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3,495,701

ECONOMICAL ASPORTABLE AMUSEMENT DEVICE

Filed Feb. 19, 1968

fig. 1.

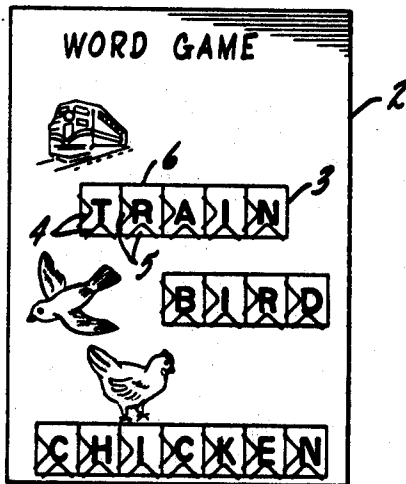


fig. 2.

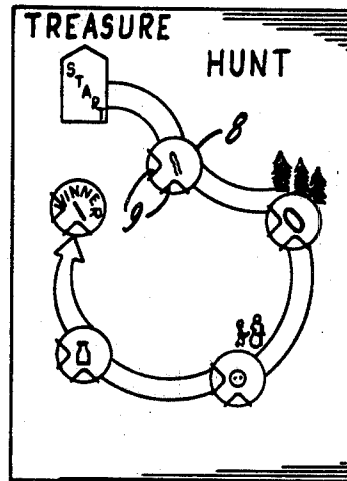


fig. 3.

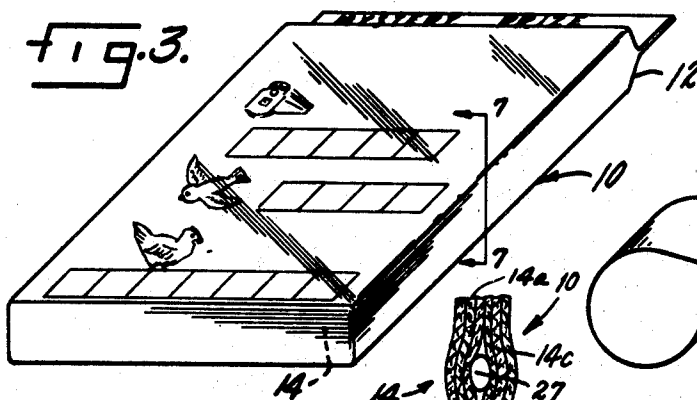


fig. 4.

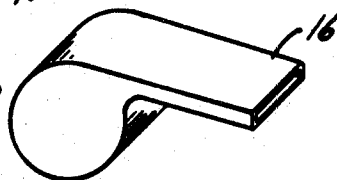


fig. 5.

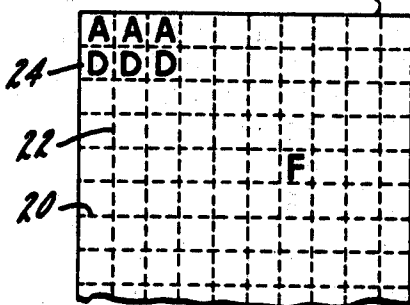
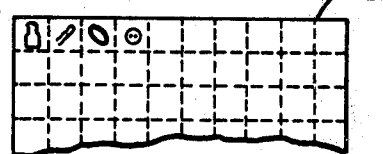


fig. 7.



fig. 6.



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1

2

3,495,701 ECONOMICAL ASPORTABLE AMUSEMENT DEVICE

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8 Claims

ABSTRACT OF THE DISCLOSURE

An amusement game especially adapted to be easily carried and stored wherein the object of the game is to obtain letter or object indicia markers from a plurality thereof to spell out words or simulate a treasure hunt. Flat cards having slots therein to retain the markers thereon, the markers and a prize object or the like are included in the game package which package also serves as a repository for the indicia markers utilized in the game.

BACKGROUND OF THE INVENTION

This invention generally relates to an amusement game for occupying children and especially when they are traveling cross country or are in other environments which makes the provision of large, complicated games undesirable. The invention is readily transportable, and, because of its compactness, may be easily carried by an adult for ready enjoyment by one or more game participants.

