Sept. 6, 1955 S. A. DYLEWSKI 2,717,157

EDUCATIONAL GAME EQUIPMENT

Filed June 26, 1952 2 Sheets-Sheet 1

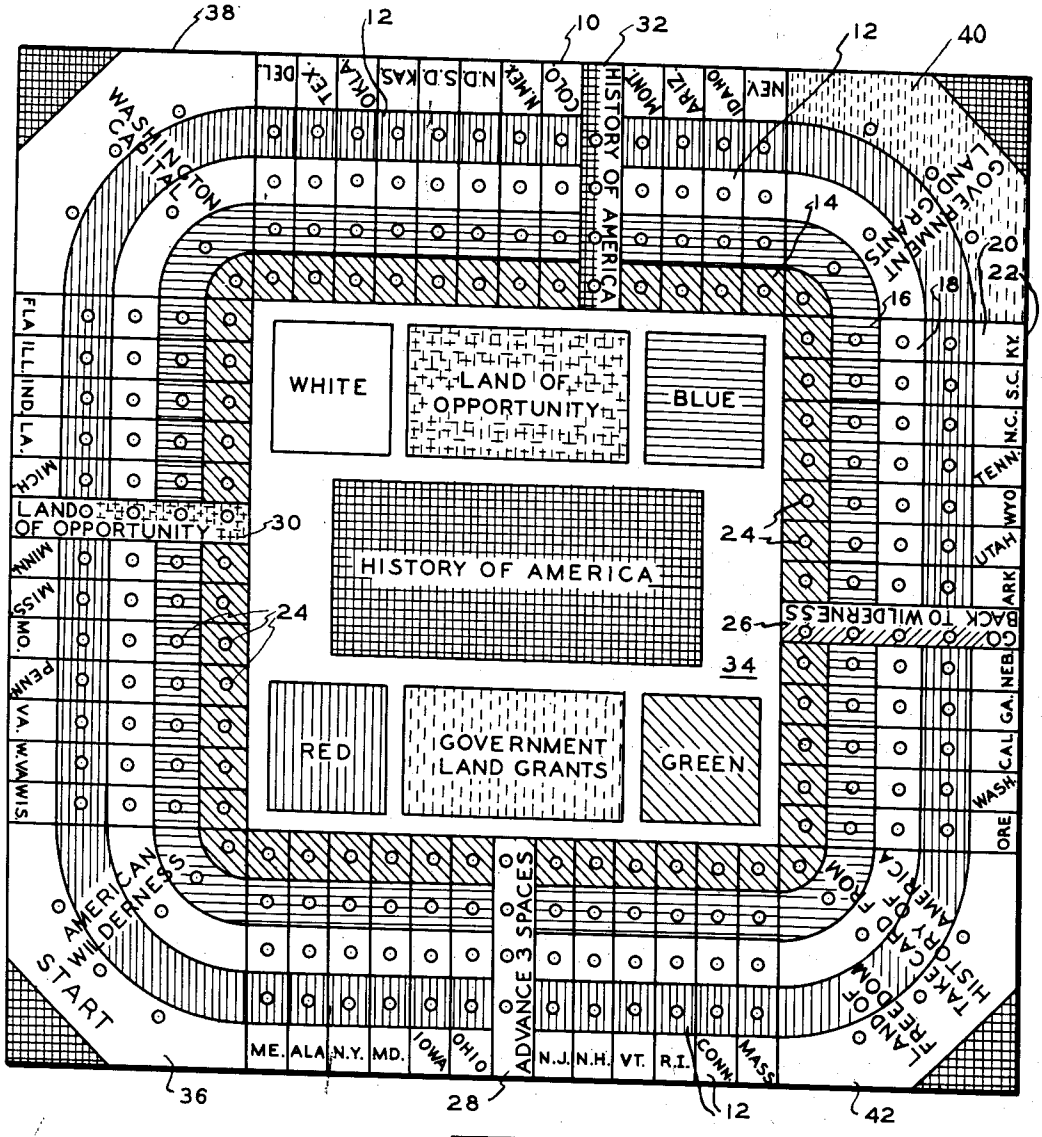


FIG. 1

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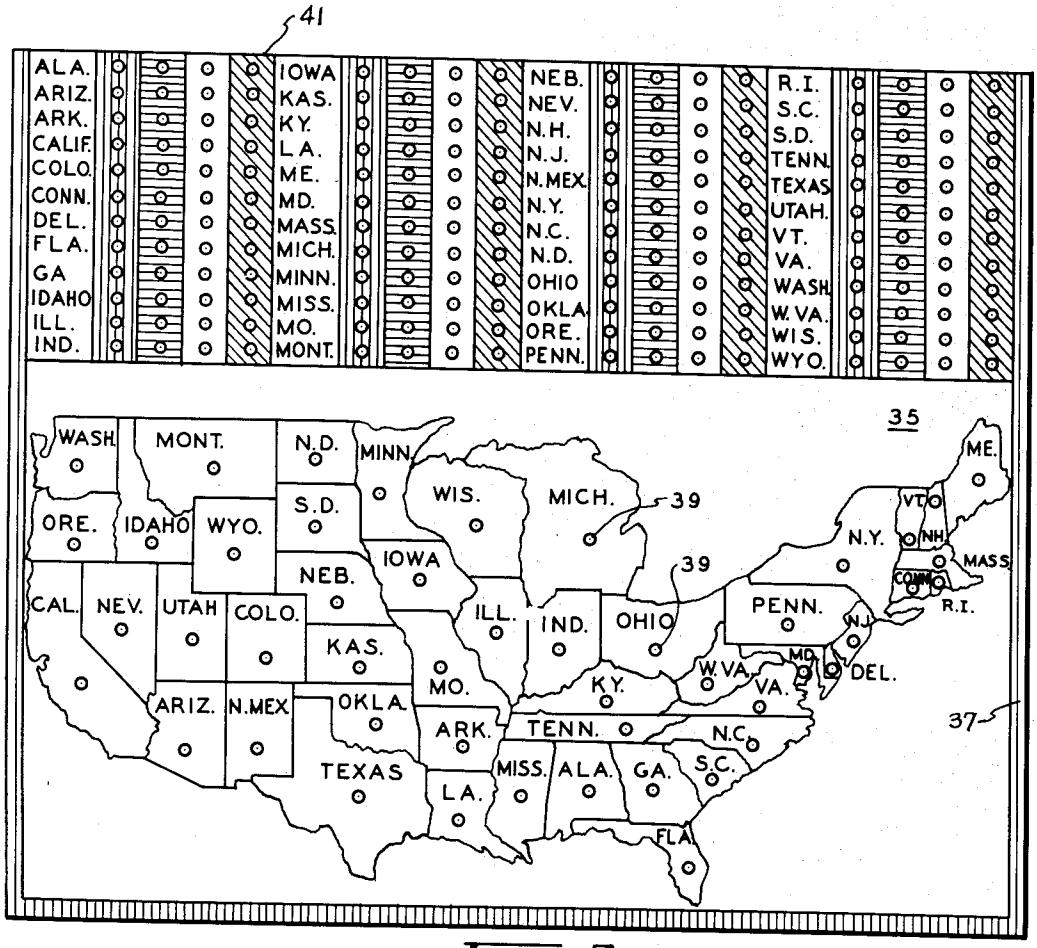


FIG. 2

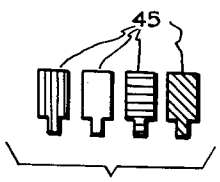


FIG. 3

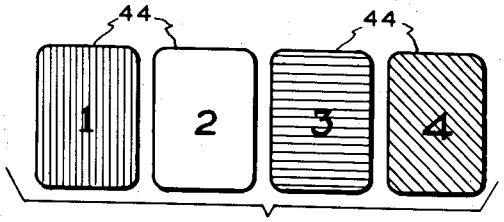


FIG. 4

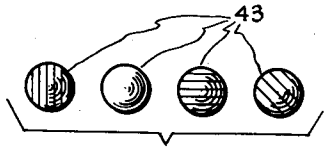


FIG. 5

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EDUCATIONAL GAME EQUIPMENT

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Application June 26, 1952, Serial No. 295,621

3 Claims. (Cl. 273—135)

This invention relates to games, and particularly to games which are played not only for amusement, but which also serve as sources of instruction.

The general trend today is to provide toys and games for children which serve not only to amuse them but to teach them such important matters as history, science, geography or good citizenship. In this way the children's game time is used for the painless administration of knowledge which might otherwise be indigestible to the child.

One object of this invention is, therefore, to provide a game which will both amuse and instruct a child at the same time.

Another object of this invention is to provide a game which may be played by a group of persons at the same time.

Another object of this invention is to provide a map of the United States and to associate certain historical events with each state shown on the map.

Other objects of this invention are to provide an improved device of the character described, that is easily and economically produced, which is sturdy in construction, and which is highly effective in operation.

