PICTURE CRIME MYSTERY GAME

Filed April 20, 1937

2 Sheets-Sheet 1

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2,099,611

The Mystery on the Calady

In her hold was a fortune in jewels.

The yacht Calady lay anchored in Tra-Bay.

Calady

User the cover as a stone in the tus.

Calady

They have stolen the New Els' s-eyes full site.

Stop or we will shoot. There's our boat.

As the boat pulled away the Calady's captain see them escape.

Stop or we will shoot. There's our boat.

Stop or we will shoot. There's our boat.

Stop or we will shoot. There's our boat.

Sniper for...
M. B. LEVOY

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The Mystery of Silver Mine

Boys at last we know the hidden silver

Fig. 7.

Silver Mine

Hands up! This is a holdup

Fig. 8.

Silver Mine

Hands up! This is a holdup

Fig. 9.

Silver Mine

We'll catch this holdup man by-night.

Fig. 10.

Silver Mine

Your covered "Black Pete" 24"

Fig. 11.

Silver Mine

Your covered "Black Pete" 25"

Fig. 12.

Silver Mine

Your covered "Black Pete" 26"

Fig. 13.

Silver Mine

Your covered "Black Pete" 27"

Fig. 14.

Fig. 9a

Fig. 9b

Fig. 9c

Fig. 10.

Fig. 11.

Fig. 12.

Fig. 13.

Fig. 14.

Fig. 15.

Fig. 16.

Fig. 17.

Fig. 18.

Fig. 19.

Fig. 20.

Fig. 21.

Fig. 22.

Fig. 23.

Fig. 24.

Fig. 25.

Fig. 26.

Fig. 27.

Fig. 28.

Fig. 29.

Fig. 30.

Fig. 31.

Fig. 32.

Fig. 33.

Inventor

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This invention is a picture crime mystery game, played with a plurality of groups of cards, each group of cards illustrating the events relating to the commission and solution of a particular crime. The complete deck of cards will include groups of cards, each group illustrating a particular crime. There are preferably at least two groups of cards showing the same crime, so that two players would be working on the solution of the same crime, while the deck would also include other groups of cards illustrating other crimes, so that other players would be working on the solution of these other crimes.

The group of cards relating to a particular crime are numbered in regular order, corresponding to the chronological order of events relating to the commission and solution of the crime. Each group, moreover, includes a plurality of intermediate key cards, all bearing the same number, these several key cards giving several different clues corresponding to the several possible solutions of the crime. Each group of cards also comprises a number of end or solution cards, there being a solution card giving the correct solution of the crime, corresponding to a particular clue as given by the respective key cards. That is to say, there are several possible solutions for the same crime. The objective of each player is to get into his hand a group of cards numbered in regular order that will show the commission and solution of the crime. The playing of the game develops the memory and intelligence of the player in that he must study the intermediate or clue card carefully for ascertaining what is the distinctive clue shown on that card, and he must study the end or solution cards carefully for determining whether or not he has the proper solution card to correspond with the clue as given on the intermediate clue or key card earlier in the series.

In the present preferred embodiment of the invention, there are twelve cards relating to a particular crime, as follows:

Card No. 1.—First event relating to the crime.
Card No. 2.—Second event relating to the crime.
Card No. 3.—The next event in the series.
Card No. 4.—The next event in the series.
Solution cards.—There would be a set of the same number of solution cards as there are key or clue cards, here four in number, and each would bear a number 6, and each would give a possible solution of the crime corresponding, respectively, to the clues on the several key cards.

The foregoing group of twelve cards comprises the cards relating to a particular crime and there would preferably be at least two identical groups of such cards, so that at least two players would be working on the solution of the same crime.

The entire deck of cards may conveniently comprise six groups of twelve cards each, totaling 72 cards; two groups would be the same and relate to the first crime; another two groups would be the same and relate to the second crime; and another two groups would be the same and relate to the third crime. Or, in a deck of 72 cards, there could be three identical groups of cards, each relating to the first crime, and three other groups of twelve each relating to a second crime.

The deck might also comprise 108 cards, three groups of twelve cards each for the first crime, three groups of twelve cards each for the second crime, and three groups of twelve cards each for the third crime.

The foregoing example of twelve cards for each crime is purely illustrative and not restrictive of the invention. The total number of cards pertaining to a particular crime or mystery could be greater or less than twelve. The key or clue cards may be greater or less than four in number and could bear some other number than 6 as in the example. Instead of one set of key or clue cards, as in the example, there could be two or more sets of such cards, as desired. In a group having, say, 24 cards, there could be a plurality, such as five, of key or clue cards, all numbered 4, a corresponding plurality of key or clue cards, all numbered 8, and a corresponding plurality of solution cards, all numbered 12. The above deck of 24 could readily be increased to 28 by providing 5 more solution cards numbered, for example, 10, the number 10 cards providing the solutions for the number 4 clue cards, the number 12 cards providing the solutions for the number 8 clue cards. In cases where a larger number of cards is in each group, the deck would be correspondingly larger. Smaller decks would be used by children, while the larger decks would be used by older persons, depending on the difficulty of solving the crime.

The cards used may show drawings or actual photographs and may show puzzles instead of...
events and clues appertaining to a crime or mystery. The drawings show cards used in solving the two indicated crimes. The invention will now be described in more detail in connection with specific embodiments thereof, comprising card groups of 32 cards each, showing the events in connection with two crimes or mysteries.

