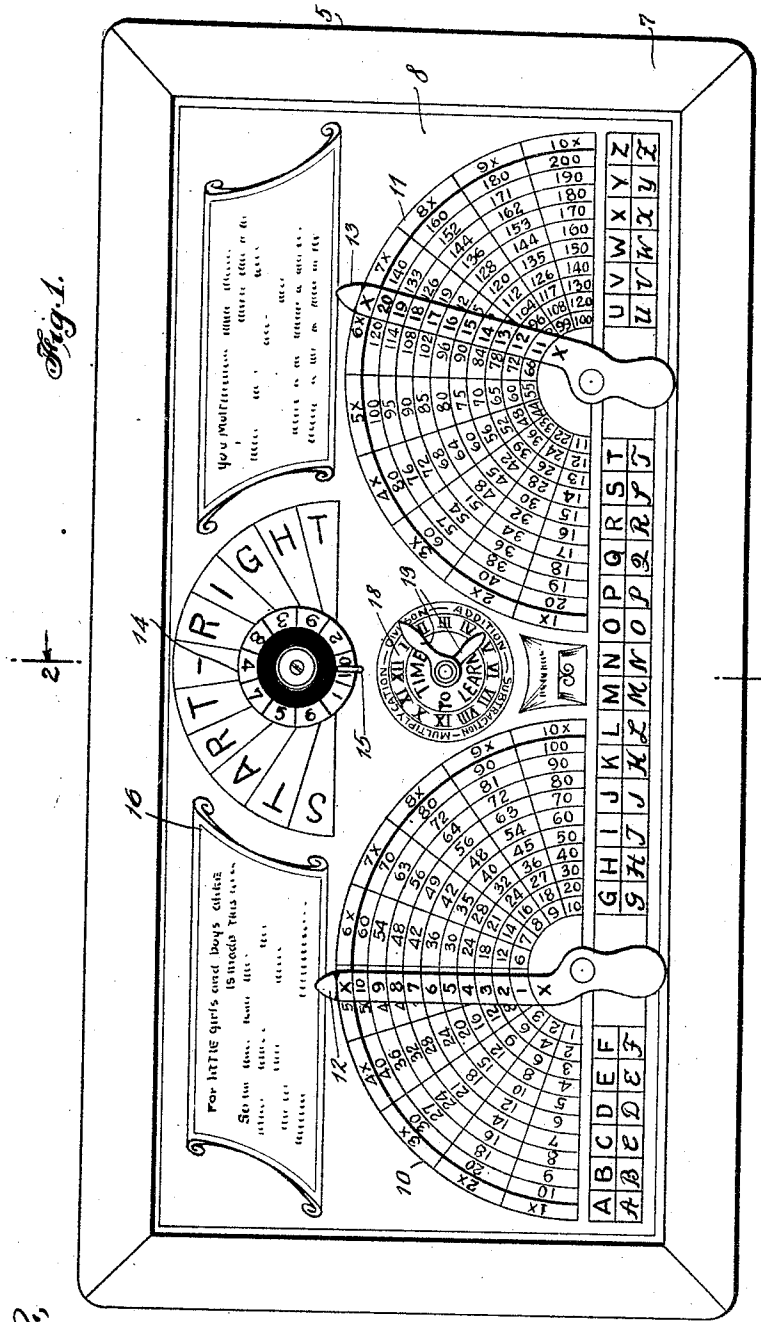
Aug. 4, 1925.

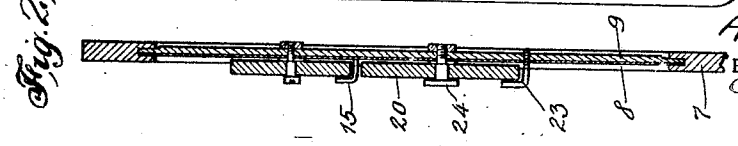
1,548,601

A. E. HOEFT

EDUCATIONAL GAME

Filed Aug. 5, 1924





INVENTOR
August E. Hoeft.
BY
Howard C. Thompson
ATTORNEY

Patented Aug. 4, 1925. 1,548,601

UNITED STATES PATENT OFFICE.

AUGUST E. HOEFT, OF BROOKLYN, NEW YORK.

EDUCATIONAL GAME.

Application filed August 5, 1924. Serial No. 730,229.