With the above and related objects in view, this invention consists in the details of construction and combination of parts, as will be more fully understood from the following description when read in conjunction with the accompanying drawings in which:

Fig. 1 is a plan view of the master board which forms one element of the game.

Fig. 2 is a plan view of a board or card which forms another element of the game and of which there are one for each player.

Fig. 3 is an elevational view of the pegs used in the game.

Fig. 4 is a plan view of the cards used in one form of the game.

Fig. 5 is a view of the marbles used in the game.

Referring now in greater detail to the drawings wherein similar reference characters refer to similar parts, there is shown in Fig. 1 a master board **10** which is provided with five concentric annular rows of painted or printed blocks **12**, each row being of a different color, as for example, the inner row **14** being green, the next row **16** being blue, the next row **18** being white and the following row **20** being red. The outer row **22** may be of any color, the color of this row being immaterial. Each block in the four inner rows is provided with a hole **24**. The blocks in the outer row **22** each have the name of an individual state printed thereon. There are, therefore, forty-eight printed blocks in the outer row and coinciding with each of these outer blocks is a lateral row of four individually colored blocks. There are, therefore, forty-eight lateral rows of blocks, each such row having one green, one blue, one white, one red and one printed block therein. The number of annular rows of blocks and the colors used may be varied according to the number of

players or the individual choice of color combinations.

