

Sept. 1, 1936.

B. READ

2,052,797

GAME

Filed Aug. 12, 1933

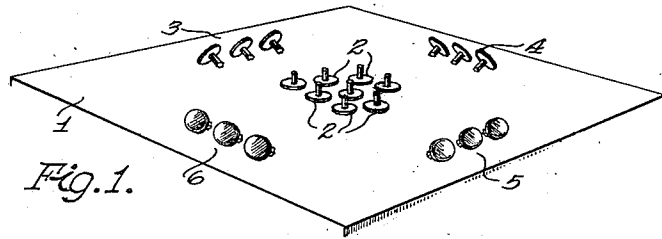


Fig. 1.

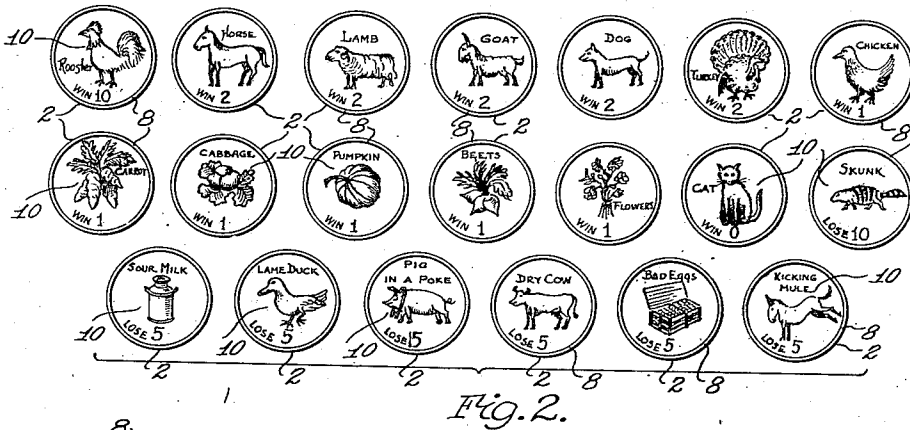


Fig. 2.

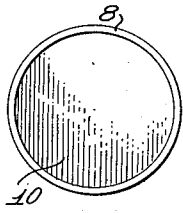


Fig. 3.

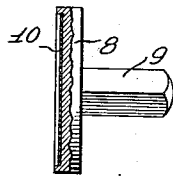


Fig. 4.

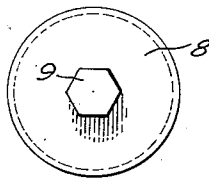


Fig. 5.

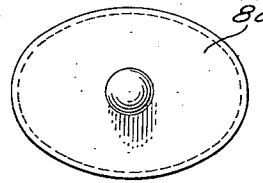


Fig. 6.

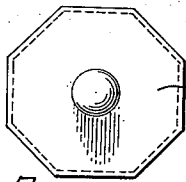


Fig. 7.

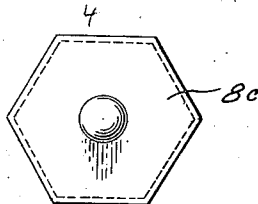


Fig. 8.

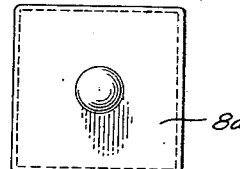


Fig. 9.

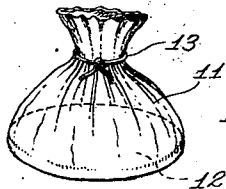


Fig. 10.

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UNITED STATES PATENT OFFICE

2,052,797

GAME

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2 Claims. (Cl. 273-137)

This invention relates to a game wherein the objects sought involve the provision of playing pieces so constructed and decorated as to appeal to children and which, by virtue of the rules of play, will arouse and maintain a child's interest.

A specific object is to provide playing pieces each adapted to carry a pictorial representation of different familiar objects, each of the pieces indicating a profit or loss to the player holding it, so that complicated score keeping at the end of a term of play, as in adult games, may be replaced by a simple method of computation in which each child player participates at all stages of play.

Another object is to provide playing pieces, as described above, so constructed as to be easily handled and shuffled by youthful fingers, the construction entailing a handle or knob for each piece by which the pieces may be dealt, the handle or knob serving also as a prop for supporting each piece in position to expose the pictorial portion of this base.

A further object of the invention is to provide playing pieces which, when in position to expose the pictorial portion of the base, will not be impelled by the unevenness of a playing surface to roll from the view of the player. In order to accomplish this the base of the piece or its handle portion may be fashioned out of round.

Another object is to provide a game employing the pieces as above described in such manner as to best assure the prolonged interest of children, all of which will hereinafter become more fully apparent as reference is had to the accompanying drawing, wherein the various pieces are illustrated both individually and in arrangement for play, and in which—

Figure 1 represents a playing surface having the playing pieces arranged for beginning play, the deal having just been completed;

Fig. 2 illustrates the bottom of each playing piece;

Fig. 3 shows the bottom of a piece which has been fabricated and which is ready to receive a pictorial representation in the countersunk center;

Fig. 4 is a side view of one of the finished pieces, partially broken away to better illustrate the countersinking;

Figs. 5, 6, 7, 8 and 9 are top plan views of finished pieces illustrating various suitable shapes;

Fig. 10 shows a modified manner in which the pieces may be constructed.

More particularly, the numeral 1 designates a playing surface having the playing pieces 2 resting

in the center thereof. These pieces 2 were mixed or shuffled and then dealt, three apiece, to each player whereupon the players each turned their pieces as indicated at 3, 4, 5 and 6 to a position exposing the bottoms thereof. The scoring may be made in any suitable manner but in order to appeal to younger children I prefer some method which is capable of giving a continuous visual record of the relative standings.

