

Oct. 21, 1924.

A. TEGTMEYER ET AL

1,512,147

GAME

Filed July 2, 1921

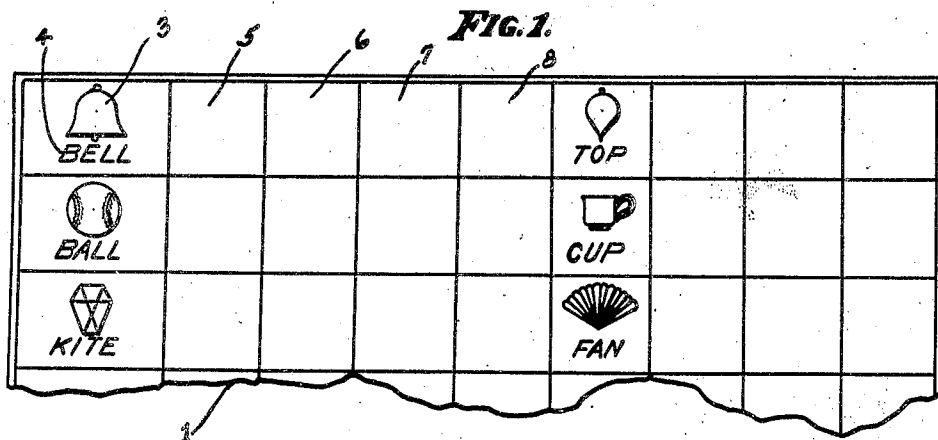
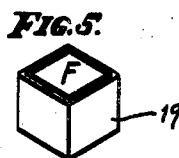
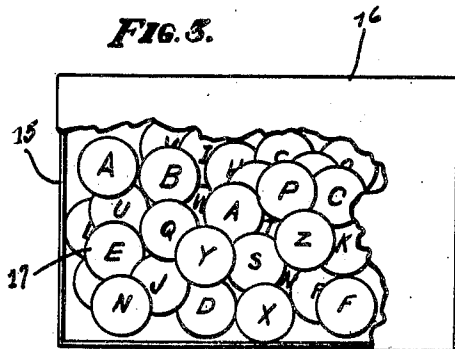


FIG. 2.

GAME #9	GAME #11	A					
ALL	APPLE	B					
BED	BELOW	C					
COW	CAMEL	D					
DID	DAILY	E					
END	EMPTY	F					
FOX	FENCE						
GAME #10	GAME #12						
ABLE	AMOUNT						
BIRD	BEHIND						
CARD	CATTLE						
DEAR	DOCTOR						
EACH	EXCUSE						
FEEL	FAMILY						



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UNITED STATES PATENT OFFICE.

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GAME.

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To all whom it may concern:

Be it known that we, ARCHIE TEGTMEYER and LOUIS SCHNEIDER, citizens of the United States, residing at Milwaukee, county of Milwaukee, and State of Wisconsin, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to games and is particularly directed to a game which may be called lotto, either pictorial lotto or alphabetical lotto.

Objects of this invention are to provide a game for children which will teach them to spell correctly; which will continuously hold their interest during the progress of the game; which may be played by a single child or any number of children; and to provide a game in which the mental and physical activities alternate so as not to produce unwanted fatigue in the players.

Further objects are to provide a game in which a series of words may be selected, such words differing in length or in difficulty of spelling in a graded manner so that children of different degrees of education may play the game; to provide a game in which provision is made for extremely youthful players in that a pictorial representation is associated with the simpler words so as to serve to fix by the process of association of ideas the word, the spelling of the word, and the particular object designated.

Embodiments of the invention are shown in the accompanying drawing, in which:

Fig. 1 is a fragmentary view of one of the cards of the game, such card being the simplest and designed for the most youthful player.

Fig. 2 is a similar view of a card which requires more effort in handling than the card shown in Fig. 1.

Fig. 3 is a view of the box with a portion of the lid broken away to show the markers or counters contained in such box.

Figs. 4, 5 and 6 are perspective views of further forms of counters or markers.

In playing the game, the child selects any one of several cards constituting game boards or tablets such as indicated at 1, Fig. 1, and 2, Fig. 2, for example. The simpler cards such as shown at 1 have a series of rows of pictures as indicated at 3 with the word corresponding thereto positioned below such picture as indicated at 4.

