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G. A. NELSON

GAME DEVICE

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Fig. 1,

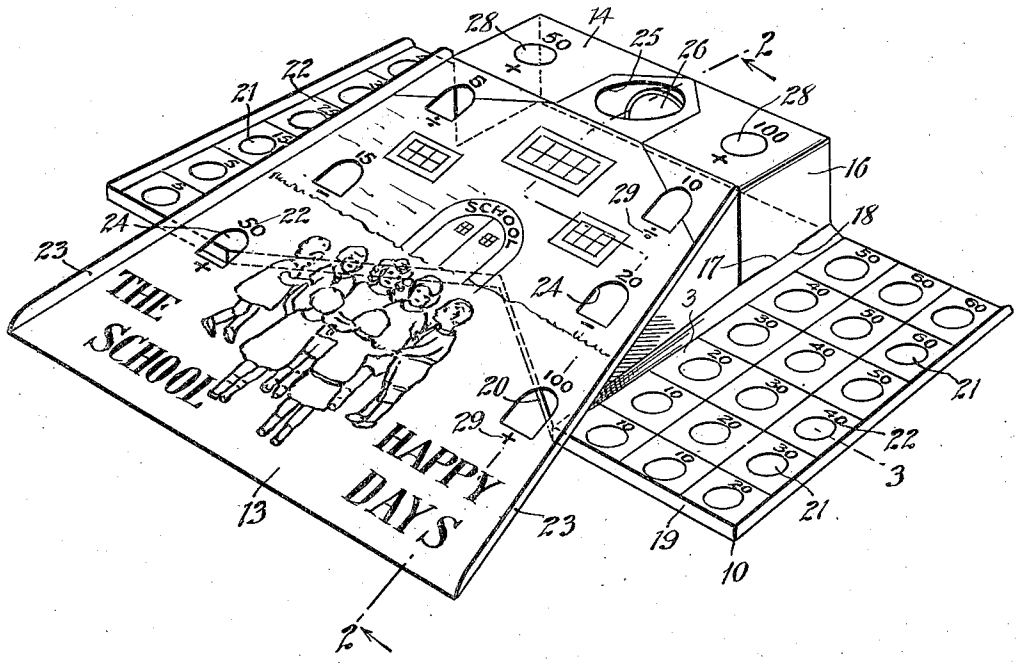


Fig. 2,

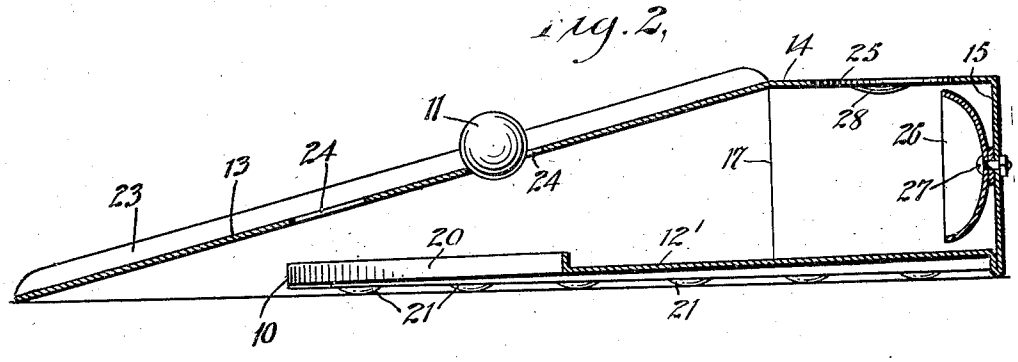
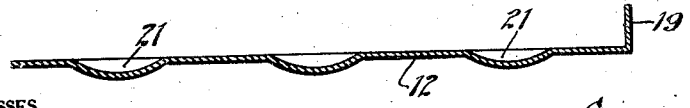


Fig. 3.



WITNESSES

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UNITED STATES PATENT OFFICE.

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GAME DEVICE.

Application filed January 20, 1926. Serial No. 82,539.

This invention relates to a game device.

An object of the present invention is a game device to be used by school children to play a game in which there will incidently arise problems to be solved in accordance with the rudiments of arithmetic, namely, addition, subtraction and division.

Another object of the invention is the production of a game device which is comparatively inexpensive, simple of construction, and with which a game may be played which is interesting and amusing aside from being of an educational nature.

The nature of the invention and its distinguishing features and advantages will appear when the following specification is read in connection with the accompanying drawing, in which—

Figure 1 is a perspective view of the main part of the game device of the present invention in conjunction with which a ball is used.

Fig. 2 is a sectional view taken substantially on the line 2—2 of Fig. 1 and looking in the direction indicated by the arrows; a ball being shown in one of the ball traps.

Fig. 3 is a detail sectional view taken on the line 3—3 of Fig. 1.

