F. A. KOELLE, JR.

GAME.

APPLICATION FILED JULY 11, 1919.

1,408,952.

Patented Mar. 7, 1922.

3 SHEETS—SHEET 1.

Fig. 1.

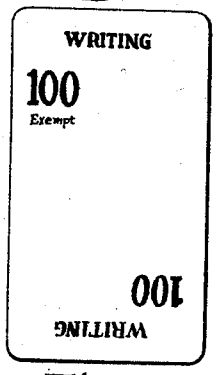


Fig. 2.

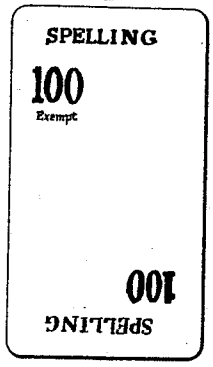


Fig. 3.

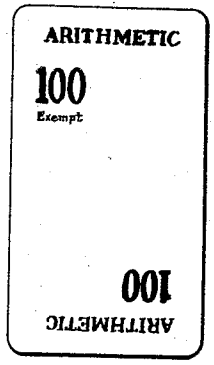


Fig. 4.

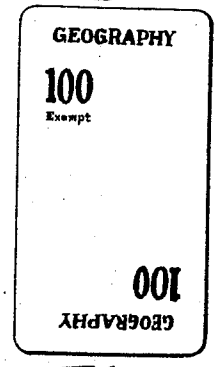


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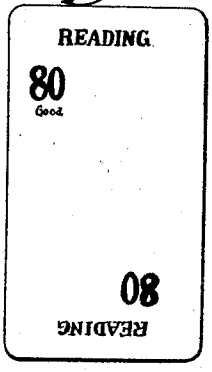


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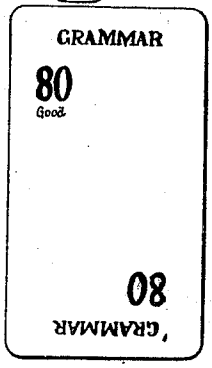


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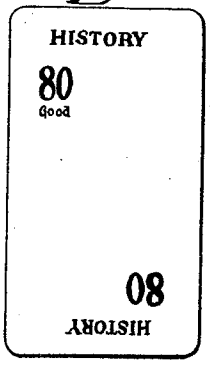


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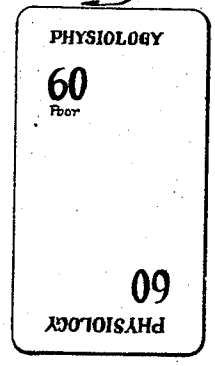


Fig. 9.

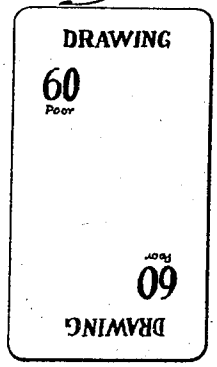


Fig. 10.

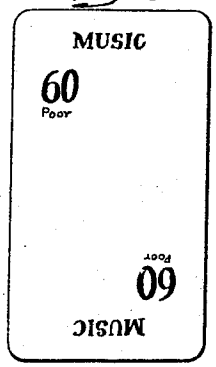


Fig. 11.

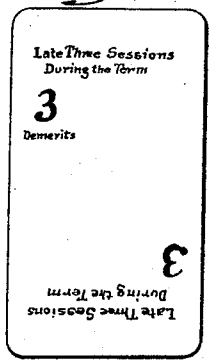
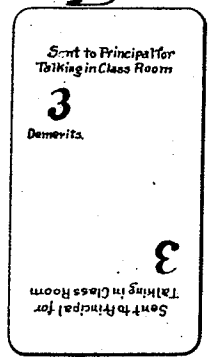


Fig. 12.



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by his Attorneys.
Howson & Howson

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3 SHEETS—SHEET 2.

Fig. 13.

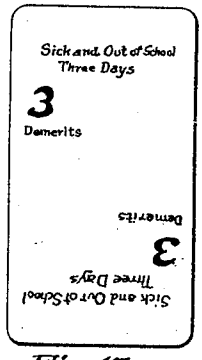


Fig. 14.

