

June 26, 1928.

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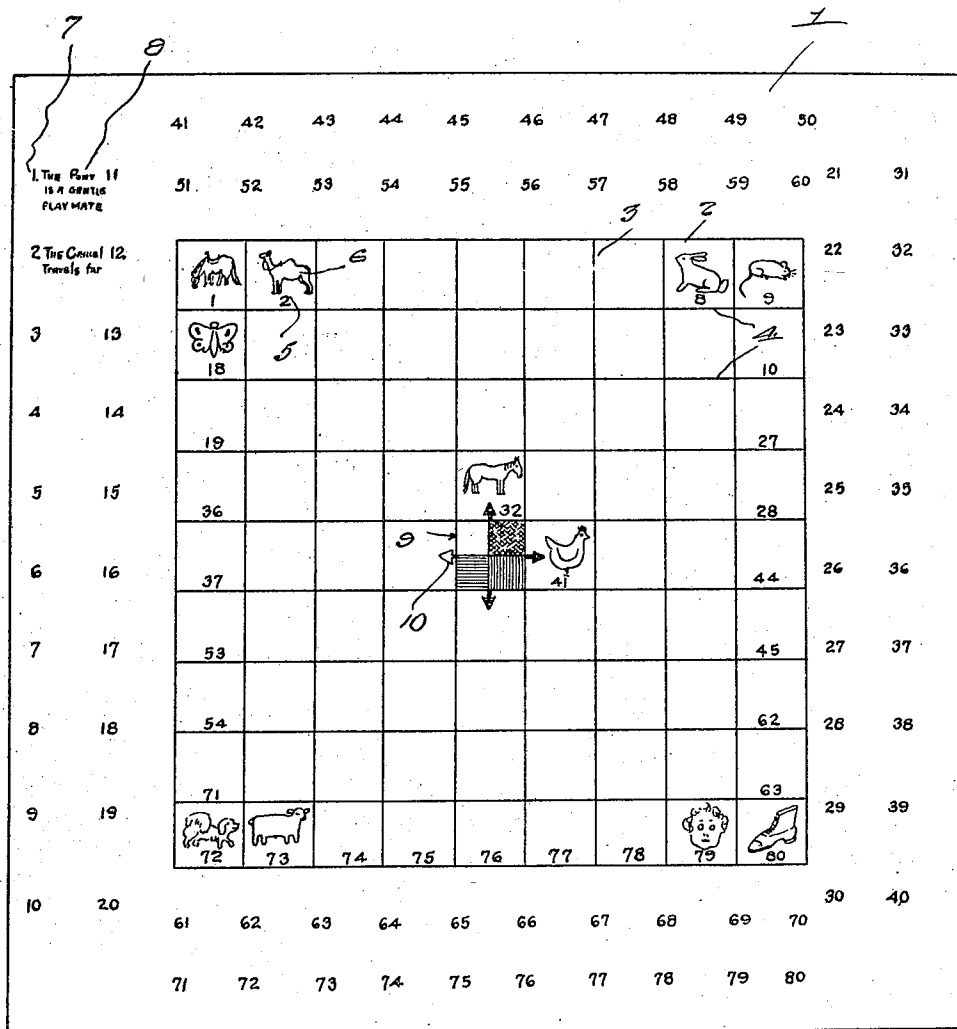
S. J. KLEIN

EDUCATIONAL GAME

Filed March 22, 1927

2 Sheets-Sheet 1

Fig. 1.



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Fig. 2.

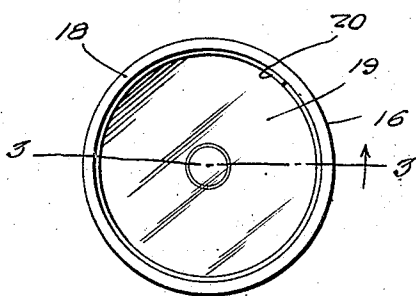


Fig. 4.

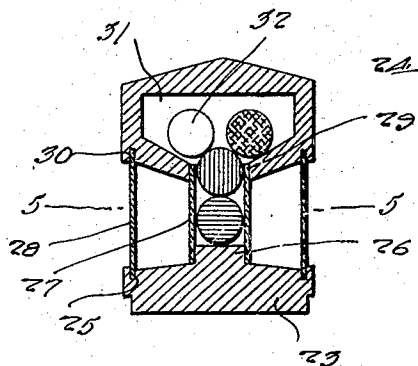


Fig. 3.

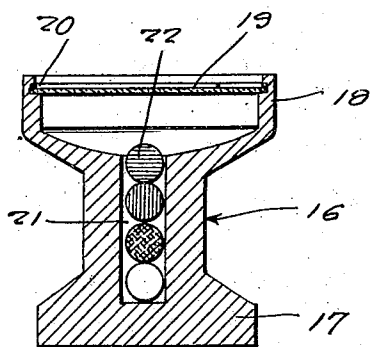


Fig. 5.