The forty-eight lateral rows extend only along a portion of each side of the board, the corners being left open. Also, a space such as shown at **26**, **28**, **30** and **32** is left in approximately the center of each group of blocks. An open space **34** is left in the center of the board.

One of the corners **36** is used as the "Start" portion of the game. This corner is also labelel "American Wilderness." The other corners **38**, **40** and **42** are also appropriately named such as "Washington Capital," "Government Land Grants" and "Land of Freedom." The spaces **26**, **28**, **30** and **32** also have appropriate labels, such spaces being provided for varying the progress of a player along the board, the variance depending on the instructions in the space.

In the central portion **34** of the board are a plurality of spaces on which are stacks of cards, only the top cards of each stack being shown. Some of these card stacks contain cards having questions and answers imprinted on them such as "the opportunities afforded by a state," "the history of the state" and "the land grants which went into forming the state." The red, white, blue and green corner spaces receive stacks of cards which have still other questions dealing with people, places and happenings, only the top cards of each stack being shown.

Each player is provided with an individual player board **35**, each such board having a border **37** of a color to match one of the inner annular rows of blocks on the master board. At the top of each player board are provided parallel rows of state names with four differently colored rows adjacent each row of state names. These colored rows, one green, one blue, one white and one red, are each provided with a plurality of holes **41** so that a horizontal row of four differently colored holes appear next to each state name.

At the bottom of each player board is a representation of the United States divided into states and having a hole **39** in each state.

The game may be played either with marbles alone or with marbles and cards. When marbles alone are used, the first player puts a marble **43** of his particular color in a hole **24** in the corner of the master board marked "Start." This is corner **36**. He then propells the marble which rolls around the board until it falls in another hole. If it falls into a hole coincident with, say, Mississippi, if the color of the block in which the hole is, is the same as the color of the border **37** on the player's individual card **35**, he claims that state as his own by putting a peg **45** of his own color in the hole appearing in the state of Mississippi on his map. However, if the marble falls into a hole opposite Mississippi of another color, the player is then required to answer a question put to him by the opponent whose color that is. If it is green, the player, whose color is green, takes one of the green cards in the portion **34** of the master board and asks the question printed thereon of the first player. If the first player answers correctly, his marble is entitled to stay in the hole where it fell until his next move. If, however, he gives the wrong answer, he must then give one of his own colored pegs **45** to that opponent. The opponent places this peg in the appropriate hole opposite the name of the state in the top of his individual board and also puts one of his own pegs into the state on his map, the state, in this case, being Mississippi.

If the marble stops in a part of the master board which does not represent a state such as one of the corners, he must answer the question on the appropriate card in portion **34**. For example, if the marble lands in corner **40** labeled "Government Land Grants" he must take one of the cards from the stack similarly labeled in portion **34** and answer the question thereon. If he answers correctly,

he can claim a state of his own choosing on his map. When one player fills his map with pegs in all forty-eight states, he is the winner.

Instead of using marbles alone, the game may be played with cards such as shown at **44** in Fig. 4. These cards **44** are arranged in four stacks of 12 cards each. Each card has its own color. The cards in each stack are numbered 1 to 12. In playing with these cards, they are placed face down and the player takes the top card of one stack and turns it over. If, for example, the card is a green 6, he advances the marble into the hole in the green block opposite Mississippi, which is the sixth state up from "Start." The rest of the procedure is the same as when the marbles are propelled,

If the marble lands in one of the spaces in the middle of one of the groups, as for example, in space **28**, he must do as instructed in that space. If he lands in **28**, he must, therefore, advance his marble three spaces. If he lands in space **30**, he must answer the question on one of the cards labeled "Land of Opportunity."

Although this invention has been described in considerable detail, such description is intended as being illustrative rather than limiting, since the invention may be variously embodied, and the scope of the invention is to be determined as claimed.

What is claimed as the invention is:

1. In an education game of the class described, player equipment comprising a master board and a plurality of individual player boards, said master board having a plurality of annular rows of blocks thereon, each of said

rows being of a different color, one of said rows having the names of a state on each of the blocks therein, and the blocks in the remaining rows having holes therein, the blocks having holes being arranged so that one block of each color is aligned with each block having the name of a state thereon, said names corresponding to states outlined on a map printed on each of said player boards, each of said player boards being provided with parallel rows of state names corresponding to the names on said master board, a plurality of differently colored blocks, each having a hole therein, aligned with each of the names in said parallel rows, and indicating means placeable into one of the holes on the master board, whereby an individual player board is used by an individual player to record the result of his individual play with said indicating means on said master board.

2. The device of claim 1 wherein said indicating means are variously colored propellable marbles.

3. The device of claim 1 wherein variously colored pegs are insertable into a hole in the appropriate state on the map.

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