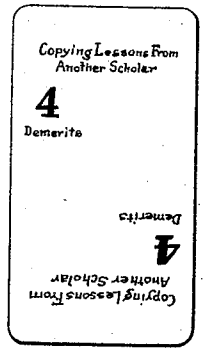


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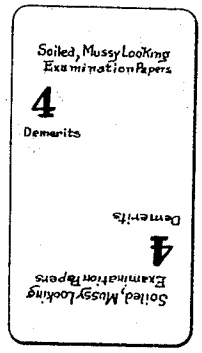


Fig. 16.

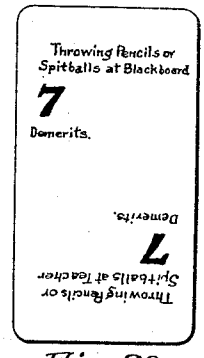


Fig. 17.

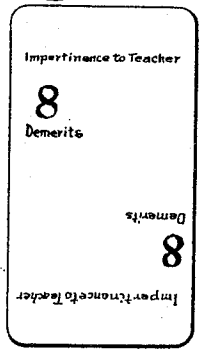


Fig. 18.

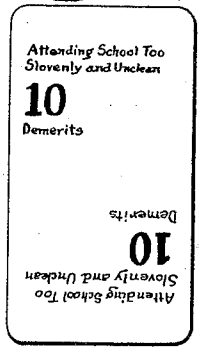


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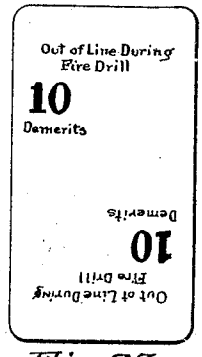


Fig. 20.

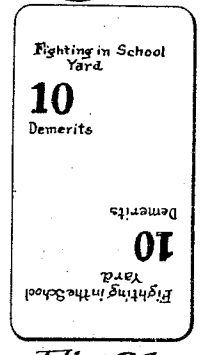


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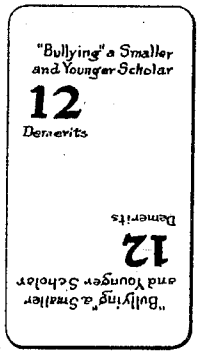


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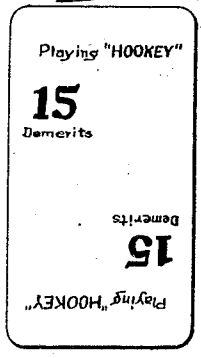


Fig. 23.

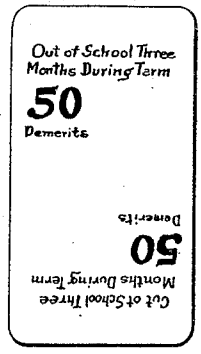
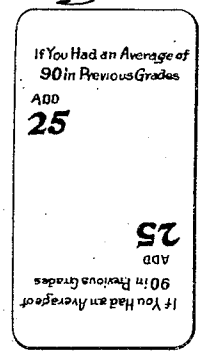


Fig. 24.



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3 SHEETS—SHEET 3.

Fig. 25.

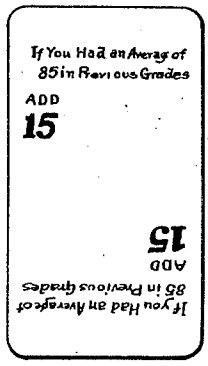


Fig. 26.

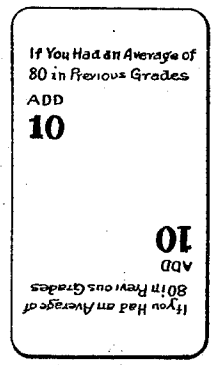


Fig. 27.

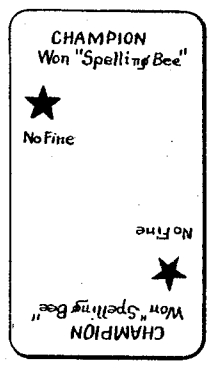


Fig. 28.



Fig. 29.



Fig. 30.

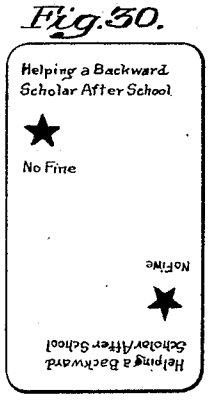


Fig. 31.