To all whom it may concern:

Be it known that I, AUGUST E. HOEFT, a citizen of the United States, and residing at Brooklyn, in the county of Kings and State of New York, have invented certain new and useful Improvements in Educational Games, of which the following is a specification, such as will enable those skilled in the art to which it appertains to make and use the same.

This invention relates to games and particularly to devices of this class designed to amuse both young and old; and the object of the invention is to provide a game which in addition to being amusing and interesting will also be instructive or educational along mathematical lines, especially in addition, subtraction and multiplication; a still further object being to provide a game board of the class specified with the arrangement of the alphabet thereon in print, letter and script form whereby the game may be instructive to this end; a still further object being to provide the representation of a clock on the game board, whereby a child may be educated to read the time on a clock or watch dial; a still further object being to provide in combination with the gameboard, rotatable dials used in connection with characterized sections of the gameboard in the playing of the game whereby the element of chance enters into the game to render the same attractive and fascinating as well as educational; and with these and other objects in view, the invention consists in a device of the class and for the purpose specified which is simple in construction, efficient in use and which is constructed as hereinafter described and claimed.

The invention is fully disclosed in the following specification, of which the accompanying drawing forms a part, in which the separate parts of my improvement are designated by suitable reference characters in each of the views, and in which:—

Fig. 1 is a plan view of a game made according to my invention.

Fig. 2 is a section on the line 2—2 of Fig. 1 and showing a modification of the construction shown in Fig. 1; and,

Fig. 3 is a plan view of a part used in connection with the game as shown in Fig. 1.

The game as shown in Figs. 1 and 2 of the drawing comprises a gameboard 5, and a member 6 independent of the board and characterized to represent a teacher, and used in connection with the board 5 in the manner hereinafter set out.

The board 5 consists of a suitable frame 7 in which is mounted a printed, lithographed or otherwise characterized card 8 retained in position by a backing member 9 secured to the frame 7 as shown in Fig. 2 of the drawing. The card 8 is provided with two semi-circular sections 10 and 11, each of which are divided by radial lines into ten radial columns designated at the top thereof by the numerals 1 to 10 inclusive reading from left to right, and said columns are divided into circumferential lines, ten in number, each of said lines reading from the axis of the section 10, 1 to 10 inclusive, 2 to 20 inclusive, etc. while in the section 11 said lines read 11 to 100, 12 to 120, etc. whereby, addition, subtractions and multiplications up to two-hundred can be calculated.

Pivoted to the card 8 and the backing 9 at the axis of the section 10 is a movable indicator 12 having numerals 1 to 10 inclusive placed thereon reading upwardly from the pivot thereof, and adapted to register with the lines designated by the radially arranged numerals in the separate columns as clearly shown in the drawing and a similar indicator 13 is pivoted to the card 8 and backing 9 centrally of the axis of the section 11 and has the numerals 11 to 20 arranged radially thereon and reading from the axis of the member 13 outwardly.

A disk 14 is rotatably mounted on the card 8 and backing 9 centrally between and above the sections 10 and 11, and on which are arranged in staggered relation the numerals 1 to 10 inclusive, and a pinion or indicator 15 is secured to the card and backing and adapted to register with the disk 14 or the numerals thereon in playing the game.

It is also preferred that the upper left and right hand corners of the gameboard or the card 8 thereof be provided with sections 16 and 17 in which appropriate verse or other written matter may be placed, while centrally of the board and between the sections 10 and 11 is represented a clock dial 18 with the hands 19 whereby a predetermined hour may be represented thereon for the instruction of children, and the lower edge portion of the card 8 is also preferably provided with two rows of the alphabet a to z, one in printed block letter form and the other in script form whereby a child may be ac-

quainted with and have knowledge of the letter formation, thus rendering the entire game educational to the greatest possible degree.

The member 6 shown in Fig. 3 of the drawing is made from an elongated body of suitable material which may be characterized in any desired manner, preferably to represent a teacher, and at one end of said member is rotatably mounted a dial 20 having a plurality of radially arranged sections, a predetermined number of which are numbered 1 to 20 inclusive, the numbers being arranged in staggered relation, and arranged thereon are two sections 21 colored blue, and two sections 22 colored red, or any contrasting colors may be employed. An indicator 23 is secured to the member and adapted to register with the numeraled and colored sections of the dial 20.

With the construction shown in Fig. 2, instead of mounting the dial 20 on an independent member 6 which may be held in the hand, the dial 20 is pivoted directly to the card 8 and backing 9 as indicated at 24, and the indicator 23 is also mounted in connection with the card 8 and backing 9 and registers with the dial 20.

