United States Patent [19]

Horner

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[54] **SPICE GAME**

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[52] **U.S. Cl.** ..... **273/1 R**
[51] **Int. Cl.** **A63f 9/00**
[58] **Field of Search** ..... 273/1 R

[56] **References Cited**

OTHER PUBLICATIONS

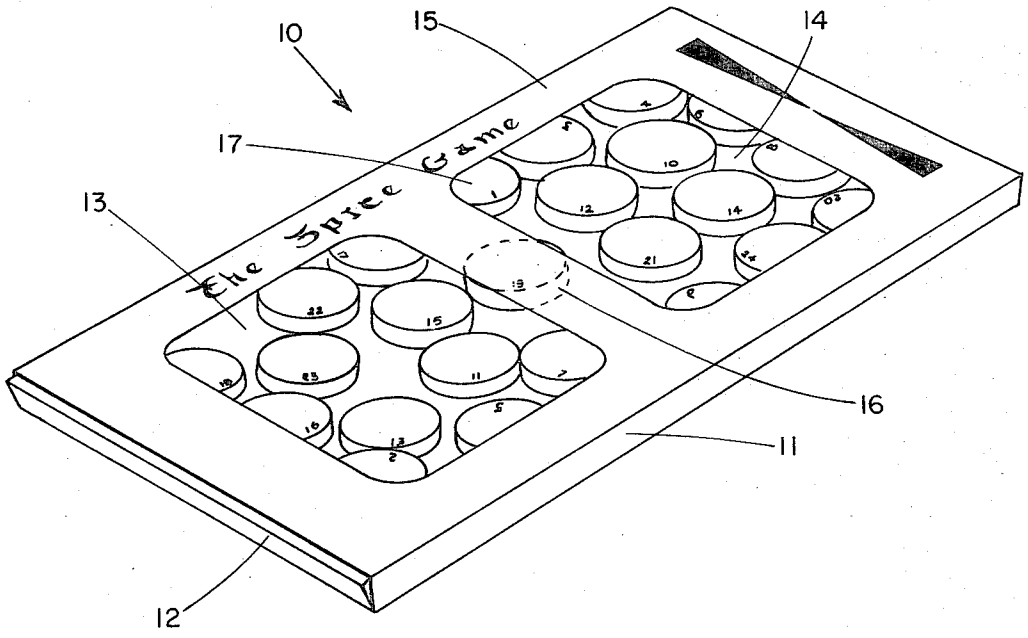
Sears Christmas Catalog 1968 p. 177 item No. 24.

Primary Examiner—Anton O. Oechsle
Assistant Examiner—Paul E. Shapiro
Attorney, Agent, or Firm—Woodard, Weikart, Emhardt & Naughton

[57] **ABSTRACT**

A spice game wherein the objective is to correctly guess all of the spices of the game without smelling or touching the spices. The game includes a plurality of sealed containers. Each container has a single spice contained therein which is different from the spices in the remaining containers. Each container is sealed to prevent a player from touching or smelling the spice. The containers are transparent to allow for the visual observation of the spices. Each container has a number marked thereon to allow for the subsequent identification of the spices. In a preferred embodiment there are 24 different spices in circular containers. The containers are in a flat package with two openings with the width of the frame portion around the openings being less than the diameter of a circular container.