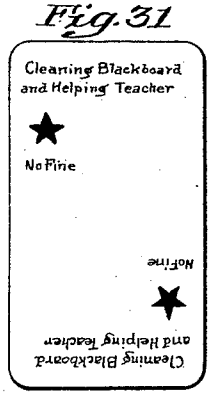


Fig. 32.

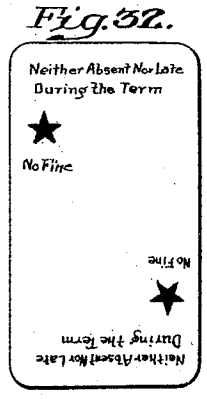


Fig. 33.

THROUGH SCHOOL TO "HIGH"

	Gertrude	Daddy	Ned	Freda	Freddie
FIRST	77	80	83	75	(69) 85
SECOND	94	—	—	80	—
THIRD	—	(68) 70	75	—	77
FOURTH	—	70	89	77	70
FIFTH	85	76	—	83	74
SIXTH	—		80	—	
SEVENTH	81		—	73	
EIGHTH	—		79		
High School	(76) 85				

Inventor:—
Frederick A. Koelle, Jr.
by his Attorneys.
Howson & Howson

UNITED STATES PATENT OFFICE.

FREDERICK A. KOELLE, JR., OF CAMDEN, NEW JERSEY.

GAME.

1,408,952. Specification of Letters Patent. Patented Mar. 7, 1922.

Application filed July 11, 1919. Serial No. 310,230.

To all whom it may concern:

Be it known that I, FREDERICK A. KOELLE, Jr., a citizen of the United States, residing in Camden, New Jersey, have invented Games, of which the following is a specification.

One object of my invention is to provide an interesting game played with cards and particularly adapted for the amusement of children.

In accordance with my invention two sets of cards are provided; one set of so called "lesson" cards of which, in a typical case, there would be thirty, and a set of the same number of "penalty" cards. The playing of my game is designed to simulate certain of the work and experiences of the school life of a child passing from the lowest school grade to and through the high school;— the winner of the game being the player who, after a number of deals of the cards, first secures the averages necessary to warrant his promotion through or skipping of the various grades and finally his passage through or graduation from the high school.

These objects and other advantageous ends I attain as hereinafter set forth, reference being had to the accompanying drawings, in which,

Figs. 1 to 10 inclusive are face views of ten of the "lesson" cards, indicating some of the subjects or studies which may be designated in playing my game;

Figs. 11 to 24 inclusive are face views of certain of the "penalty" cards which are designed to indicate the demerits or offenses committed by the scholar;

Figs. 25 to 32 inclusive are face views of certain of the "penalty" cards, indicating certain acts of the scholar, such as good work done, which do not reduce the player's score or which entitle him to a reward for having secured high averages in previous grades; and

Fig. 33 is a face view of the preferred form of score card used in playing my game.

In accordance with my invention, a full pack of cards includes "lesson" cards of ten studies, such as grammar, arithmetic, spelling, geography, music, history, drawing, writing, reading and physiology, and there are three cards for each study marked respectively with averages of one hundred, eighty and sixty, those having the average of one hundred being also marked "Exempt," those having eighty being marked "Good," and those having sixty being marked "Poor." (Figs. 1 to 10.)

Of the "penalty" cards there are twenty-one, of which certain are in duplicate, having designations of certain infractions of school rules and misbehavior, with numerals designating demerits to amounts depending upon the seriousness of the offence indicated. Six of the "penalty" cards represented in Figs. 27 to 32 have designations or headings indicating or designating certain good work done by the scholar and are marked with a star, so that possession of these neutral cards does not affect the player's average. Also among the "penalty" cards are three reward cards indicated in Figs. 24 to 26, entitling the player to add twenty-five, fifteen or ten, as the case may be, to his total average, if in a previous "Grade" or deal an average above ninety, eighty-five or eighty, respectively has been secured.

By preference, the "lesson" cards are of one color and the "penalty" cards are of another color, so that they may be readily sorted after any "examination" has been passed or any hand has been played, preparatory to shuffling and dealing for another hand.

In playing the game the method of procedure is preferably as follows:—with the number of cards specified there may be any number of players from two to five, and if five play, one preferably acts as "teacher," dealing the cards and keeping record of the averages, scores and standing of the other players. In dealing, both sets of cards should be separately shuffled and dealt, the "lesson" cards being kept separate from the "penalty" cards. The "lesson" cards should then be dealt singly until each player has received six and thereafter each player should likewise be given six "penalty" cards, the remaining cards being put to one side as a reserve. The players then examine their "lesson" cards and each player has the privilege of strengthening his hand by discarding any particular card desired and drawing an extra card from the reserve pack, although

on the other hand the original six cards may be retained if desired.

