Dec. 2, 1941. T. J. WEAVER ET AL 2,264,492

GAME

Filed April 5, 1938

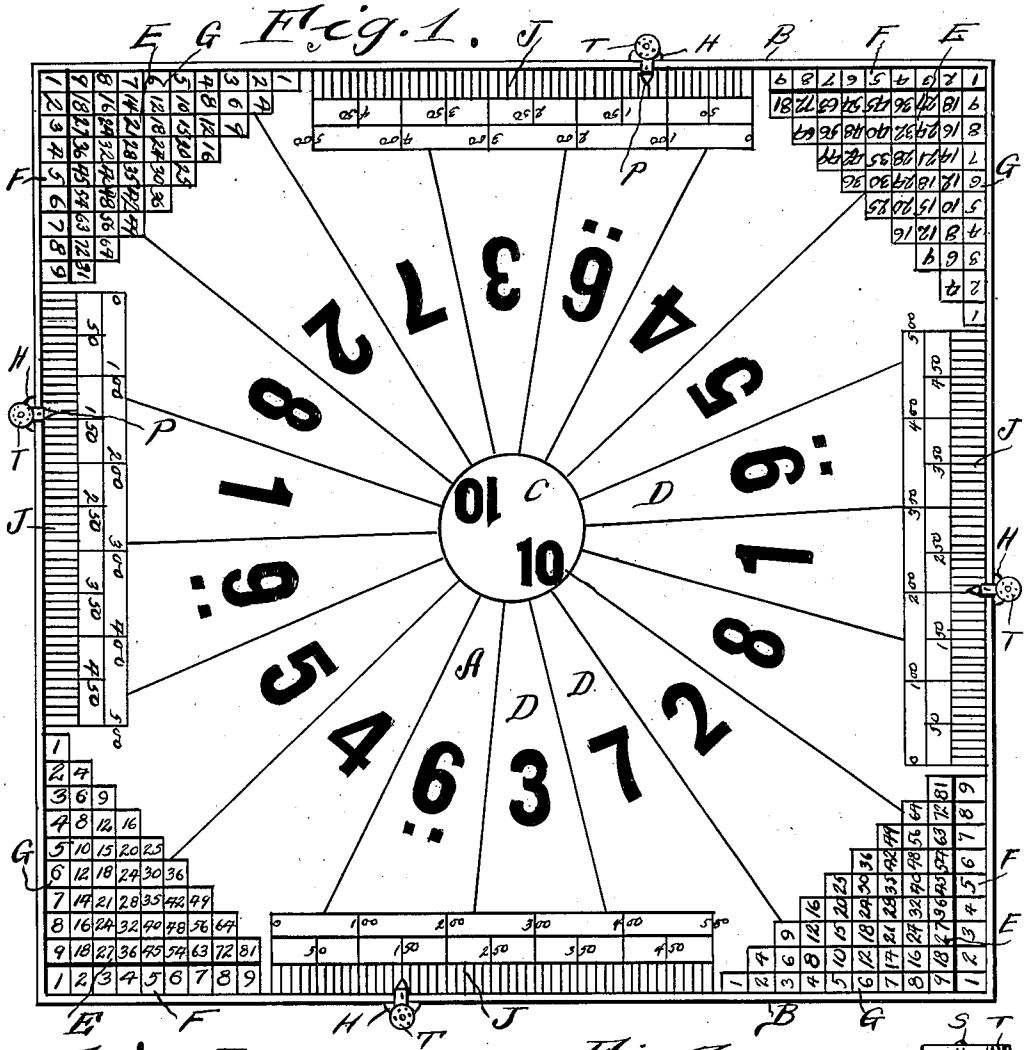


Fig. 1.

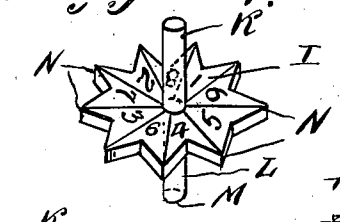


Fig. 4.

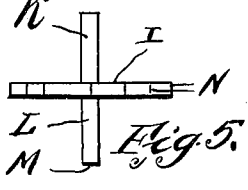


Fig. 5.

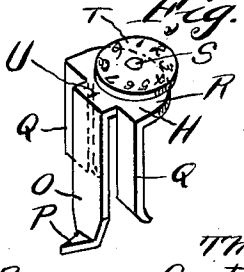


Fig. 3.

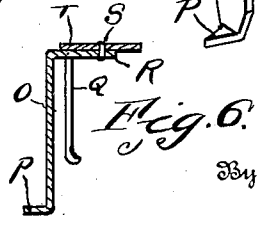


Fig. 6.

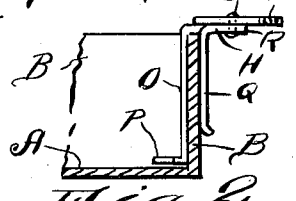


Fig. 2.

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UNITED STATES PATENT OFFICE

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GAME

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Application April 5, 1938, Serial No. 200,231

2 Claims. (Cl. 273—130)

The invention relates to educational game boards, and has for its object to provide a game board on which spinners are rotated by the players in zones having predetermined values, and the spinners provided with values to be multiplied with particular zone values for indicating the scores made in particular plays.

A further object is to provide the board with multiplication charts adjacent the players and on which cross readings may be taken for determining the score made by the player.