5 Claims, 2 Drawing Figures



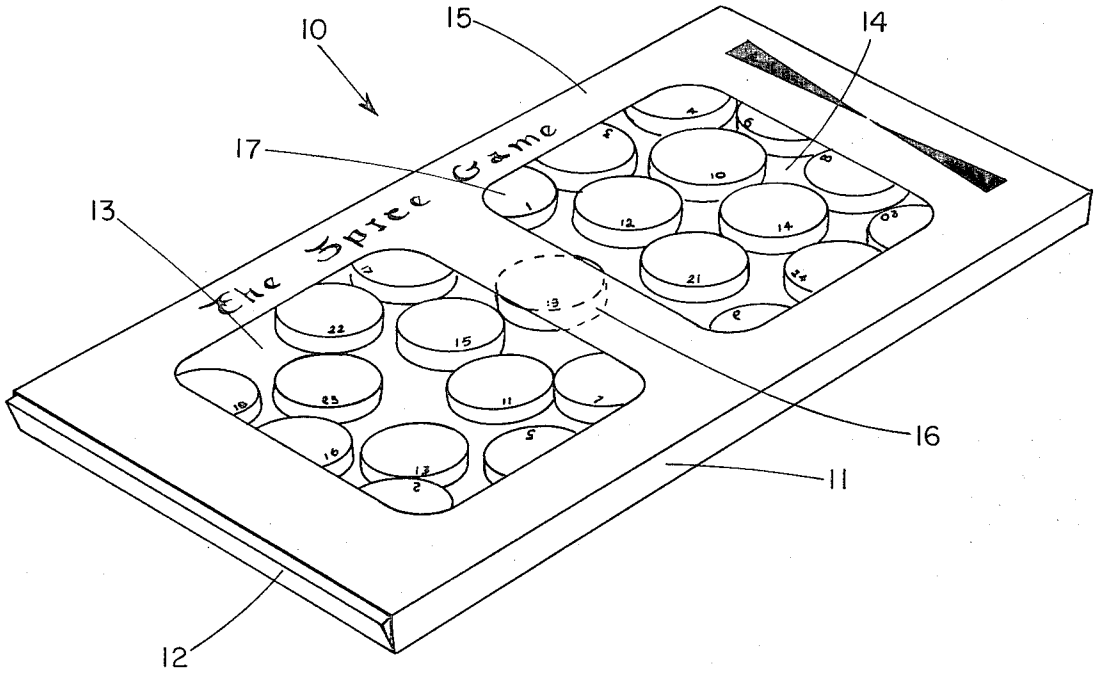


FIG. 1

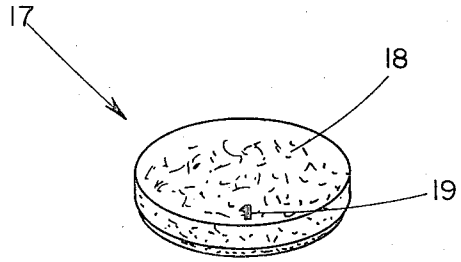


FIG. 2

SPICE GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention is in the field of games.

2. Description of the Prior Art

Several patents have been granted which disclose games wherein the players of the game are required to use especially their visual observation powers. For example, in the U.S. Pat. No. 2,812,183 issued to R. D. Schiff, a game is described wherein the object of the game is to discover through visual observation the identity of the particular product. The subject matter is progressively exposed to the players through windows of increased area until the entire area of the subject matter is exposed. In the U.S. Pat. No. 3,471,148 issued to A. T. Janiszewski et al., a game is disclosed wherein cards are initially concealed from view and are subsequently exposed at a slow rate until the entire face of the part is observed. In the U.S. Pat. No. 3,484,105 issued to E. A. Winston, a kinesthetic identification game is disclosed wherein three dimensional objects are identified by touch and selected to match a visual illustration of the object. Disclosed herein is yet another visual identification game. The game disclosed herein requires each player to identify a plurality of spices by only visually observing the spices and not touching or smelling the spices.

SUMMARY OF THE INVENTION

One embodiment of the present invention is a spice game comprising a plurality of transparent containers with each container having therein a single spice different from that contained in remaining containers of the plurality, each container being completely sealed preventing the escape of spice scents so as to allow for the objective of the game for the players to correctly guess all of the spices within the containers without smelling or touching the spices, the containers being consecutively marked to allow identification of the spices subsequent to the guessing of the spices by the players.

It is an object of the present invention to provide a new and improved game which stresses the importance of visual observation.

Yet another object of the present invention is to provide a game involving the identification of spices.

Related objects and advantages of the present invention will be apparent from the following description.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of a package which contains the game incorporating the present invention.

FIG. 2 is a perspective view of one of the spice holding containers shown in FIG. 1.

DESCRIPTION OF THE PREFERRED EMBODIMENT

For the purposes of promoting an understanding of the principles of the invention, reference will now be made to the embodiment illustrated in the drawings and specific language will be used to describe the same. It will nevertheless be understood that no limitation of the scope of the invention is thereby intended, such alterations and further modifications in the illustrated device, and such further applications of the principles of the invention as illustrated therein being contemplated as would normally occur to one skilled in the art to which the invention relates.

Referring now more particularly to FIG. 1, there is shown a game 10 which includes a package 11 which is provided with a flap 12 at one end thereof for the insertion and removal of a plurality of containers 17. The top wall 15 of package 11 is provided with two openings 13 and 14 separated by rib 16. The package holds twenty-four different containers each of which contains a separate spice. As will be apparent from FIG. 1, the top transparent wall of some of the containers are completely visible whereas the top transparent walls of some of the other containers adjacent the edges of the package and beneath rib 16 are only partially shown.

