Mar. 3, 1925. 1,528,061

A. L. JOYCE

CALCULATING GAME

Filed Jan. 15, 1923

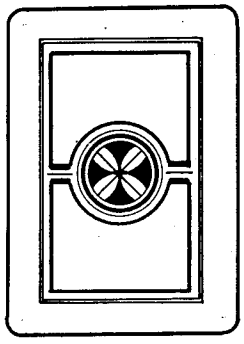


FIG. 1.

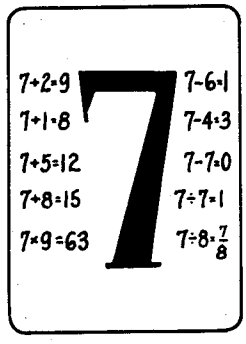


FIG. 2.

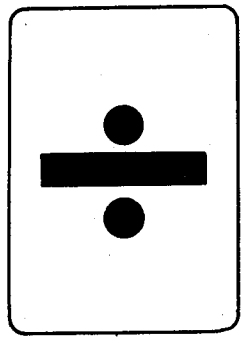
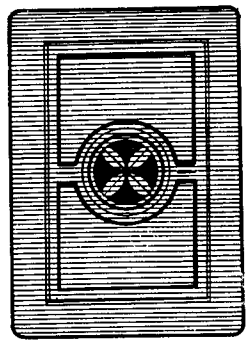


FIG. 3.

FIG. 4.



Agnes Low Joyce

INVENTOR

BY Carl Krafft

AS HER ATTORNEY

Patented Mar. 3, 1925. 1,528,061

UNITED STATES PATENT OFFICE.

AGNES L. JOYCE, OF NEW YORK, N. Y., ASSIGNOR OF ONE-HALF TO CARL KRAFT AND ONE-HALF TO OSCAR MAUTNER, BOTH OF NEW YORK, N. Y.

CALCULATING GAME.

Application filed January 15, 1923. Serial No. 612,677.

To all whom it may concern:

Be it known that I, AGNES L. JOYCE, a citizen of the United States, and a resident of Bronx County, in the city and State of New York, have invented a new and useful Calculating Game, of which the following is a complete specification.

My invention relates to card games and utilizes the fact that computation is composed entirely of numbers and operative symbols, and that various combinations of these numbers and symbols represent mathematical operations.

To this end I have made a set of cards, all of like size, some of which are distinguishable on their obverse or design sides, from the remaining ones because of variation in design or coloring or both. On the reverse sides of the one type of cards I place the mathematical operations plus, minus, divided by, etc. On the reverse of each of the remaining cards of the second type I place one digit or fraction thereof. On each side of the figure or symbol on each card, I place common problems utilizing this particular figure or symbol.

Ordinarily I use one of each symbol cards, and two of each numerical cards up to ten. This gives five symbol cards, plus, minus, divided by, multiplied by and equals. Thus this set would contain twenty-five cards. There is no reason except convenience in playing for so limiting the cards. Thus, two such decks might be shuffled together if more than five wanted to play.

Assume a game is played among five people, using a set of twenty-five cards. Then each player is dealt, obverse side showing, one symbol card and two numerical cards. Then these cards are placed, still with obverse side showing, in a line in front of each player, a symbol card between two numerical cards. The players then turn the cards up simultaneously. There are then, five players with five problems. Each player in rotation solves his problem. Thus one says "five times three is fifteen." The players failing to solve their problems correctly are eliminated and omitted from subsequent dealings. The surviving player wins.

This is but one method of using the cards.

I have added an illustrative embodiment in which I show the obverse and reverse of such cards.

Fig. 1 shows the obverse or design side of one numerical card.

Fig. 2 shows the reverse side with the large number in the center and the various figures on each side.

Fig. 3 shows the reverse side with a symbol on it.

Figure 4 shows the obverse side of a symbol card.

Another suggested way of playing the game is to shuffle the cards with the obverse sides exposed. The symbol cards, being distinguishable, are layed out one behind the other in a line. In front of each symbol card and behind each symbol card is placed a numerical card. Thus fifteen cards in all are placed in five rows of three cards. These cards are turned over exposing the reverse sides and so presenting such problems as 5×3, $3-6$, $7\div4$, $3+5$, of which we can obviously complete by inspection the answers 15, -3, 7/4, 8, thus scoring four out of a possible four points. I have many other ways of scoring and many ways in which the game may be played but this simple illustration is given to explain the principle of operation of the cards. Obviously one or more sets of cards may be used.

Having thus described my invention, what I claim and what I desire to secure United States Letters Patent for is:

1. In a game one set of cards containing two varieties of the same size but distinguishable on one side each from the other; one variety having on its reverse side a digit or fraction thereof; the other having on its reverse side a mathematical operation symbol.

2. In a game, one set of cards containing two varieties of the same size but distinguishable on one side each from the other; one variety having on its reverse side a digit or fraction thereof; the other having on its reverse side a mathematical operation symbol; said figure and symbol on each card being supplement by representative problems involving the said figure and symbol.

In witness whereof I hereunto subscribe my name this tenth day of January, 1923.

AGNES L. JOYCE.

Witnesses:
GORDON HOGE,
JOHN A. LEVEL.