Prior amusement devices are generally quite cumbersome and the parent, such as a mother, finds it inconvenient to carry bulky games or those utilizing a multiplicity of objects. Also there are those that are costly and those that cannot be made available during travel on a public or private conveyance or, for that matter, in waiting rooms of doctors' offices, clinics or the like. In the present invention it is desired to provide a small and compact complete game of low cost which a mother can carry in her purse or the like without difficulty. In one embodiment of the invention means are provided whereby the player of the games, such as a youngster learns to spell objects and learns to identify other objects in a simple, straightforward, enjoyable manner.

SUMMARY OF THE INVENTION

Therefore it is the principal object of the present invention to provide a unique game which is especially compact, low cost and easily manipulated.

Another object of the invention is to provide a word type game made of low cost materials which may be disposed of after initial play of the game.

Still another object of this invention is to provide a game utilizing indicia markers which, when coupled with the object of the game, teach the players how to spell and identify pictured objects.

Briefly, the invention is an amusement game for occupying the attention of children and the like and consists of a transparent, flexible container, one or more flat cards having a predetermined array of V-shaped slots adapted to retain an indicia marker and cover over a like indicia printed on the card. A plurality of indicia markers are provided which may take the form of letters or objects. A small prize object is also provided within the container. The container being desirably of a plastic material is used to house the complete game package and may also be used to store the plurality of indicia markers which are extracted one at a time during playing of the game.

DESCRIPTION OF THE DRAWINGS

FIGURE 1 illustrates one of the cards with indicia markers applied thereto of the invention utilized in a spell-down or word game embodiment;

FIGURE 2 illustrates one of the cards utilized in a treasure hunt game embodiment;

FIGURE 3 is a perspective view of the game package comprising a plurality of cards as well as the other components of the game;

FIGURE 4 illustrates the type of prize object that is contained within the game package;

FIGURE 5 depicts a card of indicia markers utilized in the embodiment depicted in FIGURE 1;

FIGURE 6 illustrates indicia markers utilized in the game embodiment depicted in FIGURE 2, and

FIGURE 7 is a view taken along the line 7—7 of FIGURE 2.

DESCRIPTION OF PREFERRED EMBODIMENTS

Throughout the several views like numerals of reference designate like elements and referring specifically to FIGURE 1, a game card 2 is shown having a plurality or array 3 of V-shaped slots 4 and having outlined adjacent thereto in the square 6 a letter of the alphabet. The combination of the letters depicted spell out the object shown in proximity to the horizontal array 3; in this case a train. The V-shaped slots 4 are disposed at substantially right angles to one another in each of the squares 6 with an indicia marker positioned within the slots 4 and more particularly by the tabs 5 formed by slots 4 and therein retained. A series of other pictorial objects, as well as an array of slots and squares equivalent to the number of alphabet letters spelling out that which is depicted, is provided on the remainder of the card. The slots 4 are merely V-shaped cuts or perforations made in the card 2, thereby forming the tabs 5 which may be raised out of the plane of card 2.

The treasure hunt embodiment of the game is depicted in FIGURE 2. Pictorially represented within the circles 8 are the type of objects normally hunted for in an actual treasure hunt. It is apparent that the object depicted in the uppermost circle 8 is a hair or bobby pin and the other objects depicted are readily discernible. As in the case of the card depicted in FIGURE 1, each of the circles 8 have associated therewith at least two V-shaped slots 9 so as to be able to retain an indicia marker having the same object depicted thereon as is represented in the appropriate circles 8.

Referring to the remaining figures, the complete game package 10 is shown (FIGURE 3) wherein a flexible, transparent container 12 having heat sealed edges contains a plurality of cards 14, each of which differs in the objects depicted thereon. Also within the package 10 is the prize object such as whistle 16 (FIGURE 4) or some such small prize which is made available to reward the winner of the game as will be hereinafter described. Preferably, the prize object is so packaged within container 12 so as not to be viewable from the exterior of the package by a prospective purchaser. This is best seen in FIGURE 7 where the prize object 27 is disposed in a contiguous manner between the plurality of cards 14 making up the game package 10. In this instance it will be noted that the toy or prize 27 is interleaved between the superposed cards 14a, 14b, 14c and 14d in such manner that it will not be viewable through the walls of the container 12a and 12b. Because of the "non-flatness" of prize 27, a slight protuberance on the exterior surface of the game package 10 will be formed. Also contained within package 10 is a sheet 18 (FIGURE 5) having a plurality of horizontally and vertically aligned perforations 20 and 22 respectively to thereby form small rec-

3

tangles 24, each of which have a letter printed thereon. The small rectangles 24 provide an indicia marker to be placed, for instance, within one of the squares 6 of the card 2 depicted in FIGURE 1. Indicia markers 24 are preferably of the same size as the squares 6 and are adapted to be retained within the slots 4 by tabs 5 in a substantially rigid manner with respect to card 2.

