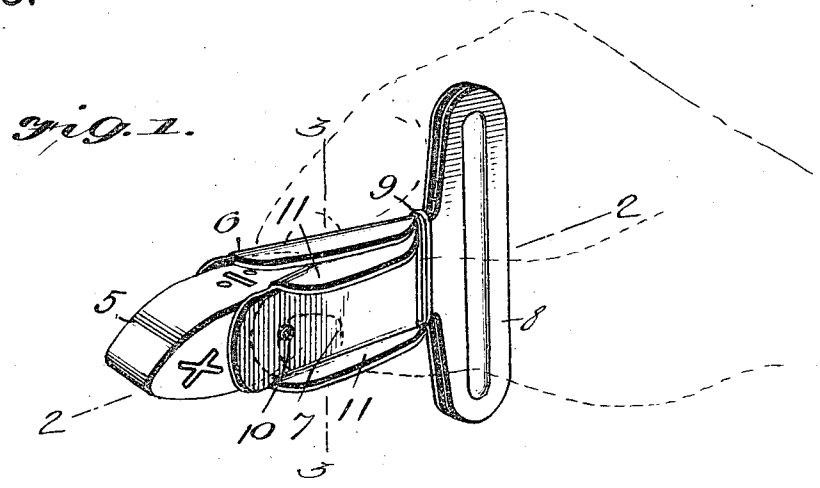


Fig. 2.

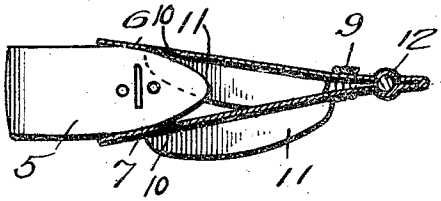


Fig. 3.

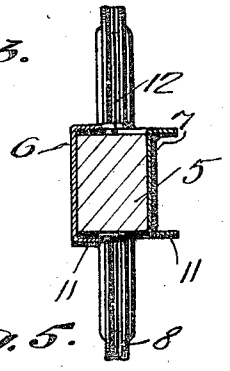


Fig. 4.

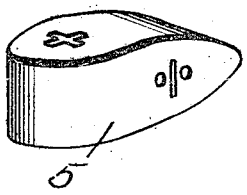


Fig. 5.

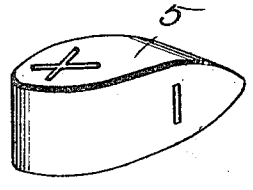
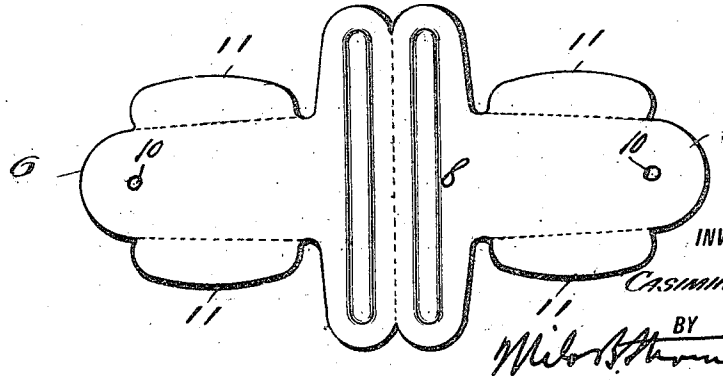


Fig. 6.



INVENTOR

CASIMIR KOPRINSKI

BY

ATTORNEYS.

UNITED STATES PATENT OFFICE.

CASIMIR KOPRINSKI, OF CHICAGO, ILLINOIS.

GAME.

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To all whom it may concern:

Be it known that I, CASIMIR KOPRINSKI, a citizen of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to games which are played with a game-piece having a plurality of inscribed surfaces, and adapted to be thrown or projected, the inscription on the uppermost surface, when the piece comes to a rest, having a certain value in computing the points, units or items of a total score.

The invention has for its object to provide a novel game piece, and a projector for throwing the same, as will be pointed out in the detailed description appearing hereinafter.

In order that the invention may be better understood, reference is had to the accompanying drawing forming a part of this specification and in said drawing.

Figure 1 is a perspective view of the invention; Fig. 2 is a longitudinal section on the line 2—2 of Fig. 1; Fig. 3 is a cross section on the line 3—3 of Fig. 1; Fig. 4 is a perspective view of a game piece; Fig. 5 is another view of the game piece, and Fig. 6 is a plan view of a blank out of which a projector for the game piece is fashioned.

Referring specifically to the drawing, the game piece is a slightly elongated block 5 of wood or other light material shaped to have four faces, which latter are inscribed, respectively, with the conventional signs denoting the arithmetical operations of addition, substraction, multiplication and division. (+, −, ×, ÷). The block is tapered in the direction of its ends to obtain a wedge-shape, the taper being at each end. It will be noted, however, that the two wedge-shaped ends are not in the same plane, but in planes at a right angle to each other.

The block 5 may be thrown or projected by grasping end between two fingers and squeezing the latter together, whereupon, by reason of the wedge-like shape of the block, it is forced forward from between the fingers and projected a distance, which may be varied by varying the degree of pressure applied to the block. The block may also be thrown in any other manner.

