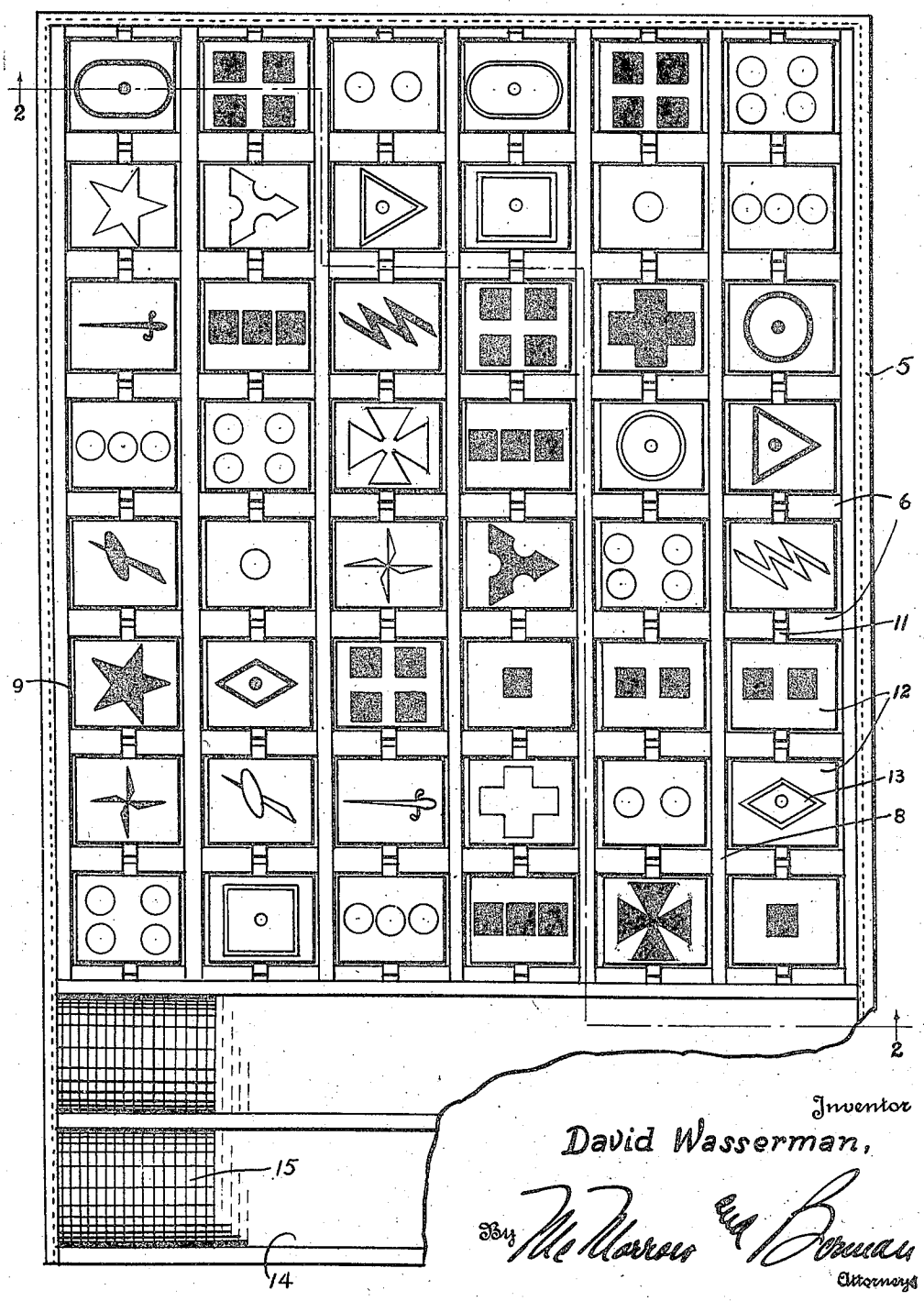
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GAME

