Dec. 2, 1924. 1,517,847

F. F. LLERA ET AL

EDUCATIONAL GAME

Filed March 10, 1923

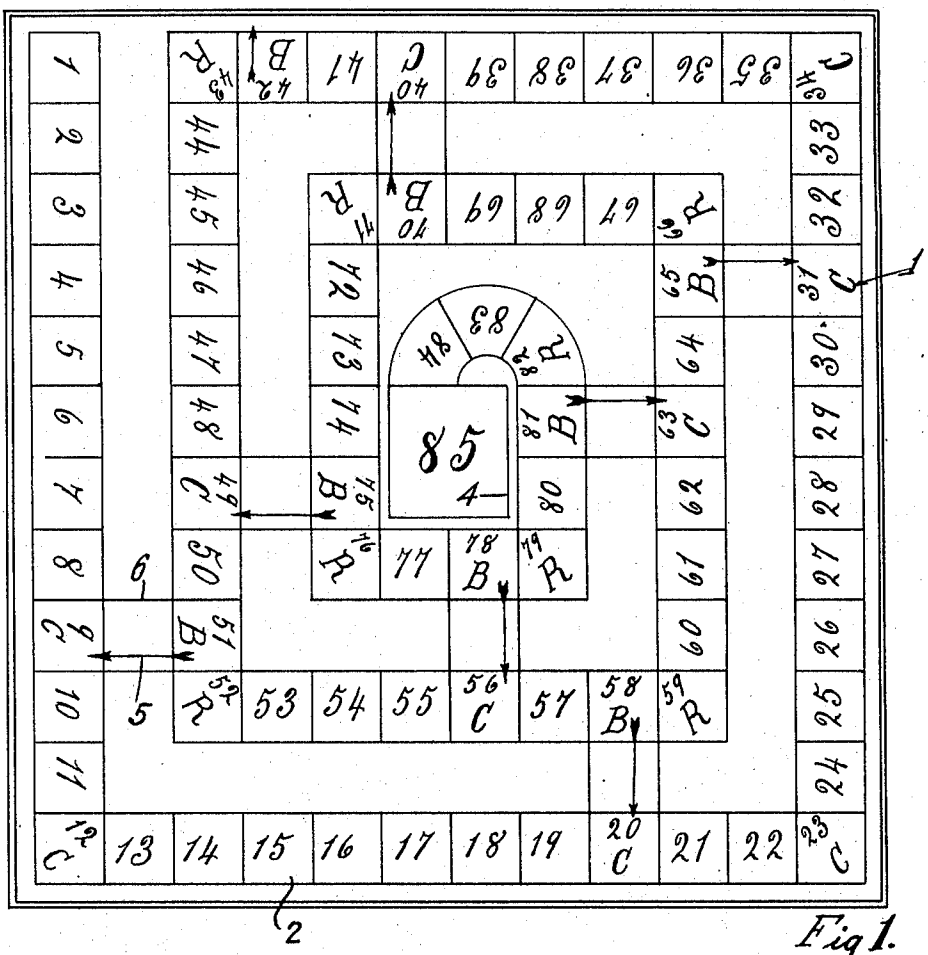


Fig 1.

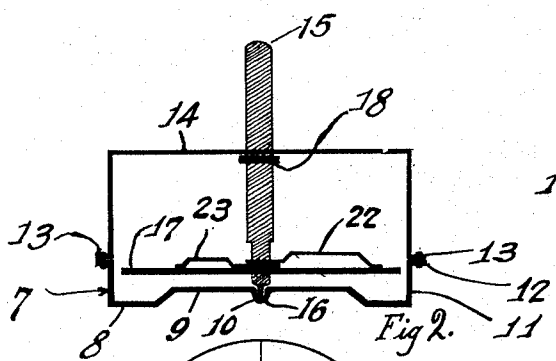


Fig 2.

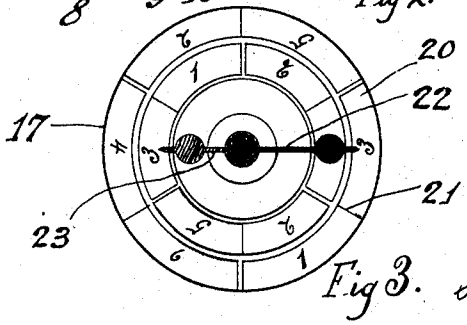


Fig 3.