If in a typical case a player should receive the following cards:

Geography	100	Spelling	100
Arithmetic	80	Spelling	80
Arithmetic	60	History	60

he would naturally discard the low average "history 60" and he might draw from the reserve pack a "writing 80."

A player is entitled to retain but one card of each study so that in the case indicated, having two arithmetic cards and two spelling cards, it is necessary to discard one of each,—and the same requirement would apply to any other duplicate "lesson" cards in any of the players' hands. In so discarding, the player would naturally retain the highest average cards, so that in the typical case he would discard "spelling 80" and "arithmetic 60," so that his hand would finally contain four cards indicating different "lessons" as follows:

Geography	100	Spelling	100
Arithmetic	80	Writing	80

The teacher would then add the averages of the "lesson" cards held by each player and in the typical case would record the total "4—360" (the "4" indicating the number of subjects in which "examinations" were taken and the "360" indicating the total number of points received).

After the scores of all of the players have been noted, each player would turn face upward his six "penalty" cards. The total number of demerits indicated on these six cards is then added and if it be assumed that this total is "44," it is subtracted from the "lesson" total, as "360—44=316." This final number is then divided by the number of "examinations" taken, in this case four, and the player's average is then found to be "79" for the first grade. The "examination" averages of the other players are then entered by the teacher in the proper places on the score card, being in the particular instance illustrated, respectively "80," "83," "75," and "69." The cards are then collected, shuffled and dealt for another hand.

The object of the players is to be the first to enter and graduate from the "high school," and it requires an average of "70" to be promoted from one grade to the one next higher. If any player's average reaches "80," he may "skip" a grade, and should his average in any grade reach "90" or better, he may "skip" two grades. An average of less than "70" prevents the player from being promoted and he must again take the same grade "examination" when the next hand of cards is played. Should the average be under "60," the player would be demoted one grade.

The player cannot "skip" through the high school and though he might have an average of "80" or better in the eighth grade, which would ordinarily entitle him to "skip" the following grade, at this point he may be considered as having entered the high school, just as if his average had been "70" or over. In order to graduate from the high school, the player must have an average of "80" or better to win the game and should two or more players "graduate" the same year (or in the same deal), then the one having the highest graduating average would win the game.

If a player in the second grade, for example, has an average of over "80," so that he is permitted to "skip" a grade, the "80" is placed in the second grade space of the score card and a dash (—) is placed in the third grade space. In playing the next hand the same player would take his fourth grade "examination." If a player should receive an average of less than "70," then this number would be placed in the proper place on the score card and would have a ring drawn around it, indicating that said player has been "left back" so that on the succeeding deal he must again take the same grade "examination."

When any player among his "penalty" cards receives one of those designated "add 25," etc. for good averages in the previous grades, he is entitled to add this amount to the total of his "lesson" score before deducting the demerits of the "penalty" cards. As previously noted the neutral cards marked with a star and having designations indicating good work done, do not either require a penalty or entitle the player to score.

Obviously without departing from my invention the number of studies included in the "lesson" cards as well as the number of cards of each study may be varied, as may also the number, designation and amounts of the demerits indicated on the "penalty" cards. If desired, the neutral cards marked with a star may be altogether omitted, although I preferably use them as a means of increasing the interest in the game.

I claim:

1. A card game simulating scholastic education, comprising a plurality of sets of cards, one of said sets indicating various studies and having numerals to be averaged, and another of said sets indicating demerits and detracting from the averages of the first named set.

2. A card game based upon the passage of scholars through the grades of school, said game comprising a plurality of sets of cards, one of said sets indicating various studies and having numerals to be averaged, another of said sets indicating misbehavior and detracting from the averages of the first named set, another set indicating re-

ward and adding to the averages of the first named set, and another set acting as neutral cards.

3. A card game simulating scholastic education, comprising a plurality of series of cards, one of said series having numerals adapted to be averaged, another of said series having numerals adapted to detract from the said average, another of said series having numerals adapted to add to the first named average, and another of said series having no effect upon said average.

In witness whereof I affix my signature.

FREDERICK A. KOELLE, JR.