J. F. PATTERSON.

EDUCATIONAL GAME.

APPLICATION FILED FEB. 4, 1919.

1,353,491. Patented Sept. 21, 1920.

Fig. 1

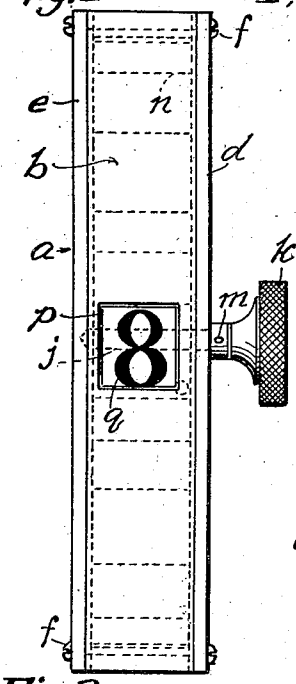


Fig. 2

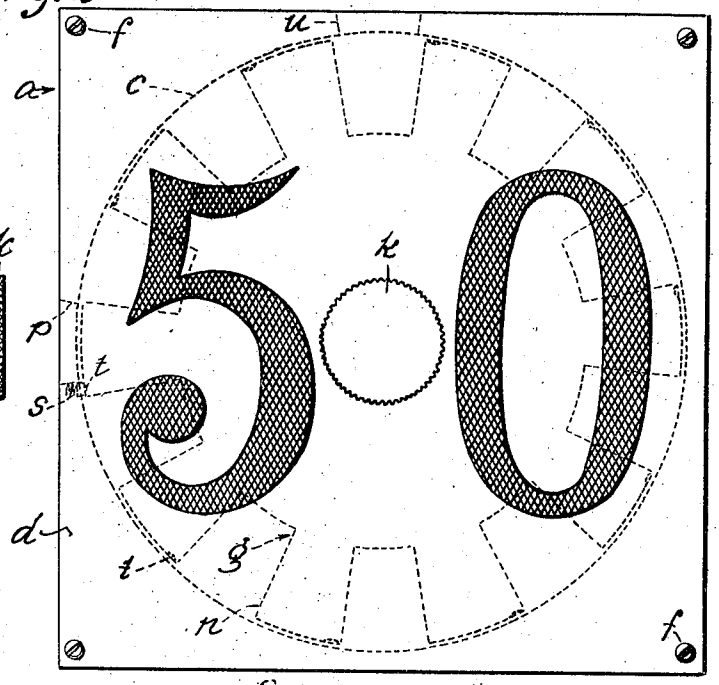


Fig. 3

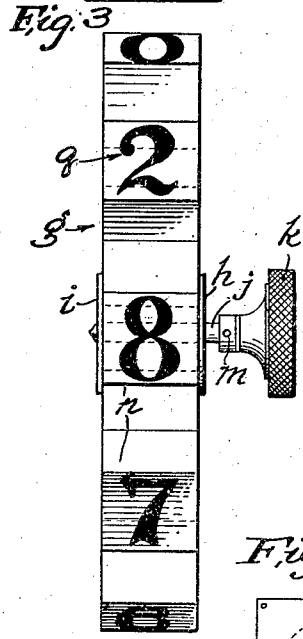


Fig. 4

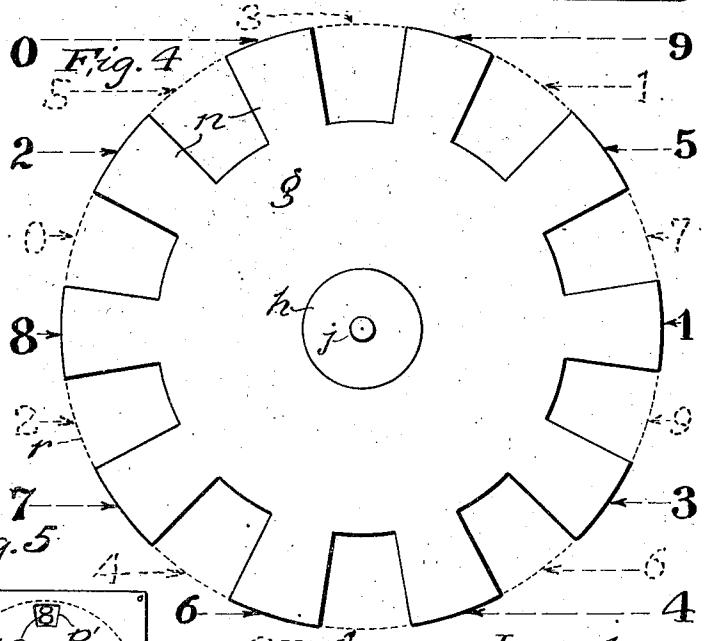
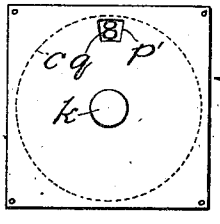


Fig. 5



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EDUCATIONAL GAME.

1,353,491. Specification of Letters Patent. Patented Sept. 21, 1920.

Application filed February 4, 1919. Serial No. 275,027.

To whom it may concern:

Be it known that I, JOHN F. PATTERSON, a citizen of the Dominion of Canada, and subject of Great Britain, residing at Los Angeles, in the county of Los Angeles and State of California, have invented a new and useful Educational Game, of which the following is a specification.