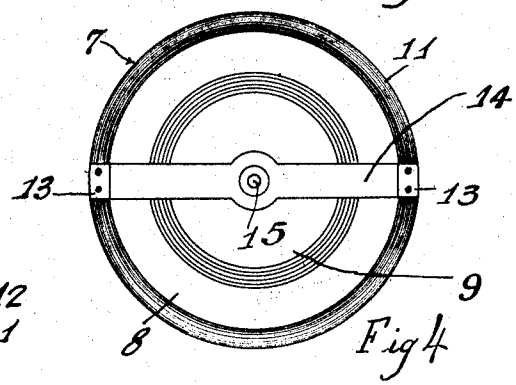


Fig 4

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UNITED STATES PATENT OFFICE.

FELIX F. LLERA AND EDWARD GREGORY CAPO, OF TUCSON, ARIZONA; SAID CAPO ASSIGNOR OF HIS ENTIRE RIGHT TO ALFREDO YOLDI, OF TUCSON, ARIZONA.

EDUCATIONAL GAME.

Application filed March 10, 1923. Serial No. 624,225.

To all whom it may concern:

Be it known that we, FELIX F. LLERA, a subject of Mexico, and EDWARD GREGORY CAPO, citizen of the United States, residing at Tucson, in the county of Pima and State of Arizona, have invented a new, useful, and Educational Game, of which the following is a specification.

This invention relates to games, and particularly to a game wherein a board is used provided with a circuitous path from a starting point to a final objective, and in which various obstacles are placed for increasing the difficulty of reaching the objective, and wherein a chance controlled device governs the movement of game pieces on the path provided on the board.

An object of the invention is to provide a game of the above character, wherein the game board is provided with a plurality of squares arranged in alignment to form a circuitous path, starting at one corner of the board, and arranged in consecutive relation in forming the path, so that the other ends of the square will terminate in the central portion of the board in an enlarged square, which forms the final objective or goal, and in which said consecutively arranged squares are numbered from the starting point in consecutive order, and wherein predetermined blank squares are arranged in connection with certain of the numbered squares, for indicating changes from the normal path of the circuit, in order to make it more difficult and increase the length of path of travel for reaching the goal.

Another object of the invention is to provide a game having a board, formed as above described, and providing a game piece having a rotatable disc which is provided with concentric faces arranged in sections and numbered in any desired manner, and with which cooperate pointers which are loosely mounted for relative movement over the disc, to indicate in combination with the sections of the spaces a predetermined indication when the disc is stationary.

The invention comprehends other objects and improvements in the details of construction of the board and the game piece adapted for use in connection therewith, 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 variations in the specific construction of these parts may be made, without departing from the scope of the invention as described and claimed.

In the drawing, forming a part of this application:

Figure 1 is a plan view of the game board constructed in accordance with this invention.

Figure 2 is a vertical sectional view through the indicating device, used in playing the game.

Figure 3 is a plan view of the indicator disc and pointers of the indicating device.

Figure 4 is a plan view showing the manner of securing the bracket member to the base member.

1 indicates the game board, which is of any suitable character, and constructed in any suitable manner, preferably square in plan view, as indicated, and having a flat top surface provided with a plurality of squares indicated at 2, which are arranged beginning at the starting point 3, in consecutive aligned order extending entirely around the edge of the board and then inwardly toward the center portion in a spiral-like formation, the end of the path formed by the squares arranged as just described, terminating at an enlarged square indicated at 4, which forms the objective or goal of the game to be played on the board. These squares arranged as described, are numbered consecutively beginning with the square at the starting point 3, and in the present case includes eighty-five in number, inclusive of the squares 4, which are numbered as indicated in the drawings. This forms the most direct path of reaching the objective, and is followed in playing the game, unless a player's marker comes to rest on certain predetermined squares, which are marked to indicate obstacles which must be overcome before reaching the objective square 4. In the present case, a plurality of squares are provided with indicia B, which indicates that the player's marker coming to rest on the squares, must count back instead of forward, in the direction of the arrows indicated at 5, which extend across the blank squares indicated at 6, which are interposed between the convolutions of the squares 2, to provide by-paths from an inner convolution

to an outer convolution, when a player has to count backwardly, instead of forwardly, these squares co-operating with the several squares 2, which are provided with the indicia B. A predetermined number of other squares 2 are provided with indicia indicated by the letter C, which indicates that the player coming to rest on these squares counts again the number of squares which were counted in reaching the square marked C, and which gives the player an advantage over the other player playing the game, in reaching the objective 4. A predetermined number of other squares are provided with indicia indicated by the letter R, which may designate any particular action of the player, coming to rest in the square containing the R, as agreed upon, at the time of beginning the play of the game, and it will be obvious that other obstacles may be inserted in other predetermined squares, which may have any desired effect upon the playing of the game as agreed upon by the players, at the start.

