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G. KENT

CLOCK DIAL GAME

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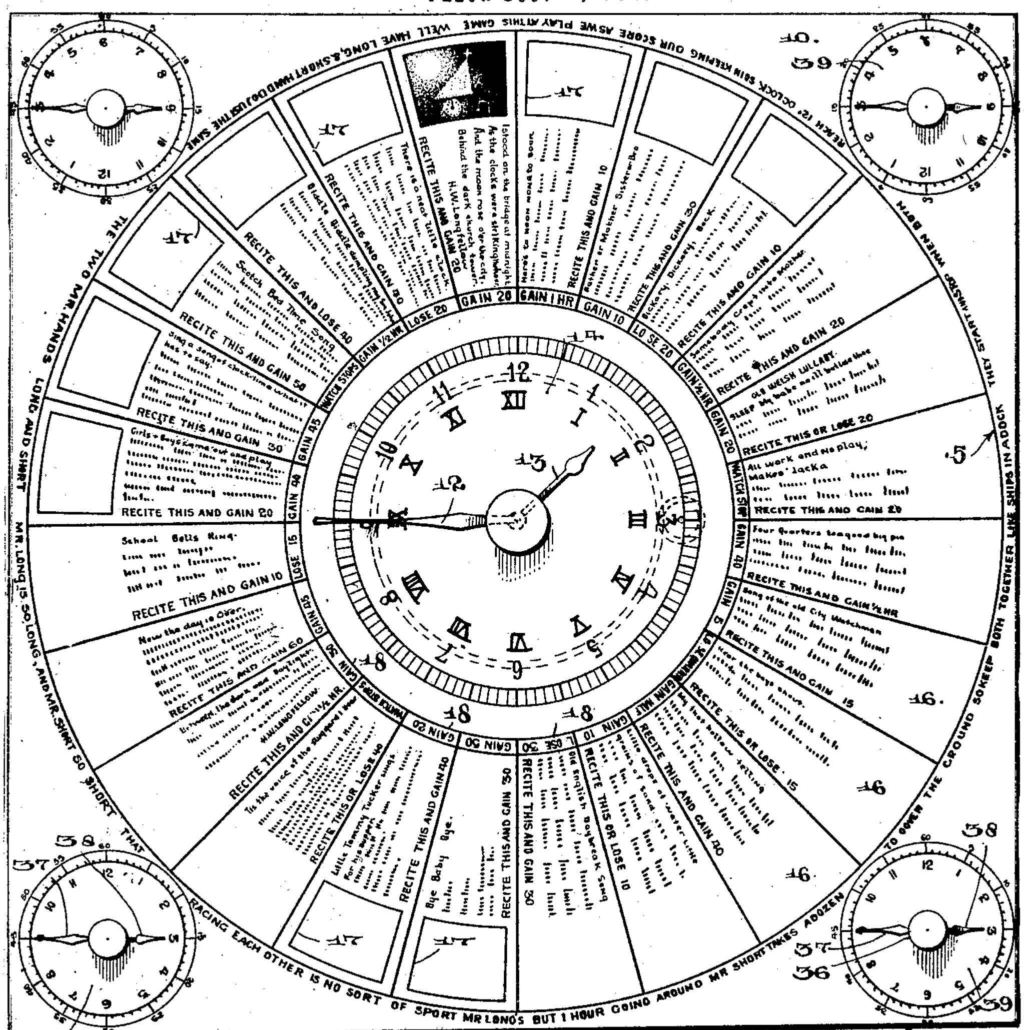


Fig. 1.

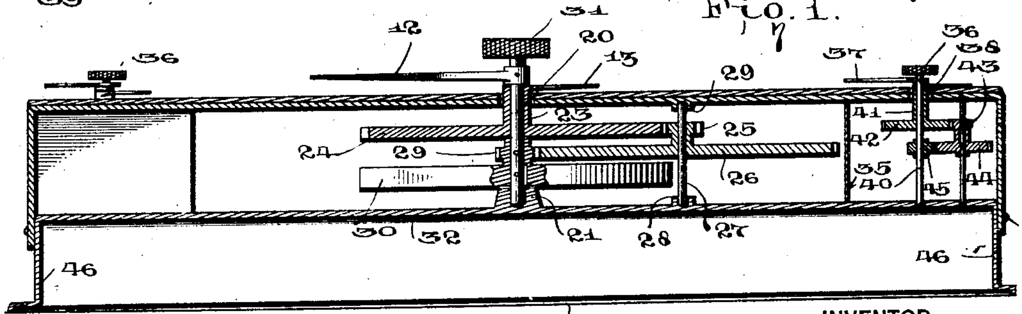


Fig. 2

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CLOCK-DIAL GAME.