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FIG. 1



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FIG. 2

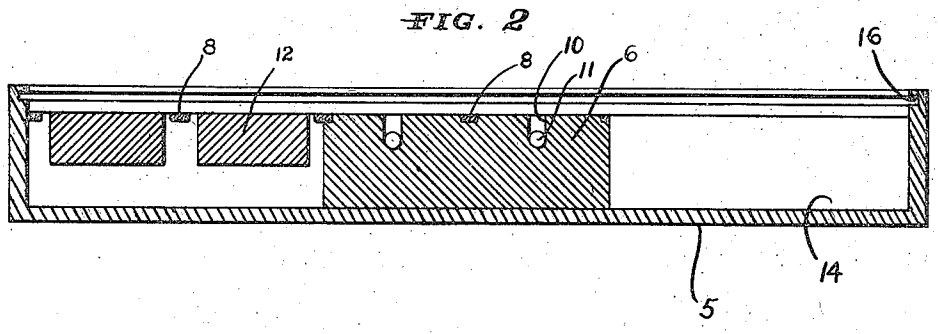


FIG. 3

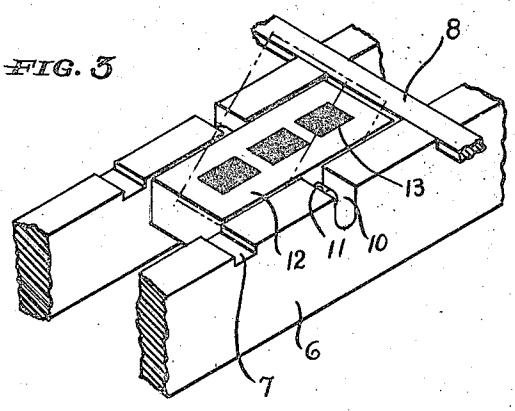


FIG. 4

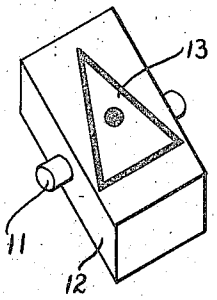
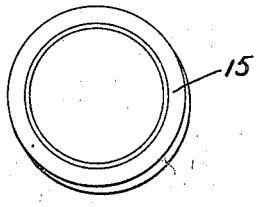


FIG. 5



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UNITED STATES PATENT OFFICE

2,452,341

GAME

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Application March 13, 1945, Serial No. 582,566

2 Claims. (Cl. 273—136)

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The present invention relates to new and useful improvements in games, and more particularly to a game involving the exercise of a person's memory.

More specifically, the invention embodies the provision of a tray having a plurality of game pieces provided with trunnions on opposite edges thereof and supported in the tray in a manner so that opposite faces of the game pieces may be moved uppermost and providing distinguishable symbols or geometric designs on one face of the game pieces, the players attempting to memorize the positions of corresponding game pieces when the same are arranged face downwardly in the tray.

An important object of the invention is to induce a person to exercise his powers of concentration and which at the same time will prove amusing and entertaining to children and adults alike.

A further object of the invention is to provide a game of this character of simple and practical construction, which is neat and attractive in appearance, relatively inexpensive to manufacture and otherwise well adapted for the purposes for which the same is intended.

Other objects and advantages reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming part hereof, wherein like numerals refer to like parts throughout, and in which:

Figure 1 is a top plan view.

Figure 2 is a sectional view taken substantially on a line 2—2 of Figure 1.

Figure 3 is an enlarged perspective view of a pair of the supporting partitions for pivotally mounting the game pieces on the upper edges thereof.

Figure 4 is a perspective view of one of the game pieces.

Figure 5 is a perspective view of one of the chips employed in computing the score of the game.

Referring now to the drawings in detail, wherein for the purpose of illustration I have disclosed a preferred embodiment of the invention, the numeral 5 designates a tray having an open top and having a plurality of spaced parallel partitions 6 positioned therein extending from one side of the tray to an opposite side thereof.

The upper edges of the partitions 6 are formed with flat notches 7 adapted for receiving strips 8 also arranged in spaced parallel relation to each other and at right angles to the partitions 6 to define compartments 9 in the upper portion of the tray.

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The partitions 6 are also formed with notches or grooves 10 in their upper edges between each pair of the grooves 7, the notches or grooves 10 of the respective partitions being in alignment with each other and adapted for pivotally receiving trunnions 11 projecting outwardly from the opposite side edges from blocks or game pieces 12.

One surface of the blocks or game pieces 12 is decorated or otherwise suitably ornamented with a symbol or design 13 which may be in the form of a geometric figure or well known object, as will be apparent from an inspection of Figure 1 of the drawings.