Any suitable form of marker, preferably a small disc about the size of the square 2, may be used in playing the game.

The indicator device is indicated generally at 7, and includes an annular base member 8, having an upwardly offset central bottom portion 9, provided with a central depending projection 10, while the outer edge of the disc has an upwardly extending annular flange 11, terminating in the outwardly extending portion 12, at opposite sides of which are secured the free end 13, of the inverted U-shaped bracket member 14. The central portion of the bracket member 14 is formed with an opening in alignment with the depending projection 10 for rotatably mounting a pin 15, in said bracket having a reduced extension 16, seating in said depending projection 10, which pin is provided with a disc 17 mounted thereon and adapted to rotate therewith, which is positioned in spaced relation to the bottom portion 8, and in a plane substantially horizontal with the upper free edge of the upstanding flange 6. A collar 18 mounted on the pin 15 is adapted to engage the under side of the bracket 14 and prevents accidental removal of the pin and the reduced extension 16 from the depending projection 10.

The disc 17 is formed with a plurality of concentric circular spaces indicated at 19 and 20 respectively, which are divided into sections, by lines or other suitable means extending radially of the disc, as indicated at 21, which sections are numbered in any suitable manner, as shown in Figure 3 of the drawings. A pair of indicator pointers are indicated at 22 and 23 respectively, the indicator 23 being shorter in length than the indicator 22 and pointed at one end for cooperation with the inner and outer concentric spaced respectively, while the other ends are loosely mounted on the pins 18 as shown in Figure 2.

In playing the game, each player uses a separate marker, and spins or rotates the pin 15 in turn, and as soon as it is rotated the finger is placed on the upper end of the pin and the rotation immediately retarded and stopped, following which the numbers indicated by the pointers 22 and 23, in the respective concentric spaces indicate the number of squares the player is to move from the starting point, toward the objective 4. Each player follows out the same procedure, in turn, until one of the players reaches the goal or objective 85 and wins the game. During the advance around the spiral path of numbered squares 2, if the end of a move made by a player is one of the squares having indicia marked therein, the following move made by a player must be as directed by the indicia in the particular square, which in the case of B, indicates that the player should go back by way of the arrow to the next adjacent arrow convolution of the path and start toward the objective from this point which forms a set back and takes the player a greater length of time and more plays to make the goal, whereas if the player comes to rest on one of the squares marked C, he counts again the number of moves which were just made to reach the square marked C, and so forth.

From the above description, it will thus be seen that a novel form of game board has been provided, wherein a circuitous path formed of a plurality of squares terminating in an objective in the central portion of the board and having predetermined squares marked with indicia indicating the obstacles of the game, and a game piece formed of a substantially simple structure having a base, and an inverted U-bracket carried thereby rotatably mounting a pin having a disc formed with concentric sectional spaces provided with numerals indicating the advance to be made in playing the game, in cooperation with suitable pointers loosely mounted on the pin.

What is claimed is:

1. In a game, a board provided with a plurality of squares arranged in a circuitous path starting at one corner of the board and ending in the central portion thereof, which is provided with a substantially enlarged square forming the objective, said squares being numbered consecutively from the starting point, a plurality of intermediate blank squares being provided between the adjacent portions of the circuitous path indicating by-paths to lengthen the path to the objective, predetermined players having indicia therein designating the obstacles in the path, and certain of which cooperate

to indicate when the by-paths are to be used in cooperation with the main path.

2. In a game, a board provided with a plurality of squares arranged in a spiral path beginning at one corner of the board and ending in an enlarged central square which forms the objective, the convolutions of said path being spaced a distance equal to the size of a square, the squares of said paths being numbered consecutively from the starting point, a plurality of blank squares arranged between adjacent convolutions of the spiral path and cooperating therewith to provide a more circuitous path to reach the objective, and indicia arranged in predetermined squares indicating obstacles to be overcome in the playing of the game, certain of said indicia indicating the use of the blank spaces for following a more circuitous path to the objective.

3. A game piece for chance controlled games comprising an annular base having an upstanding flange thereon, an inverted U-shaped bracket secured to the upper edge of the flange at diametrically opposite points, a pin rotatably mounted in the U-bracket and base, a disc mounted on the pin in spaced relation to the base, and provided with concentrically arranged spaces having numbered sections, and indicating pointers loosely mounted on the pins for movement thereon relative to the disc for cooperation with the sections of respective spaces for producing an indication.

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