The indicia markers utilized for the game depicted in FIGURE 2 are shown in FIGURE 6 and are essentially of the same construction as the card of indicia markers 18 depicted in FIGURE 5. In this instance, however, perforated sheet 26 has imprinted thereon various objects such as a bottle, hairpin, button, ring, etc that would normally be hunted for in a treasure hunt game.

In the spell-down or word game embodiment shown in FIGURE 1, the one or more marker sheets 18 are removed. The indicia markers 24 are separated from one another and after removal and distribution of the remaining cards and removal of the prize object from the package 10, the individual indicia markers 24 are placed within the bag 12 and mixed so as to obtain a random distribution. Where a plurality of players engage in the game, each takes his turn in extracting an individual indicia marker 24 from the bag 12. He scans his card to ascertain whether or not he has drawn a letter which will correspond to one of the letters of the alphabet depicted on his card. If he does have such a letter on his card, he inserts the indicia marker into the slots 4 such that the tabs 5 are on the exterior surface of the indicia marker to retain same within the square 6. If the player does not have such a letter of the alphabet on his card, he merely puts the marker back in the bag and the bag is again mixed for the next player to take his turn. Obviously, the object of the game is to fill one's card with the appropriate indicia markers before the other players.

The treasure hunt game depicted in FIGURE 2 is played in like fashion with the exception that different cards are used and, of course, different indicia markers intended to be placed in retaining positions signifying a maze or the like. However, the object of the game remains the same.

Ideally, the game cards are made of a lightweight flat material such as cardboard or lightweight plastic which may be easily printed upon and the indicia markers may also be made of similar material providing that the individual markers are easily separated from the remainder of the perforated sheet. It is, of course, obvious that a pre-cut assemblage of indicia markers may be provided in lieu of the perforated sheet. The plastic bag or container 12 should be of a type of plastic which will take some abuse in that the players will be reaching into and out of the bag with some frequency. To this end, the bag 12 should have a length and depth not only equivalent to the cards it houses but also such that entry thereto is readily accomplished by the players.

Many various modifications and alternatives will make themselves known in practicing the invention but it is not expected that these will depart from the spirit and scope of the invention, especially as embodied in the appended claims.

An economical, easily handled amusement game has been described which, in one embodiment, teaches youngsters word and letter association with specific objects and as such provides an educational instrument. In all em-

4

bodiments there is provided an amusement game housed in one package containing all of the components necessary for enjoyment.

The embodiments of this invention in which an exclusive property or privilege is claimed are defined as follows:

1. An amusement game for occupying the attention of travelers and the like which consists of a transparent, flexible container, within said container: one or more flat superposed cards having indicia printed thereon and having a predetermined array of V-shaped slots each adapted to retain a card-like indicia marker therein which covers over a selected one of said indicia printed on said card, one or a plurality of superposed said card-like indicia markers and a small prize object contiguous to at least one of said cards and card-like markers, the container being adapted to form a game package that can be conveniently handled and stored.

2. The game in accordance with claim 1 wherein said container is of plastic and is of sufficient size and strength to permit the repeated entry and exit of a human hand thereto.

3. The game in accordance with claim 2 wherein said plurality of indicia markers are formed from a card having perforated punch-out portions, each of which upon separation from the remainder form said markers.

4. The game in accordance with claim 3 wherein said indicia printed on said card has two slots associated therewith forming tabs to retain said indicia marker when inserted therein from horizontal and vertical movement with respect to said card.

5. The game in accordance with claim 4 wherein said predetermined array of V-shaped slots are formed in spaced horizontal lines corresponding to the letters of certain objects depicted in association therewith.

6. The game in accordance with claim 5 wherein said indicia on said markers are letters of the alphabet and the indicia associated with said pairs of slots correspond to one of the letters of the object depicted adjacent said horizontal row of said slots.

7. The game in accordance with claim 4 wherein said predetermined array of V-shaped slots form a maze or a series of curvilinear paths when a line is drawn connecting said slots.

8. The game in accordance with claim 7 wherein said arranged series of slots form a treasure hunt game with a starting point and an end point with indicia markers corresponding to objects normally hunted for in a treasure hunt game and the indicia on said cards correspond likewise to indicia on said markers.

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