Oct. 6, 1925. 1,556,314

J. D'ORIO

GAME

Filed Oct. 2, 1923 2 Sheets-Sheet 1

Fig. 1.

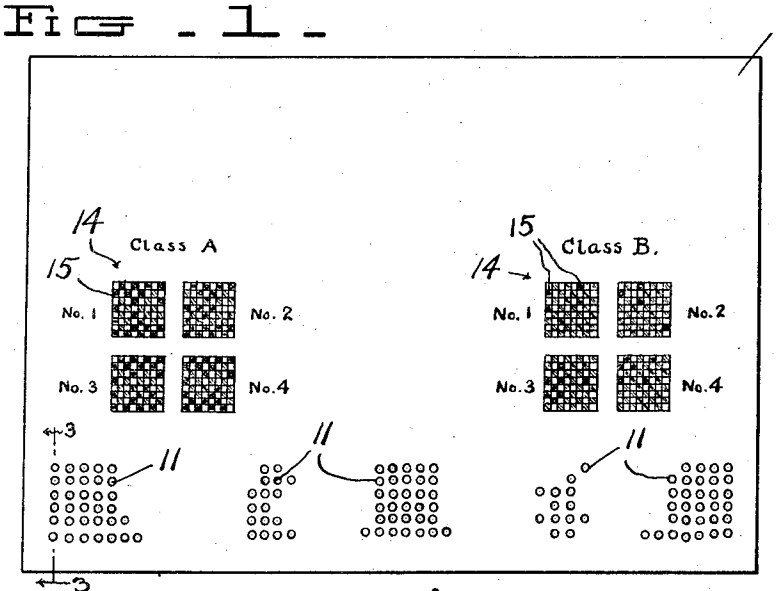


Fig. 2.

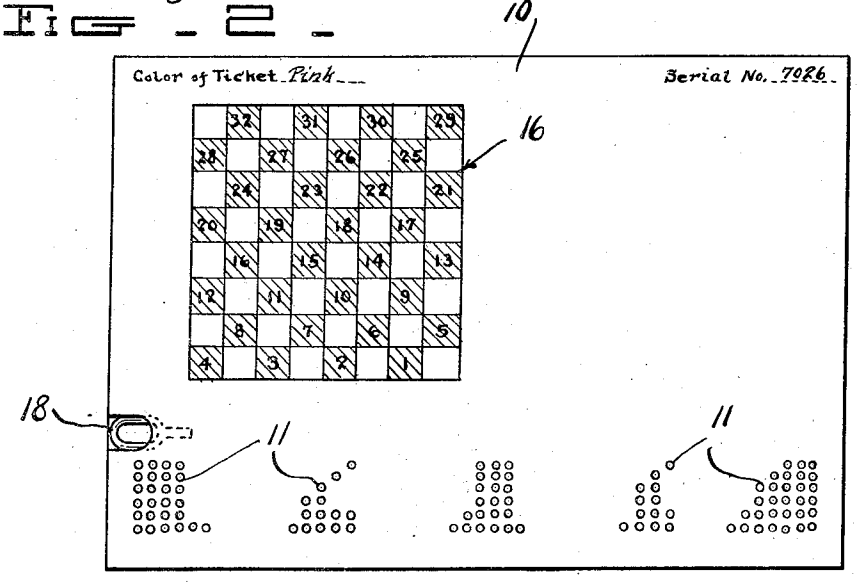
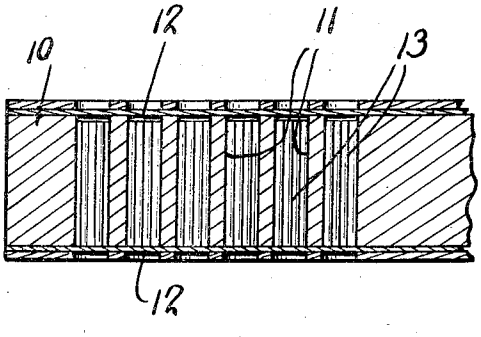


Fig. 3.



Inventor

Julius D'Orio

By L. B. James

Attorney

Oct. 6, 1925. 1,556,314

J. D'ORIO

GAME

Filed Oct. 2, 1923 2 Sheets-Sheet 2

Fig. 4.



Fig. 5.

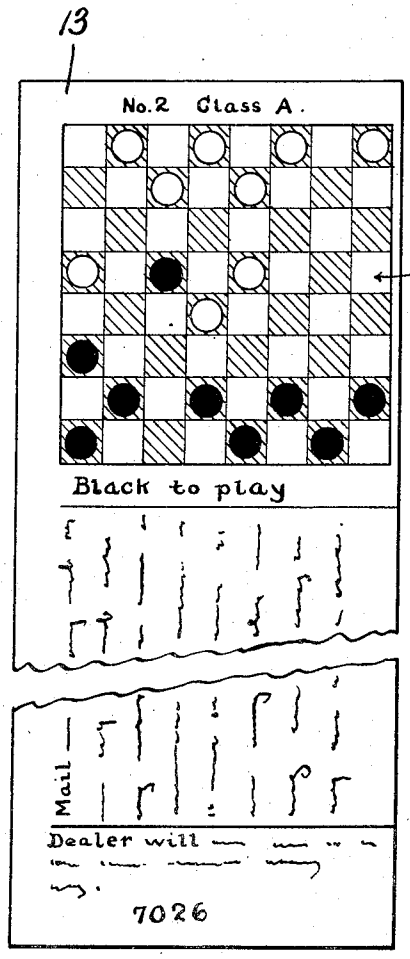
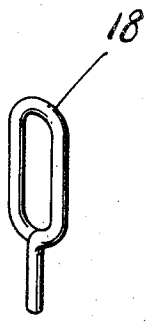


Fig. 6.