In other words, the location of the dial 20 will be optional, but as shown in Fig. 2 of the drawing, it will be understood that the clock dial representation and the hands 19 thereof will be eliminated, and the dial 20 substituted therefor.

In playing the game, the dial 20 is first rotated by one of the players, any number of players being able to play the game, and assuming that the first player in rotating the dial 20 found that said dial stopped with the indicator 23 registering with the numeral 14 thereon see Fig. 3. This numeral will designate that the indicator member 13 cooperating with the section 11 is manipulated for the reason that the numeral 14 appears on the member 13; the player next rotates the dial or disk 14 and assuming that the dial stops with the indicator 15 registering with the numeral 10 on said dial see Fig. 1, the indicator member 13 will be moved to the left of the column 10 in the section 11 and by tracing downwardly on the member 13 to the numeral 14, which was previously represented on the dial 20, to the right of this numeral will be found in the column headed by the numeral 10 in said section, the numerals 140. The player thus has for his first score 140. Let us assume that the second player in rotating the dial 20, said dial stops with the indicator registering with the numeral 5. This player will then operate an indicator member 12 in that the numeral 5 appears thereon and to determine the column in the section 10, the dial or disk 14 is rotated and if the dial stops with the indicator 15 registering with the numeral 2, the indicator member 12 is moved into position at the left of the column designated by the numeral 2 in the section 10 and adjacent the numeral 5 on the indicator 12, but to the right thereof will be found the numeral 10; thus the second player's first score will be 10. It will be understood that all of the players playing the game will have one turn in operating both dials 14 and 12 and this operation will be repeated until one of the players has reached a predetermined score such for example as one-thousand, in which event said player wins the game. However, in the playing of the game and especially in the manipulation of the dial 20, if a player in rotating said dial should have the misfortune that the dial would stop with the indicator 23 registering with either of the blue sections 21, twenty-five points or any other point value desired will be subtracted from the total score attained at such time, or if such player has not registered a score, his first score will be a minus. In like manner, if one of the red sections 22 stops adjacent the indicator 23, a greater reduction as for example fifty points is subtracted from the total score or is calculated against any score which may accrue in the playing of the game.

In view of the foregoing description, it will be apparent that the game will be very fascinating and attractive and will amuse both young and old, and in the process of playing the game, the players are constantly educated in mathematics or in other words given the proper solutions to given problems or problems produced in the actual play of the game.

It will be also understood that while I have shown and described a specific arrangement of numerals on the gameboard as well as a specific arrangement of other data thereon and have described one method of playing the game, that I am not necessarily limited to the structural details herein shown and described, nor to the specific manner of playing the game herein set out and various other changes in and modifications of the construction herein shown and described may be made within the scope of the appended claims without departing from the spirit of my invention or sacrificing its advantages.

From the foregoing description of the operation of playing the game, it will be understood that when the numerals 1 to 10 inclusive are indicated by the member 23 on the dial 20, the indicator member 12 is manipulated, after the dial or disk 14 has been rotated, while when the members 11 to 20 inclusive on the dial 20 register with the member 23, the indicator member 13 is operated; in this way, the manipulation of the dial 20 becomes very fascinating and exciting in determining which of the sections

10—11, the mathematical problem is to be solved, it being understood that the section 11 has higher valuation than the section 10, although it is possible to secure a higher score in the section 10 than in the section 11, especially if the numerals in the dial or disk 14 should be less than 5.

Having fully described my invention, what I claim as new and desire to secure by Letters-Patent, is:—

1. A game device of the class described comprising a numeral section, an indicator member mounted to move relatively to said section, said member having numerals adapted to register with the numerals in said section, and two rotatable dials, one of said dials having thereon the numerals of the indicator member, and the other predetermined numerals of said sections.

2. A game device of the class described comprising a numeral section having vertical columns of numerals, designated by the numerals 1 to 10 inclusive, and said columns of numerals being also arranged in lines, an indicator member movable relatively to the separate rows of figures in said section and provided with numerals adapted to register with the numerals in said rows and lines, and means for fixing by chance predetermined numerals on said member and said section to determine a predetermined count numeral in playing the game.