This invention consists in a game designed more especially for the education and amusement of children; but will also be found amusing and instructive to persons of all ages as it constitutes a mental drill in addition and subtraction and will be found useful in both the school room and the home.

An object of this invention is to provide a game apparatus that will combine simplicity and ease of construction with cheapness and durability.

Other objects, advantages and features of invention may appear from the accompanying drawing, the subjoined detailed description, and the appended claims.

The accompanying drawing illustrates the invention.

Figure 1 is an edge view of my game apparatus.

Fig. 2 is an elevation of the same from the right of Fig. 1.

Fig. 3 is an edge elevation of the interior revolving element.

Fig. 4 is a side elevation of the element shown in Fig. 3 with the handle removed.

Fig. 5 is a view in elevation on a small scale of a modified form.

The case *a* as here shown, is constructed of a square block of wood *b*, though other material of proper thickness may be used. A circular hole *c* is cut through the block *b* and the flat side pieces *d* and *e* are screwed onto each side of the block by means of the screws *f* thus forming a recess or chamber *c* for the revolving member *g*, said member being practically in the form of a wheel a little smaller in thickness and circumference than the chamber *c*. It is provided with the bosses *h* and *i* and with a spindle *j* which allows it to freely revolve in the recess, when the handle *k* which is secured to the spindle *j* by the pin *m*, is turned.

The wheel *g* is provided on its periphery with the radial projections *n* preferably ten in number. The peripheral face of each of these projections has imposed on it one of the ten digits arranged in promiscuous order respectively, as may be seen in Fig. 4 in which the numbers are shown at either side with their arrows pointing to the projection on which said number appears.

In one edge of the case *a* is provided an aperture *p* of sufficient size to expose a number *q* on the wheel *g*.

On one side of the case *a*, preferably that side on which the handle *k* is located, is inscribed the numeral "50," and such, if desired may be termed the name of the game.

The game may be played as follows:

The first player, by a quick turn of the handle *k* sets the wheel *g* to spinning. As it stops, the player, with paper and pencil in hand, notes down the number which appears through the aperture, each successive player in turn doing the same; each player adding to his prior numbers his last number. When the total of any player reaches the exact sum of fifty he has reached the goal and won the game. If, however, his last number makes his total more than fifty, he must continue playing, substracting and adding until he obtains for his total the exact total of fifty. That is to say, should he reach the total of 47 and his next number is 5, making 52 he would at his next turn substract the number appearing, which, if it is 7 would reduce his total to 45; and he would need another turn; and if this subsequent turn gave him a number greater or less than the number needed, it will be seen that the uncertainty and chance will give interest to the game.

While the construction above described is considered a preferable one, it is understood that the casing may also be made by boring a circular recess in a solid block of wood and using only one side plate as a closure.

The wheel may be made as large as desired; and the periphery may be made a solid face instead of being cut into radial abutments, as shown by the dotted line *r* in Fig. 4, and the numerals spaced apart around the periphery.

While the total, fifty, is selected as the goal, I do not confine myself to that total; as any other total may be selected by the players of the game. So that any other number or name may be inscribed upon the casing as a title.

The game may be elaborated by placing between the numbers on the wheel similar numbers of a different color, red, for instance as distinguished from black for the

first numbers; the appearance of the red numbers acting to set back the player's total or as a debit against his credit, thus prolonging the game. If the debits occur after the player has gone beyond the goal total they may act inversely to cancel a subtracting credit and thus keep him working backward. These additional or debit numbers are indicated by the dotted numerals in Fig. 4.

Any well known means may be used to cause the wheel to stop with a numeral in exact register with the aperture in the casing. I use the spring stop *s* in connection with the cup *t* as shown in Fig. 2.

I do not confine myself to the use of numerals on the wheel, but may use letters instead, making the goal of the game the construction of a word by the player putting together the chance appearing letters.

In the drawings the aperture is shown on a side edge but if desired may be placed in top as shown by broken lines *u* on Fig. 2.

The device may also be made with the aperture *p'* on the face of the case as shown in Fig. 5, instead of on an edge when it will be necessary to place the characters *q'* near instead of on the periphery.

I claim:

1. A game apparatus comprising a rectangular casing; a circular recess within said casing; an aperture in the edge of said casing and communicating with said recess; a spring button in the casing at the edge of the aperture; a revoluble disk in said recess; radial abutments on the periphery of said disk; characters on the peripheral faces of said abutments; means on the abutments to engage the spring button on the casing adapted to check the revolution of the disk when under slow motion; removable sides for the casing; and a handle on the outside of said casing and connected with the said disk by which it may be revolved.

2. A game apparatus comprising a casing; an aperture in the casing; a spring button in the casing at the edge of the aperture; a wheel journaled in said casing; a handle outside of said casing and operatably connected with the wheel and by which the said wheel may be revolved; digit numerals in one color and approximately the size of said aperture, imposed on the periphery of the wheel and spaced apart; similar numerals of another color in the spaces between the first mentioned numerals; cup-shaped depressions in the face of the periphery adapted to engage resiliently the spring button in the casing and to act as a stop when the wheel is moving slowly, but to pass by under rapid motion.

In testimony whereof, I have hereunto set my hand at Los Angeles, California, this 25th day of January 1919.

JOHN F. PATTERSON.

Witness:
WM. M. GENTLE.