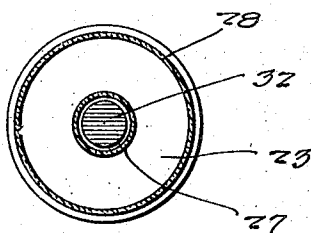


Fig. 7.

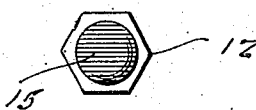
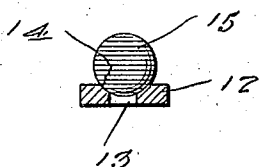


Fig. 6.



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EDUCATIONAL GAME.

Application filed March 22, 1927. Serial No. 177,418.

This invention relates to an educational game of a character adapted to acquaint children and people with information of suitable character obtained as a result of the playing of the game.

It is an object of the invention to provide a game wherein a game board is provided with suitable playing divisions having suitable indicia indicating each division which may be used in conjunction with geography, history or any other desired subject, so that each division has reference to some particular part of the subject for the game, of which a suitable description is placed in a margin or the like, adjacent to the playing portion of the game board, and with which are used suitable chance devices and indicators so that each player may have a separate playing piece to be able to play the game in accordance with the rules provided.

The invention further comprehends the provision of chance devices having novel construction and assembly of parts which makes them convenient to handle, cheap to manufacture, and yet of a new and novel character for readily indicating the player whose move should be taken or the direction in which the player is to move his playing piece.

The invention comprehends numerous other objects residing in the specific detailed construction and arrangement of parts carrying out the invention, it being understood, however, that various changes in the size, shape and relation of the parts may be made, without departing from the spirit or scope of the invention as herein set forth.

In the drawings, forming a part of this application:

Figure 1 illustrates a plan view of the game board showing in suitable portions of the board example of the manner of displaying information of an educational character, together with the descriptive matter thereof.

Figure 2 is a plan view of one form of chance device used in playing the game with a part shown in Figure 1.

Figure 3 is a vertical sectional view taken on the line 3—3 of Figure 2.

Figure 4 is a vertical sectional view through a slightly different form of chance device.

Figure 5 is a horizontal sectional view taken on the line 5—5 of Figure 4.

Figure 6 is a side elevation of one of the

playing pieces showing the supporting base therefor in section.

Figure 7 is a plan view of the playing piece as shown in Figure 6.

1 indicates the playing board preferably of rectangular form having the playing surface within the area defined by the marginal line 2, which is divided into a plurality of squares by vertical and horizontal lines 3 and 4 respectively. Each of these squares are consecutively numbered in any predetermined manner, such as indicated at 5, and contain suitable indicia of general educational interest, such as indicated at 6, for example. In the marginal area between the marginal line 2 and the edge of the board, the numbers of the squares are consecutively duplicated, as indicated at 7, and suitable descriptive matter as indicated at 8, is placed opposite each of the numbers in this marginal area beyond the playing area of the board relating to the subject matter in the corresponding square of the playing surface.

The central square of the playing surface as indicated at 9, forms a direction indicator for the moves of the players on the board in playing the game and is divided into four segments having different colors provided thereon with arrow heads 10 are direction indicators for each segment colored to correspond to this segment and adapted for indicating the direction in which the player is to move the playing piece in a manner as will be hereinafter described.

The playing piece for use in playing the game is illustrated in Figures 6 and 7 and includes a base member 12, which as shown in Figure 7 is of hexagonal form and may be of any other desired shape and provided with a central opening 13. The upper face of the base member 12 of the playing piece is formed with a seat 14, in which is seated the sphere 15 having the surface thereof of suitable color. This sphere is suitably attached to the base 12 in any suitable or desired manner, such as by gluing or the like, and the stem may be in the form of a colored marble or the like and in conjunction with the base forms an attractive playing piece. A number of these pieces of this construction are used, and the spheres 15 of each piece are of different color, and each player uses one playing piece having a different color from the playing piece of another player.

A chance device is illustrated in Figures 2 and 3, which is used to determine the move to be made by the players in playing the game, and includes a body member 16 formed with a base portion 17 at one end and a cup shaped portion 18 at the opposite end. The rim of the cup shaped portion is recessed to receive the transparent plate member 19, retained in position by the resilient split ring 20, while the central portion of the body extending through to the base is formed with the axial bore 21 communicating at its upper end with the interior of the cup-shaped portion 18. A number of spheres indicated at 22, corresponding to the number of sections in the central square 9 of the board 1, which as illustrated are four in number are mounted in the cup shaped portion 18 and adapted for reception in the bore 21 of body 16 of the chance device. The size of the spheres 22 is slightly less than that of the bore 21, so that they will be arranged in aligned relation in the bore, as illustrated in Figure 3, which is just long enough to accommodate all four spheres 22, in order that only the top one will be seen from through the transparent plate 19, when allowed to gravitate and assume a normal position in the body of the chance device, which will be illustrated in Figure 3. Each of these spheres are preferably marbles or the like of different colors as illustrated in Figure 3, corresponding with the colors of the sections of the central square 9 on the game board. These spheres 22 also correspond with the colored chance device used in playing the game, in order that a large variety of different methods of playing the game may be obtained.