Inventor

Julius D'Orio

By L. B. James

Attorney

Patented Oct. 6, 1925. 1,556,314

UNITED STATES PATENT OFFICE.

JULIUS D'ORIO, OF HIGHGROVE, CALIFORNIA.

GAME.

Application filed October 2, 1923. Serial No. 666,129.

To all whom it may concern:

Be it known that I, JULIUS D'ORIO, citizen of the United States, residing at Highgrove, in the county of Riverside and State of California, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to games, and has special reference to a game combining the elements of chance with intellectual elements in the solution of game problems, the game being particularly adapted for the distribution of prizes either in social gatherings, or in the vending of merchandise, or in advertising.

One important object of the invention is to provide an improved game device wherein the elements of chance and skill will be blended so that the opportunities for winning in the game will not be dependent either wholly on the skill of the player or on chance.

A second important object of the invention is to provide an improved game device involving the solutions of problems in well known games, the problems to be solved being selected by chance.

With the above and other objects in view as will be hereinafter apparent the invention consists in general of certain novel details of construction and combinations of parts hereinafter more fully described, illustrated in the accompanying drawings and specifically claimed.

In the accompanying drawings like characters of reference indicate like parts in the several views, and:

Fig. 1 is a view of one face of the improved game board.

Fig. 2 is a view of the opposite face thereof.

Fig. 3 is a detail section through a portion of the board on the line 3—3 of Fig. 1.

Fig. 4 is a detail view of one of certain game elements used herewith in its folded position.

Fig. 5 is a view of this element in its expanded position.

Fig. 6 is a detail view of a small device for removing the elements illustrated in Figures 4 and 5 from the board.

It will be seen that this game device consists of a board 10, having along one edge a series of cells 11, the ends of which are closed by suitable closure strips 12 of paper or the like. Within each of these cells is placed in folded condition one of the game elements 13, these preferably being in the form of strips of paper as shown in Fig. 6. On one side, preferably termed the front side and illustrated in Fig. 1, of the device there is provided the representations of series of problems 14, these series of problems may be arranged in one or more sets or classes, as indicated at each end of Fig. 1, and in the present instance, are shown as being checker problems, each representation including the representation of a checker board and the representation of checker men or pieces 15 arranged on the respective board to present certain checker problems for solution. On the remaining side of the board, there is also provided a representation of a game board, in the present instance, a checker board, as at 16, and this checker board has the squares used for playing numbers in the conventional manner common to the solution of checker problems. On each of the game strips 13 is also a representation 17 of one of the problems illustrated on the front of the board.

It is to be observed that the number of problems to be solved is but a fraction of the number of game strips or elements 13, each pinned in its own cell and hidden therein, and that thus there are duplicates among the strips 13 so that a certain number of these strips are provided for each of the problems illustrated. In using the device, the small punch 18 is used in the manner of an ordinary punch board, to force the particular strip desired out of its cell. This strip is then unfolded, and the observer notes from the problem indicated thereon what problem he is to solve. He then proceeds to solve this problem in the best manner in which he can. After all of the strips have been withdrawn from their respective cells, and the problems all solved, rewards in the shape of prizes may then be given, if desired, for the best solution of each particular problem, or for the best solution of all of the problems. If it is not desired to distribute prizes, the device may be used without the prizes, the mental gratification of obtaining the best solution being sufficient. It will be understood that in order to determine the best solution the various solutions are submitted to a competent person as judge.

While the device here shown has been particularly illustrated as applicable to checkers, it will be obvious that other types of problems may be illustrated, as for instance, whist, chess, bridge, and in fact a wide variety of games wherein skill enters into the solution of the various problems in these games. It is not therefore to be understood that the invention is to be confined to checker problems, or that the term game board as used in the claims is to be limited to a board having any particular characteristics, as the board may be simply a representation of a table, such as is used in playing whist or the like. It is further to be noted that while the elements 13 have been described as having each a representation of one of the problems thereon, the problems may be numbered and the strips 13 may simply have the number thereon to indicate the solution of the problem. This has been illustrated in the drawings by placing numbers on the strips and alongside of the several problems.

There has thus been provided a simple and efficient device of the kind described and for the purpose specified.

It is obvious that minor changes may be made in the form and construction of the invention without in any way departing from the material spirit thereof. It is not, therefore, desired to confine the invention to the exact form herein shown and described, but it is wished to include all such as properly come within the scope claimed.

Having thus described the invention, what is claimed as new, is:

A game of the character set forth comprising a board bearing a serial number and having cells therein, one surface of the board having a series of problems indicated thereon and its other surface having a single problem indicated thereon, a series of game elements bearing the serial number of the board and having indications thereon corresponding to one of the problems on the board.

In testimony whereof I affix my signature.

JULIUS D'ORIO.