A further object is to provide the board with radially extending zones having values and the spinners with points which, when the spinner comes to rest, may straddle two zones for indicating a multiplication problem involving the value between the points and one of the zones and an addition problem between the spinner value and the other zone, thereby facilitating the teaching of multiplication as well as addition.

A further object is to provide the spinning end of the spinners with flat surfaces whereby, during the rotation of the spinners, they will travel over the board for increasing the hazard.

A further object is to provide the board with marginal flanges for preventing the spinners from working off the board and to mount slidable, frictionally held counters thereon for cooperating with scoring scales on the board.

A further object is to provide the counter markers with spring arms gripping the inner and outer sides of the flanges, one of said arms extending downwardly to the inner sides of the flanges and terminating in a pointer cooperating with counter scales on the board and the other arms engaging the outer sides of the flanges. Also to provide a rotatable units counter on each slidable counter and on which the units score of a player may be accumulated until a tens graduation movement can be made.

With the above and other objects in view the invention resides in the combination and arrangement of parts as hereinafter set forth, shown in the drawing, described and claimed, it being understood that changes in the precise embodiment of the invention may be made within the scope of what is claimed without departing from the spirit of the invention.

In the drawing:

Figure 1 is a plan view of the game board.

Figure 2 is a transverse sectional view through one side of the game board, showing one of the counters in side elevation.

Figure 3 is a perspective view of one of the counters.

Figure 4 is a perspective view of one of the spinners.

Figure 5 is a side elevation of one of the spinners.

Figure 6 is a vertical longitudinal sectional view through one of the counters.

Referring to the drawing A represents a flat game board and B a marginal flange extending around the game board and adapted to receive a cover for shipment and storage purposes. The game board is shown square, however it is obvious any number of sides may be used for increasing or decreasing the number of players. The board shown is for use by four players. The game board A is provided with a central zone C having a ten by ten value and radiating from the zone C are zones D having varying values as shown, and these zones extend to the flanges B of the board. In each corner of the board is a multiplication chart E for each player. The charts E indicate multiplication problems as high as nine times nine, however it is to be understood the charts may be extended for higher values, and all indicia used thereon, as well as on the board may be varied. It will be noted that the zones D of the board have values which are included within the charts E, and when multiplying a score the player can select the lowest number of his combination in the series of figures F of the chart and the highest number in the series of figures G at the side of the chart and where the lines intersect between these numbers, at right angles, the score will be indicated. As shown in the drawing, the score of five times six would be thirty. The game is particularly adapted for teaching children their multiplication tables, and by changing the values on the charts addition may be taught.

After the players have taken their positions each selects a counter H and a spinner I of corresponding color and place the counters on the flanges B above the scoring scale J. The first player spins his spinner I on the game board by grasping the portion K between the fingers. It will be noted that the spinner projections L have flat ends M, which cause the spinner to move over the board and over the various zones D, rather than stand in one place, as would be the case if the point were sharp. The spinner I is provided with a plurality of points N having values from one to nine between the same, and when the spinner comes to rest two of these points will rest on the board. At times the two points will be in a single zone D, or straddle the adjacent sides of zones. Where the two points rest in a single zone, the particular zone value and spinner value

between the points are multiplied together. Where the points straddle the zone, however, an additional value is given, for instance if the sixth value of the spinner is on zone 1 and 8 the players score would be six times 8, which is forty eight, plus six times one, making a score of fifty four. If the spinner stops in the zone C, a score of one hundred is made. All the following players play in the same manner however the spinners are left on the board until all the plays are completed, as there is a possibility of subsequent spinners moving the positions on previous spinners and changing the score value thereof.

It will be noted that there is a counter H on each flange B, adjacent each player and above the counter scale J. Each counter scale J is provided with tens graduations up to five hundred, however, it is to be understood that the scales may run higher. The counters are provided with downwardly extending arms O, disposed on the insides of the flanges B and with horizontal arms P, adapted to cooperate with the graduations of the scales.

The counters are also provided with arms Q, which engage and grip the outer sides of the flanges B of the game board and in combination with the arm O, frictionally hold the counters against accidental displacement. The upper ends of the arms O and Q are connected together by a horizontally disposed body portion R, on which is pivotally mounted at S a units counter wheel T, having numerals 1 to 9 thereon, and by means of which wheel the players can keep track of unit values between the tens values on the scales J. A registering mark U may be provided for purposes of accuracy. After succeeding plays the total score of a player may place the pointer P on a tens graduation and then the wheel 10 may be moved to a neutral position for the accumulation of further unit values.

From the above it will be seen that game is provided which has educational value for children learning arithmetic, and it is obvious the numeral indicia may run to high numbers if desired. The calculation and board are only extended to nine times nine for purposes of illustration only. In playing the game to encourage children to memorize the problems, extra score values may be given where they know the answer without consulting the charts. In some cases the charts may be made removable so the players can pick the charts up to more readily solve the problem.

The invention having been set forth what is claimed as new and useful is:

1. A game board having a spinner surface provided with zones having score values therein, a mathematical chart carried by the board and having indicia thereon corresponding to the values of the zones of the board, spinners having indicia thereon corresponding to the zone values and chart values said chart values when cross read at right angles indicating a total score.

2. A game board comprising a flat member having zones of different value thereon and on which a spinner is adapted to be spun, a mathematical cross-read multiplication chart having values equivalent to the values on the board and values on the spinner and score counter means carried by the board.

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