3. A game device of the class described comprising a numeral section having vertical columns of numerals, designated by the numerals 1 to 10 inclusive, and said columns of numerals being also arranged in lines, an indicator member movable relatively to the separate rows of figures in said section and provided with numerals adapted to register with the numerals in said rows and lines, means for fixing by chance predetermined numerals on said member and said section to determine a predetermined count numeral in playing the game, and said means involving means whereby a predetermined numeral value may be deducted from score.

4. A game device of the class described comprising a numeral section having vertical columns of numerals designated by the numerals 1 to 10 inclusive, and said columns of numerals being also arranged in lines, an indicator member movable relatively to separate rows of numerals in said section and provided with numerals adapted to register with the numerals of said rows and lines and two dials, one of which is provided with the numerals designating the rows of numerals in said section and the other designating the numerals on said member.

5. A game device of the class described comprising a numeral section having vertical columns of numerals designated by the numerals 1 to 10 inclusive, and said columns of numerals being also arranged in lines, an indicator member movable relatively to separate rows of numerals in said section and provided with numerals adapted to register with the numerals of said rows and lines, and two dials one of which is provided with the numerals designating the rows of numerals in said section and the other designating the numerals on said member, and one of said dials being provided with other characterized count sections.

6. A game device of the class described comprising two numeral sections, each of said sections having columns and lines of numerals, the columns of numerals in both of said sections being designated by the numerals 1 to 10 inclusive, the numerals in corresponding columns of said sections being greater in one section than in the other, and two indicator members movable relatively to the separate sections and provided with numerals adapted to register with the numerals in the separate columns and lines of said sections, the numerals on one of said members being of greater value than that of the other and two dials, on one of which is arranged the numerals of both of said members and on the other of which is arranged the numerals 1 to 10 inclusive designating the columns in the separate sections.

7. A game device of the class described comprising two numeral sections, each of said sections having columns and lines of numerals, the columns of numerals in both of said sections being designated by the numerals 1 to 10 inclusive, the numerals in corresponding columns of said sections being greater in one section than in the other, and two indicator members movable relatively to the separate sections and provided with numerals adapted to register with the numerals in the separate columns and lines of said sections, the numerals on one of said members being of greater value than that of the other, and two dials on one of which is arranged the numerals of both of said members and on the other of which is arranged the numerals 1 to 10 inclusive designating the columns in the separate sections, and said first named dial being provided with markings designating predetermined minus values.

8. A game device of the class described comprising two numeral sections, each of said sections having columns and lines of numerals, the columns of numerals in both of said sections being designated by the numerals 1 to 10 inclusive, the numerals in corresponding columns of said sections being greater in one section than in the other, and two indicator members movable relatively to the separate sections and provided with numerals adapted to register with the numerals in the separate columns and lines of said sections, the numerals on one of said

members being of greater value than that of the other, and two dials on one of which is arranged the numerals of both of said members and on the other of which is arranged the numerals 1 to 10 inclusive designating the columns in the separate sections, said first named dial being provided with markings designating predetermined minus values, and indicators cooperating with said dials to indicate predetermined numerals thereon in the playing of the game.

9. A game of the class described comprising a gameboard on which is arranged two semi-circular sections, each of which is divided into a predetermined number of radial columns and circumferential lines, predetermined characters arranged in the columns and lines of said section, characterized members cooperating with the separate sections, means for designating the separate columns in said sections, and means characterized the same as said columns and said members whereby the position of said members relatively to the separate columns may be determined in playing the game.

10. A game of the class described comprising a gameboard, on which is arranged two semi-circular sections, each of which is divided into a predetermined number of radial columns and circumferential lines, predetermined characters arranged in the columns and lines of said section, characterized members cooperating with the separate sections, means for designating the separate columns in said sections, means characterized the same as said columns and said members whereby the position of said members relatively to the separate columns may be determined in playing the game, said last named means involving two dials, on one of which is arranged the characters of said members, and on the other of which is arranged the designating characters of said columns.

11. A game of the class described comprising a gameboard, on which is arranged two semi-circular sections, each of which is divided into a predetermined number of radial columns and circumferential lines, predetermined characters arranged in the columns and lines of said section, characterized members cooperating with the separate sections, means for designating the separate columns in said sections, means characterized the same as said columns and said members whereby the position of said members relatively to the separate columns may be determined in playing the game, said last named means involving two dials, on one of which is arranged the characters of said members, and on the other of which is arranged the designating characters of said columns and said first named dial being provided with other characterizations.

In testimony that I claim the foregoing as my invention, I have signed my name this 2nd day of June, 1925.

AUGUST E. HOEFT.