Referring now more particularly to FIG. 2, there is shown one of the containers 17 which holds spice 18. Each container may be produced from a transparent material such as plastic to allow each player to visually observe the spice contained therein. In addition, each container is provided with a marking 19 which is different from the markings on the remaining containers. For example, each container shown in FIG. 1 is consecutively marked with a number starting from 1 and ending at 24. On a separate master sheet, the spices which are in each container are identified. Thus, a player picking up the container marked with the number 3 may at the end of the game refer to the master sheet to determine the spice which is in the container marked with the number 3.

Each container is completely sealed so as to prevent the escape of spice scents from the container. Likewise, by sealing the container the players are unable to directly touch the spices within the containers. It should also be noted that each container is disc-shaped and is identically sized. It can be appreciated that it would be possible in lieu of passing each container one at a time to each player for identification of the spice that the complete package 11 could be passed to each player. In this way, each player would have to identify all of the spices at one time. Since some of the containers are partially concealed by wall 15, the game would become more difficult. To prevent the container from falling through openings 13 and 14, a suitable flexible plastic sheet may be secured to wall 15 over openings 13 and 14.

In one embodiment of the game, 24 containers were utilized with each container having a number within the range of 1 to 24. Following is a list of the particular spices which were contained in each container 1 through 24:

CONTAINER NUMBER	SPICE
1	Rosemary Leaves
2	Pepper
3	Red Pepper
4	Caraway Seeds
5	Peppercorns
6	Celery Salt
7	Leaf Oregano
8	Garlic Salt
9	Nutmeg
10	Paprika
11	Curry Powder
12	Poppy Seed
13	Mustard
14	Celery Seeds
15	Allspice
16	Sage
17	Cream of Tartar
18	Dill Seed
19	Cinnamon
20	White Pepper
21	Pumpkin Pie Spice

22	Mustard Seeds
23	Chili Powder
24	Ginger

To play the game, the spice containers each of which is shaped like a disc is passed from player to player starting with the first container until all 24 spice containers have been passed around. A player is not allowed to open or to smell any of the spices. Thus, each player is allowed to identify the spice by sight only. As each spice container is passed, the player lists his guess on a sheet of paper numbered 1 through 24. The object is to guess correctly all 24 spices with the player with the most correct answers winning the game. It should be noted that each container has a single spice therein which is different from that contained in the remaining containers.

It will be obvious from the above description that the present invention provides a new and improved game wherein the visual observation powers of each player are emphasized. It will be further obvious from the description that the present invention provides a game which requires each player to identify a plurality of spices.

While the invention has been illustrated and described in detail in the drawings and foregoing description, the same is to be considered as illustrative and not restrictive in character, it being understood that only the preferred embodiment has been shown and described and that all changes and modifications that come within the spirit of the invention are desired to be protected.

The invention claimed is:

1. A spice identification game which comprises:

a plurality of flat transparent containers, each having therein a single spice different from that contained in remaining containers of said plurality, each container being sealed to prevent the escape of spice scents so as to allow for the objective of the game for the players to correctly identify all of the spices within said containers without touching or smelling the spices, the containers being marked to allow identification of the spices subsequent to the guessing of the spices by the players; and

a flat package having a first surface upon which said plurality of containers is arrayed and having opposite said first surface a second surface adjacent said plurality of containers, the second surface having a continuous border portion extending inwardly from its edges to define an opening which allows observation of all of the containers with some of the containers being only partially observable, said package having an edge portion which includes an opening for inserting the containers in said package and for removing the containers from said package.

2. The game of claim **1** wherein:

each container is disc shaped and is identically sized and the border portion of the second surface is narrower than the diameter of the containers.

3. The game of claim **2** in which the first and second surfaces of said package are rectangular and the edge portion of said package includes a flap to cover the opening in the edge portion.

4. The spice game of claim **3** wherein:

said plurality includes at least 12 containers each containing only one of the following spices:

rosemary leaves, pepper, red pepper, caraway seeds, peppercorns, celery salt, leaf oregano, garlic salt, nutmeg, paprika, curry powder and poppy seed.

5. The spice game of claim **4** wherein:

said plurality includes twenty-four containers each containing only one of the following spices: rosemary leaves, pepper, red pepper, caraway seeds, peppercorns, celery salt, leaf oregano, garlic salt, nutmeg, paprika, curry powder, poppy seed, mustard, celery seeds, allspice, sage, cream of tartar, dill seed, cinnamon, white pepper, pumpkin pie spice, mustard seeds, chili powder and ginger.

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