In Figures 4 and 5, a slightly different construction of chance device is illustrated for attaining the same results as with that shown in Figures 2 and 3, which is formed of a pair of end members 23 and 24 respectively. The end member 23 is in the form of a disc having an annular groove 25, and a cylindrical projection 26 in the central portion extending laterally from one side. This member 23 forms a base member and receives the inner and outer glass tubes 27 and 28 respectively, the tube 27 fitting over the cylindrical projection 26 and the tube 28 seating in the groove 25. The upper end of the tube 27 extends through an opening 29 in the lower portion of the member 24, while the tube 28 seats in the annular groove 30 in the periphery of said member. The central portion of the member 24 is provided with a hollow chamber 31 communicating with the interior of the glass tube 27 and a number of spheres 32 corresponding to those shown in the chance device (Figures 2 and 3) are positioned within the chambers 21 and the tube 27. This construction is so formed that when the spheres 32 are allowed to gravitate and the chance device set in vertical position as shown in Figure 4, the conical bottom of the chamber 31 will permit the spheres to roll downwardly into the tube 27 and seek their lowest level by gravity. One of the spheres as clearly illustrated in Figure 4, will be visible through the glass cylinders 27 and 28, while the others will remain in the chamber 31 and be obscured from view. These devices form the chance controlling element of the game and in operation are turned upside down and shaken in order to mix the spheres with one another, after which they are turned and set on their bases, in an upright position as shown in Figures 3 and 4, so that the spheres may gravitate to the positions illustrated, the lowest sphere being the first to enter the glass tube 27 or the recess 21 and in the one case the lower sphere forms the chance controlling element, while the upper sphere controls the chance in the other case, as in Figure 3. In this way, in playing the game, these features are used to determine which player is to move and in which direction he must move his playing piece.

With these chance devices the board and the playing pieces which are designed for use by four players, one having each color, it will be seen that by the use of either of the chance devices as shown in Figure 3 or Figure 4, the game may be played by starting in the center portion with all of the playing pieces in the central square 9 on the playing board 1 and the chance device shook and the spheres allowed to gravitate to determine who is the first to move, by the use of the color combinations. The first player, upon completing this operation will move his piece into the adjacent square, in the direction of the arrow corresponding in color to the color of the sphere controlling the move or the one visible through the glass. Upon moving the playing piece into the proper square, the player will find a picture or other information of educational value referred to in the square, and by the number will be required, in playing the game to refer to the number in the margin beyond the outline 2 and read the descriptive matter relative to the subject matter referred to in the square and of a corresponding number, and which is of an educational value and may refer to any desired subject. Upon completing this move and the reading of this subject matter, the next player in turn takes the chance device and finds which color will show through the glass and moves his piece in a direction corresponding to the arrow having the same color as the sphere in the game piece and likewise repeat the reading of the educational matter with reference to the particular square into which he must move his piece for properly playing the game. This procedure continues until each player has moved,

and following which the plays rotate in succession, the player winning the game being the first to move outwardly beyond the marginal line 2.

5 It will thus be seen that this invention provides a new and novel game of a highly educational nature, which may be devoted to subjects of geography, history, nature, literature, art or any other desirable subject which
10 is interesting to either children or grown-ups and which is, through the frequent playing of the game, readily impressed in the mind of the players and with children particularly produces a highly desirable result by
15 unconsciously impressing upon them important information which they must know in order to advance in the world.

What is claimed is:

20 An educational game composed of a game board provided with a plurality of playing squares comprising a playing area; a plurality of playing pieces; a central starting square in said playing area divided into pre-

determined colour arrangement, each colour having in common therewith an arrow for 25 indicating the direction of movement of said playing pieces on said squares; each of said squares being numbered and having thereon a pictorial representation of an object of educational interest; a portion of said game 30 board having consecutive numbering thereon with suitable descriptive matter after each particular number, which descriptive matter relates to the object in the playing square having the corresponding number thereon 35 and a chance device in which one of a plurality of objects, coloured similar to the colours on said starting square, will, upon each successive chance, be retained in a pre-determined position so as to indicate, in con- 40 junction with its respective correspondingly coloured arrow, the direction in which each successive player's playing piece is to be moved on said playing squares.

In testimony whereof I affix my signature

STEVEN J. KLEIN.