The opposite face of the block or game piece 12 is blank and the blocks or game pieces are supported above the bottom of the tray 5 so that the game pieces may be turned on the trunnions 11 to reverse the position of the game pieces so as to bring either face of the game piece into an uppermost position. Accordingly, when the blank face of the game piece is uppermost, the symbol or design 13 thereon will be concealed.

A plurality of the blocks or game pieces 12 are provided with corresponding symbols or designs and the blocks carrying the identical symbols or designs are scattered in positions remote from each other throughout the tray.

One end of the tray is provided with one or more racks or channels 14 in which game chips 15 may be placed for convenient carrying or storage purposes.

In playing the game, the blocks or game pieces 12 are placed with their symbol or design face downwardly on a table or other flat surface and the blocks shuffled and then placed in the tray with the trunnions 11 supported in the grooves 10 with their blank faces uppermost.

A player then turns one of the blocks or game pieces to bring its symbol or design uppermost and then endeavors to select a matching block or game piece. If he fails, the pair of blocks or game pieces are then turned down with their blank faces uppermost and the next player then takes his turn to likewise endeavor to select a pair of matching or duplicate blocks or game pieces.

If a player succeeds in selecting a pair of matching blocks or game pieces, the same are removed from the tray and placed in front of the player. The successful player is then paid a bonus of one chip apiece by each of the other players and also is entitled to another play to endeavor to turn up a third block or game piece

to match the other game pieces previously turned up by him. If he is again successful, he is paid another bonus by the remaining players and is also entitled to continue the play.

It will be apparent that any suitable rules may be formulated for playing the game including the paying of bonuses as well as penalties under certain conditions.

Since considerable variation in the rules of the game may be devised, it is not deemed necessary to herein set forth any fixed set of rules for playing the game.

Guide grooves **16** may be formed in the inner sides of the tray **5** adjacent the upper edges thereof for slidably receiving a cover (not shown) for securing the game pieces and chips in position in the tray, when not in use.

It is believed the details of construction, manner of operation and advantages of the invention will be readily understood from the foregoing without further detailed explanation.

Having thus described the invention, what I claim is:

1. A game device comprising a rectangular open tray having parallelly spaced partitions extending between opposite sidewalls thereof, parallelly spaced strips extending between the remaining opposite sidewalls of said tray and intersecting said partitions at right angles so as to define rectangular compartments, said strips being supported substantially on a level with the upper edges of said partitions, an interchangeable individual game piece for each compartment comprising a plate-like body of a rectangular shape substantially conforming to the shape of the compartment, trunnions projecting laterally outwardly from opposite side edges of said body at points midway between the opposite ends of said body, laterally adjacent ones of said partitions being formed with vertical slots midway between the related laterally adjacent strips through which said trunnions project to rest rotatably upon the lower ends of said slots, said lower ends of said slots being positioned at a level to expose a face of said game piece substantially flush with the said upper edges of said partitions, wherein the opposite face of the game piece is at a level below and concealed by the laterally adjacent partitions and strips, one face of said game piece being plain and the opposite face formed with a design, said game piece normally occupying a position with one of its faces exposed flush with the upper edges of said partitions and being rotatable on said trunnions to expose the other face thereof and conceal said one face.

2. A game device comprising a rectangular open tray having parallelly spaced partitions extending between opposite sidewalls thereof, parallelly spaced strips extending between the remaining opposite sidewalls of said tray and intersecting said partitions at right angles so as to define rectangular compartments, said strips being supported substantially on a level with the upper edges of said partitions, an interchangeable individual game piece for each compartment comprising a plate-like body of a rectangular shape substantially conforming to the shape of the compartment, trunnions projecting laterally outwardly from opposite side edges of said body at points midway between the opposite ends of said body, laterally adjacent ones of said partitions being formed with vertical slots midway between the related laterally adjacent strips through which said trunnions project to rest rotatably upon the lower ends of said slots, said lower ends of said slots being positioned at a level to expose a face of said game piece substantially flush with the said upper edges of said partitions, wherein the opposite face of the game piece is at a level below and concealed by the laterally adjacent partitions and strips, one face of said game piece being plain and the opposite face formed with a design, said game piece normally occupying a position with one of its faces exposed flush with the upper edges of said partitions and being rotatable on said trunnions to expose the other face thereof and conceal said one face, said slots having sufficient aperture at their open upper ends to permit removal and interchange of game pieces in said compartments by removal and insertion of the trunnions of the game pieces through the open upper ends of said slots.

DAVID WASSERMAN.

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