Each of the pieces 2 is made in any manner as may be found suitable. As illustrated, each piece has a base portion 8 and a handle or knob 9. Each base portion 8 is preferably countersunk at its bottom, as best shown in Figure 4, as the requirements of the game include pictorial representations 10 which may be printed on paper and which would otherwise be damaged or effaced by sliding during mixing and dealing. I contemplate manufacturing the pieces out of wood and gluing paper distinguishing characteristics thereon, and also in other ways as by molding, for instance, out of a suitable phenol compound in which case the molds might be made to impress the distinguishing characteristics peculiar to each piece. In either case, the countersinking of the bottom is recommended. The handle or knob 9 may be made integral with, or separately made and secured to, the base 8.

In order that the pieces 2 may not roll due to an unevenness of the playing surface 1, either the handle 9 or the base 8 should be out of round. In Figures 4 and 5 the handle is illustrated as polygonal in cross section while the base is circular. In Figure 6 the shape of the base 8a is elliptical; in Figure 7 the base 8b is octagonal; in Figure 8 the base 8c is hexagonal; and in Figure 9 the base 8d is square. Any desired shape may be made to combine an artistic appearance with utility and I contemplate also a suitable painting, dyeing or staining.

In Figure 10 a modified form of playing piece is illustrated, the form being that of a bag 11. The bag is preferably made of a transparent material such as a cellulose paper. A stiffener 12 of suitable shape, such as illustrated in Figures 5 to 9 inclusive, may be inserted in the bag 11 to form a base. The printed distinguishing character may be inserted between the bag and the stiffener for visibility through the bag when viewed from the bottom. The bag may then be tied as shown at 13. The top of the bag serves as a handle analogous to those previously described.

The pivoted characteristics which distinguish each piece are here chosen generally as farm

products and, in playing, the thought of a farmer going to market with his products is followed. Each piece pictures some farm product and relates the profit or loss accruing therefrom at the market. Numerous other subjects might be chosen and likewise the number of pieces selected as sufficient for playing might be changed, depending on the subject chosen, and the number and ages of the players. As shown, the game is suitable for any number of players from two to six.

The rules for playing are as follows: One person is selected as the "farmer score keeper" who takes charge of the game and who gives credit to each "farmer player" for his capital. All playing pieces 2 are placed in the center of the playing surface and mixed and each farmer player draws or is dealt three pieces. Play is then started by the farmer at the right of the score keeper by passing his poorest piece, that is, the one showing the poorest value, to the farmer at his right who in turn passes his poorest one to the farmer at his right before looking at the piece just passed to him. With the exceptions noted below, as soon as all have exchanged pieces as indicated, the farmers then expose their pieces to the score keeper and score or make settlement according to total of profit and loss indicated by their three pieces. After settlement, all pieces are placed in the center of the playing surface and shuffled whereupon a new deal or drawing is made and the game proceeds as above described, the order of starting, rotating with the players. As quickly as a farmer loses all his capital or surpasses a given negative scoring value he is eliminated from further play until only a single winner remains.

The exceptions noted above are as follows: If a farmer draws the piece having the rooster thereon he is "cock of the barn yard". He remains quiet until the farmer on his left offers him his poorest disc whereupon he calls loudly "cock-a-doodle-do", which means "Mr. Farmer on my left, I do not want your poorest piece, I want your highest piece and I will give you my poorest piece, and I also call for immediate settlement by the score keeper with all farmers". All pieces are thereupon exposed and settlement is made or scores entered. The farmer who draws the cat must sit quiet until the farmer on his left offers him his poorest piece whereupon he simply hisses, which is a signal that he cannot exchange any piece. The farmer on his left then passes the preferred piece to the farmer at the right of him holding the cat. If a farmer has both the rooster

and the cat he follows the rule of the rooster. In case the farmer who starts the game has drawn the rooster, he immediately stops the game by calling "Cock-a-doodle-do". Having no one to exchange with, he puts his poorest disc in the center of the table and draws another.

As indicated, there is considerable latitude for changes in the game and the playing pieces as illustrated without departing from the spirit of my invention and I therefore desire to be limited 10 in protection only as defined by the scope of the claims.

What I claim is:—

1. The herein described game blocks comprising playing pieces each having a different reproduction of articles familiar to farm life on the bottom thereof, indicia of value bordering the reproductions, said reproductions representing articles of varying degrees of likes and dislikes to the juvenile mind thereby forming several natural groups of pieces, the indicia of value being the same for the pieces in any one group and varying from group to group, said indicia indicating positive value on those pieces having articles naturally appealing to the juvenile mind and indicating negative value on those pieces having articles naturally disliked by the juvenile mind, the groups bearing indicia of greatest value having a relatively smaller number of pieces.

2. The herein described game blocks comprising playing pieces each having a reproduction of articles familiar to farm life on the bottom thereof, indicia of value bordering said reproductions, said reproductions representing articles of varying degrees of likes and dislikes to a juvenile mind forming several natural groups according to juvenile appeal, one of said groups including reproductions of vegetables and having the indicia of small positive value, another of said groups including reproductions of articles somewhat repulsive to a juvenile mind including a can of sour milk, a lame duck, a dry cow, a crate of bad eggs and a kicking mule and having indicia indicating relatively great negative value, another of said groups including reproductions of animals and having indicia of greater positive value than for said vegetables and numerically smaller than the negative value of said group of repulsive articles, and other smaller groups of articles having indicia of major value, the indicia of value being equal for all articles in any group and differing for each group with respect to every other group.

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