These pictures are arranged in squares with a row of squares 5, 6, 7 and 8 extending to the right therefrom and corresponding in number to the number of letters of the word. These cards are graded, that is to say, they range in difficulty from the simplest to the most difficult. For instance, card 1, Fig. 1, has two series of pictures with the corresponding words positioned beneath such pictures. The left hand series consists of words of four letters while the right hand series consists of words of three letters. The more difficult cards, such as indicated at 2, Fig. 2, are similar to those illustrated in Fig. 1 with the exception that there are no pictures, but merely the words so that as the child becomes familiar with the word he will be able to recognize it without the picture and may then use the more difficult series of cards. These cards, as indicated at Fig. 2, have a plurality of series of words which may be grouped, as for example, under game 9, words of three letters; game 10, words of four letters; etc. The child may select the particular card that he desires to use and on that card may select the particular game he desires to play. In these more difficult cards, it is found desirable to place the first letter of each word in the appropriate line, such as indicated at 9, 10, etc. It is to be noted that in each of the games 9 to 12, for example, as indicated upon this card, the words run in an alphabetical order of the letters 9, 10, etc. If desired, both sets of cards may be printed upon both sides with a series of words.

In addition to the cards, a box 15 having a cover 16 is provided. This box is filled with a plurality of counters such as indicated at 17, which may take the form of circles as shown in Fig. 3 or of relatively thin square disks as indicated at 18, blocks as indicated at 19, or truncated pyramids as indicated at 20 (see Figs. 4, 5 and 6).

In playing the game, the children select their respective cards and in succession slightly raise the lid 16 of the box 15 and withdraw one of the markers. If, for example, the marker P is withdrawn and the child is using card No. 1, this marker may be placed at the upper right hand corner of such card to thereby position one of the letters of the word "top." Thereafter, the next child fills in one letter of a word upon his card. If at any time the child draws

a letter that is not upon this card, he may place it on top of the box or may place it back in the box, the draw thereby passing in succession to the next child.

As the game progresses, the various words will be filled in. The child who first gets all of the words filled on his card wins the game.

It will be seen that a game has been provided which has great educational value in teaching children to spell. It also performs this office without tiring or burdening the child with dry or difficult work. The element of competition is always present and the mental effort that the child is called upon to exert is always spaced by a period of rest or relative inactivity so that with this cycle the child may continuously play the game for a material length of time, thereby rapidly acquiring the desired knowledge of words.

Great importance is attached to the fact that the squares or letter receiving spaces into which the card is subdivided contain no characteristic feature indicative of the letter or letters to be received in such spaces, the player being required to exercise his own judgment in selecting and retaining from among those counters drawn by him one which bears an appropriate letter and also in selecting the space on the card within which it is to be placed. Each letter carrier or letter carrying element contains no feature to be mated or matched with anything appearing upon the card except in so far as the printed word or picture associated with the letter receiving spaces may indicate the proper space or group of spaces to receive the letter carriers or elements appropriate for spelling that word. Therefore, the game becomes a game of skill in which the player who is able to correctly spell the words most rapidly, with a corresponding rapid selection of letters or letter carrying elements from among those drawn by him from the container 16, is the person who wins the game.

It will, of course, be understood that the term "card" as herein used is intended to define any member capable of constituting a game board or tablet whether formed of wood, cardboard, or any other material.

We claim:

1. A game apparatus comprising the combination of a set of like cards, each having a series of words on one portion thereof and a portion of its remaining surface marked off into like subdivisions associated with the respective words and adapted to receive letter carrying elements, and a series of letter carrying elements each having a letter thereon and each adapted to be received within any of said subdivisions, whereby the person whose card first becomes filled with letter carriers in proper order to correctly spell the group of words permanently appearing on the card as constituting one game may be designated as the winner of that game.

2. A game comprising a card having on one portion of its surface a series of representations of words and having on remaining portions of its surface adjacent each such representations a plurality of physically designated areas corresponding in number to the letters of the word represented, together with lettered pieces unidentified with specific areas and each receivable in any one of a plurality of such areas.

3. A game comprising the combination of a set of cards, each having on one portion thereof permanent word indicating features and having the remaining portion thereof subdivided into spaces associated with the respective words, and a series of free letter carrying elements, each provided with a single letter and adapted to be received into any one of said spaces.

4. A game comprising the combination of a set of cards each having on one portion thereof permanent word indicating features and having the remaining portion thereof subdivided into spaces associated with the respective words, and a series of free letter carrying elements, each provided with a single letter and adapted to be received into any one of said spaces, a sufficient number of spaces being associated with each permanent word indicating feature to allow all of the letters of such word to be received in a line of successive spaces, each containing a single letter.

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