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This invention relates to games of the educational type.

An object of the invention is the provision of a device having a central dial simulating the face of a clock with movable hands or pointers geared in the ratio of 12 to 1 so that a child playing the game will be compelled to learn the method of telling time.

A further object of the invention is the provision of a game having a central dial simulating the face of a clock graduated in numbers from 1 to 12 inclusive and provided with pointers or hand geared in the ratio of 12 to 1, with mechanism adapted to cause the hands to be revolved and adapted to point out certain radially disposed spaces beyond the central dial, the spaces having indicia thereon including "nursery rhymes" or modifications of the rhymes which are required to be memorized for recitation to obtain certain credits or to score points.

This invention will be best understood from a consideration of the following detail description in view of the accompanying drawing forming a part of the specification; nevertheless it is to be understood that the invention is not confined to the disclosure being susceptible of such changes and modifications which shall define no material departure from the salient features of the invention as expressed in the appended claims.

Figure 1 is a plan view of a game constructed according to the principles of my invention.

Figure 2 is a vertical section of the game.

Referring more particularly to the drawings, 10 designates the top face of a rectangularly shaped housing or box 11 which forms a receptacle for the operating or timing mechanism for a pair of hands or pointers 12 and 13, operating over a dial 14 simulating the face of a clock. The face is graduated and each graduation represents 30° and is designated by a numeral from 1 to 12 inclusive.

Embracing the dial 14 is a ring 15 divided into 24 radial segments 16 in each of which is printed a "nursery rhyme" or a modification of the same which must be memorized by the players to gain a maximum number of points. Certain of the rhymes are illustrated in the ruled squares 17 located beyond the printed rhymes.

Between the ring 15 and the dial 14 are provided ruled sections 18 in which is printed the number of points gained or lost by the hands or pointers 12 and 13 when stopping at such sections. The minute hand is employed in counting the points gained while the hour hand indicates a loss of points which must be subtracted from the points gained.

The hand 12 is rigid with a vertical shaft 20 mounted at its lower end in a bearing 21 carried by a plate 22. The hour hand 13 is rigid with a sleeve 23 which in turn is connected to a large gear 24 loosely mounted for rotation on the shaft 20. The gear 24 meshes with a small gear 25 which is made rigid with a large gear 26 mounted for rotation. Gears 25 and 26 are secured to an axle 27 carried on bearings 28 and 29. Gear 26 meshes with a gear 29 pinned to the shaft 20. A fly wheel 30 is secured to the shaft 20 and is adapted to aid in maintaining shaft 20 through a period of revolutions when the knob 21 is revolved by the hand.

At each corner of the housing 11 is provided a secondary housing or casing 35 in which is mounted a mechanism similar to the mechanism just described for causing rotation of the hands 12 and 13. This mechanism, however, it will be noted has not a fly wheel 30 for causing a number of revolutions of the hand since the turning of the knob 26 is intended merely to rotate the hands 37 and 38 over the face of the dial 39 without causing spinning of the hands. In this construction the hand 37 is rigid with shaft 40 and hand 38 is rigid with the sleeve 41 integrally formed with gear 42. Gear 42 is rotated through gear 43. Gear 44 and gear 45 are pinned to shaft 40.

The member 22 has flanges 46 secured to the base member 47.

The operation of the device is as follows:

The knob 31 is spun so that the hands 12 and 13 are revolved and through the fly wheel 30 when the hands come to rest. The position of the immobile hands are noted, so that it can be ascertained whether the player has gained or lost points. This is determined by the indicia on the dial as pointed out by the hands. In order to gain a number of points as disclosed on the face of the dial, it will be necessary that the players recite certain of the poetry.

I claim:

1. A game comprising a housing having a dial indicating a clock on the outer face thereof, a pair of hands mounted for rotation over the dial, means for causing one

hand to be moved at twelve times the speed of rotation of the other hand, and indicia on the dial and representing points as gain or loss when designated by the hands.

2. A game comprising a housing having a dial indicating a clock on the outer face thereof, a pair of hands mounted for rotation over the dial, means for causing one hand to be moved at twelve times the speed of rotation of the second hand, the outer face of the housing beyond the dial being divided into radially disposed spaces and indicia in the spaces and representing points as gain or loss when a hand after rotation points to a space, and score keeping dials located beyond the spaces containing the indicia and dial hands mounted for movement over the dial.

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