The game device of the present invention, as stated hereinbefore is primarily intended to be used by school children and is to be known as "The happy school days", so that the children may play and learn at the same time by being compelled to work out examples in arithmetic with which they will be confronted in playing the game.

In the present embodiment the game device of the present invention comprises a main part 10 and a ball 11. The part 10 in the present instance is stamped, bent and formed from a single piece of material, preferably of metal but which may be made of any other suitable material such as cardboard or stiff paper. The piece of material is stamped, bent and formed to provide, when the different portions are relatively disposed, a base plate 12 over which is arranged an inclined runway 13 which is extended into a horizontal portion 14 connected to the base plate 12 by a back portion 15 and end portions 16, the lower edges of each of which has a tongue 17 extending into a slot 18 in the base plate 12. If desired, and instead of making the part 10 of one piece of material, the base plate 12 and the runway and its connected portions may be of two parts. The base plate 12 is of irregular outline in that it is provided with a V-shaped cut-out, and is provided with an upstanding flange 19 which extends around the edges thereof, except at the rear edge to prevent the ball from rolling off of the base plate and to guide the ball to one side or the other by virtue of the diverging portions 20 of the flange 19. The base plate 12 is also subdivided into squares in each of which is a depression or recess 21. The subdivisions and recesses 21 occur at opposite sides of an incline 12′, and the recesses 21 provide a multiplicity of ball traps. A number 22 is printed or otherwise inscribed in each of the subdivisions at each of the recesses or ball traps 21. The runway 13 has at each of its side edges an upstanding flange 23 which prevents the ball from rolling off of the runway at each side. The runway 13 is provided with openings 24 at opposite sides thereof and the said openings are so shaped as to constitute ball traps. The horizontal portion 14 centrally thereof has an opening 25 through which the ball 11 may pass, and which may or may not strike a bell 26 juxtaposed with respect to the opening and attached to the back portion 15 as at 27. The horizontal portion 14 is provided with depressions or recesses 28 at opposite sides of the opening 25 and the said recesses act as ball traps. At each of the openings 24 and recesses 28 there is a number 22, the idea being to attribute a certain value to all of the ball traps so that when a ball is trapped in a particular ball trap an arithmetical problem is presented in which the particular number at the ball trap has to be added, subtracted, or be used as a divisor in connection with the total number of points made up to that time. When the ball 11 rolls into either of the ball traps 21 its number is added to the total of points already made. Arithmetical division, subtraction and addition signs 29 are arranged at random at the ball traps 24 and 28 respectively of the runway 13 and horizontal portion 14.

The several portions of the main part of the device may be dressed up in certain colors and the runway 13 as shown in Fig 1 will have a pictorial representation of a school house and children gathered in front of the same to make the device attractive to children.

In playing the game the ball 11 is rolled up the runway 13 and may either enter one

of the traps 24 or 28, or pass through the opening 25, or pass over the horizontal portion 14 without doing either of these things. If the ball 11 enters the ball trap at the left of the opening 25 of the horizontal portion 14, fifty points are added to the total of points made up to that time. The ball in passing through the opening 25 will drop to the base plate 12 whether or not it strikes and rings the bell 26, and may enter one of the ball traps 21 or may roll off of the base plate 12 at the rear edge. In the event that the ball enters one of the ball traps 21, whether or not the bell 26 has been rung, the number appearing there is added to the total of points made up to that time.

It is to be understood in connection with the playing of the game that if the ball 11 passes through the opening 25 and strikes the bell 26 and does not enter one of the ball traps 21 five points are to be added to the total of points made up to that time.

From the foregoing it will be apparent that there has been described a game device which is not only interesting and amusing, but one which has arithmetical characteristics in virtue of which children are required to apply the rudiments of arithmetic.

I claim:

1. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, and a multiplicity of ball traps below said runway.

2. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, a multiplicity of ball traps below said runway, and a number at each of said ball traps with arithmetical division, subtraction and addition signs arranged respectively and at random at certain of said ball traps.

3. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, and a multiplicity of ball traps below said runway at each side of the same.

4. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, and a plate below the runway, said plate having recesses therein which constitute a multiplicity of ball traps.

5. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, a plate below the runway, said plate having recesses therein which constitute a multiplicity of ball traps, and a number at each of said ball traps with arithmetical division, subtraction and addition signs arranged respectively and at random at certain of said ball traps.

6. A game device comprising a ball, an inclined runway over which said ball is propelled, said runway being extended to provide a horizontal portion, ball traps in the inclined portion of the runway and in the horizontal portion thereof, said horizontal portion having an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, and a multiplicity of ball traps below said runway.

7. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, a sound emitter, the sound emitter and said opening being juxtaposed, a plate below the runway, said plate having recesses therein which constitute a multiplicity of ball traps, and means preventing the ball from rolling off of said plate.

8. A game device comprising a ball, an inclined runway over which the ball is propelled and having ball traps and an opening through which the ball may pass, and a multiplicity of ball traps below said runway.

GEORGE A. NELSON.