Preferably, a special device is employed for throwing the block 5. This device is composed of two flat jaw members 6 and 7, respectively, extending outward from a piece of sheet metal 8 which is folded or doubled on itself to form a base for the jaws. At the junction of the jaws with this base member, a rubber band 9 is tensioned around the former to hold the same together at this point, and from which latter they extend divergingly toward their outer ends, so that the space between the jaws is wedge shaped. The jaws are dimensioned to receive the wedge end of the block therebetween, and upon forcing the jaws together, the block is forced out and thrown forward. The surfaces of the block and the jaws are perfectly smooth so that the block slides freely out of the jaws when they are squeezed together. Near the outer ends of the jaws 6 and 7 are apertures 10 which provide a better finger hold and serve to prevent the fingers from slipping.

At the side edges of the jaws 6 and 7 are lapping outstanding flanges 11 which guide the jaws, and also serve to guide the thumb which engages one of the jaws, this member being placed between the flanges.

Between the two opposite portions of the base member 8 is placed, longitudinally, a piece of wire 12 the same seating in grooves stamped in said portions. This wire, with the rubber band 9 produces a spring action in the jaws 6 and 7 tending to hold them normally spread.

The rules of the game are as follows:

Two, three or four persons can play at one time, although the game can also be played single-handed. The numbers which can be used for obtaining the score are from 1 to 16, the score being obtained by addition, subtraction, multiplication and division. From 1 to 5 points may be bid by the players. These numbers are to be called out before throwing the block 5. The first player scoring 16 points is the "Prominent figure" and the winner of the game. To illustrate the play:

One of the players drops or forces the block 5 from his hand. The player for whom this is done calls out any one number from 1 to 5. Assume there are four players: A B C and D and that A bids 4 and the sign uppermost on the block when it came to a rest was the sign of addition (+). Therefore bidder A must add 4 and 5=9, and also add 3 and 7=10, and also add 5 and 7=12. Finally he adds 4 and 12 making a total of 16, the "Prominent figure," scores 4 points

for correctly summing up his example. The other players are to bid their points in turns. The block is now again dropped or thrown, which should be done by the previous bidder. Player B now bids, and assuming he bids 5, and the block shows the multiplication sign (×), then he must find some way to fulfil his bid, *i. e.*, sum the total to 16. Now by multiplying any two numbers from 2 to 16, B is made to produce 11 to which he is to add his bidding number to make 16, and hence B does not score any points. Player B in bidding 5 was taking chances that the multiplication (×) sign would not be thrown. Players are very apt to bid 3 or 5, thereby taking a chance to score more points, but by bidding 1, 2 or 4, the bidder is always safe and gets the number of points bid, providing no mistake in the calculation is made, in which case he gets only one point and not the number of points bid; also he must correct his own mistake. Now, to continue: Player C bids 4, and the block shows the sign of subtraction (—). C, therefore, subtracts 9 from 15=6, and also 3 from 9=6, and adds 6 and 6=12, to which latter sum is added his bidding number 4, making 16 and scoring his 4 points bid. Player D is next, and assuming he bids 3, and the block shows the sign of division (÷): Player D, therefore, divides 12 by 2=6, and also 14 by 2=7, and adds 6 to 7=13. To this sum he adds the bidding number 3, making 16 as required, and scores his three points.

While a player bids his number of points, any one, two or three players may, if they desire, guess and name any one of the different signs on the game piece which they think will appear after it is thrown. Should one of the signs correspond with that of the one which was called out by one of the players, he is entitled to and receives one point, and this point is deducted from the bidder's number of points, so that he scores one point less. But when the sign on the game piece does not correspond with that of any of the players, the bidder then receives three points to his own credit in addition to the number of points bid. These three points are deducted from the three players.

Any one detecting a mistake or noticing foul play should point out the error to the bidder making it. In doing this he prevents the bidder from scoring his expected number of points, and also increases his own chance of winning the game.

When a player reaches more than 16 points he may, if the sign appearing on the block when he bid last was the subtraction sign (—), dispose of as many points as are over, but when such is not the case he is obliged to transfer as many points as are over, to the next player scoring highest, and should this player have more or less than 16 points with the transferred ones from the other player, the game then belongs to the player that transferred the same. However, when these two players happen to be tied on the 16 points each, they will name two different signs each, toss up the block and decide who will be the lucky one, the sign on the block corresponding with that of the player who called it making him the winner of the game.

The "Prominent figure" can be made higher or lower as agreed upon by the players, and it must be an even number.

The game is interesting and instructive, and affords opportunity for practising simple arithmetical calculations.

The block 5 can also be used in another game or as a toy, by two people, as follows:

The two players stand apart some nine or ten feet, and facing each other. Each player forces his block with the hand or projecting device, the block to be caught by the other player. Two blocks are necessary for the game. The player who misses five times first, must then catch the blocks one after the other, as they are forced out, two, almost at the same time by his opponent, and not until he catches them once is another play started.

The last-mentioned game is very amusing, especially for small children, and affords ample opportunity for the display of skill and agility.

I claim:—

1. A game piece having a plurality of faces inscribed respectively with signs denoting the arithmetical operations of addition, subtraction, multiplication and division.

2. A game piece comprising a block, having a plurality of inscribed faces, and provided with a tapered end, in combination with a projector for said block comprising opposite jaw members shaped to receive the tapered end of the block therebetween, and movable toward each other to force the block out of the jaws.

3. A game piece comprising a block tapered into a wedge shape at its ends, in combination with a projector for said block comprising opposite jaw members shaped to receive the tapered end of the block therebetween, and movable toward each other to force the block out of the jaws.

In testimony whereof I affix my signature.

CASIMIR KOPRINSKI.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."