In the accompanying drawings:

1. Figures 1 through 8C, inclusive, represent the group of cards involved in one mystery;
2. Figures 1 and 2 show cards illustrating preliminary events;
3. Figures 3, 3A, 3B, and 3C show cards forming a group of key or clue cards;
4. Figures 4 and 5 show cards illustrating other events in the mystery;
5. Figures 6A, 6B, and 6C show solution cards for the mystery;
6. Figures 7 through 12C, inclusive, represent the group of cards involved in a second mystery;
7. Figures 7 and 8 show cards illustrating preliminary events relating to the mystery;
8. Figures 9, 9A, 9B, and 9C show a group of key or clue cards;
9. Figures 10 and 11 show cards illustrating other events in the mystery; and
10. Figures 12, 12A, 12B, and 12C show solution cards.

20. Referring first to Figures 1 to 8C, involving the jewel robbery on the yacht "Caladay", card 10 shows the first scene, such as the yacht, while the next card shows that there is a fortune in jewels, etc., on board the yacht. Cards 10 and 11 are numbered 1 and 2 in the series.

The next four cards in the series all bear the number 3, as shown in the upper right-hand corner, and are key or clue cards, these cards being indicated at 12, 13, 14, and 15. Card 12 suggests the robbery by a small boat having a particular banner 12, while cards 13, 14, and 15 suggest a robbery by a small boat bearing a distinctive banner 13, 14 or 15. These distinctive banners in this case constitute the clues on the clue cards.

25. Cards 16 and 17, numbered 4 and 5 in the series, show other steps in the sequence of events. The four solution cards, each numbered 6 in the series and shown at 18, 19, 20, and 21, represent four possible solutions of the mystery, showing the capture of the boat bearing the distinctive banners 12, 13, 14 or 15, as the case may be.

30. It will be noted that the clues as given in cards 12, 13, 14 and 15 correspond respectively with the capture of the culprit and the solution of the crime, as shown in cards 18, 19, 20 and 21, respectively.

35. The cards shown in Figures 7 to 12C, inclusive, show another group of cards appertaining to another mystery, here the "Mystery of the Silver Mine". Cards 22 and 23, numbered 1 and 2 in the series, show preliminary events of the mystery, while key or clue cards 24, 25, 26 and 27, each numbered 3 in the series, give clues 24' and 24", 25' and 25", 26' and 26", 27' and 27" respectively, indicating the criminal.

40. Cards 28 and 29, numbered 4 and 5 in the series, illustrate other events in the crime, while the key or solution cards 30, 31, 32 and 33, each numbered 6 in the series, show the clues 24', 24", 25', 25", etc., corresponding, respectively, with the clues on the key or clue cards 24, 25, 26 and 27.

45. The foregoing examples are illustrative and not restrictive of the invention. The entire number of cards in the deck is optional and the number of cards appertaining to a particular mystery is optional. There would, preferably, be at least two sets of cards showing the same mystery so that at least two persons would be engaged in solving the same mystery.

50. The game is played as follows:

The entire deck is thoroughly shuffled and the cards are spread face down on the table, so that every card is uncovered and any particular card can be picked up, examined and replaced, without disturbing the other cards. The play is commenced by each player in turn picking up a card, examining it, and at the same time allowing all of the other players to examine it, this continuing until a player draws a card numbered 1 in the series. A player cannot start on his solution until he has drawn the number 1 card. If a player cannot use a card, he replaces it, face down, on the table, just where it was. The other players memorize as much as possible, where the different cards are so replaced, so that when they need them they can pick them up directly. This develops the powers of observation and memory of the players. As the turn to play comes to each player in rotation, he picks up and examines a card until he gets a card numbered 3 in the series, relating to the particular mystery that he is working on. After he has gotten the number 3 card, he works for a number 4 card, and when he gets it, very carefully examines it for ascertaining the particular clue appearing on this card. As the play is continued, the player seeks to acquire cards 3, 4 and 5 in the series, and after he has them, he seeks to acquire by drawing in regular turn, the appropriate solution card, numbered 6 in the series, corresponding to and showing the clue that has been given to him as one of the key cards numbered 3 in the series. The player first to acquire the six cards in the series solves the crime or puzzle and wins the game.

55. However, the clues on his number 3 card and number 6 card must correspond. As noted above, every time a player draws a card, he examines it and shows it to the others. If the player needs that card, he keeps it, but if he does not need it at the moment, he, as well as all the other players, makes a mental note of what the card was and where it was replaced on the table. Therefore, the player who can remember where particular cards are, can draw, or attempt to draw, the cards that he needs for the crime he is working on. This trains the memory of the players. For example, a player might draw card numbered 2 for the "Silver Mine Mystery" on his very first draw. He could not keep this card, because he had not yet drawn number 1 card, but eventually he might draw the number 1 card and then, if he remembered where the number 2 previously drawn was, he could draw it when his turn came next. So also a player might have noted that a solution card for the "Silver Mine Mystery" had been drawn earlier in the game, and that card showed a clue solving the crime. Then, as play went on, he might draw a key or clue card numbered 3 in the series, showing that clue and then, if his memory is good, he would be able to draw the appropriate solution card numbered 6 as soon as he had drawn his cards numbered 4 and 5.

60. The game therefore not only develops the memory, as indicated above, but also develops the intelligence of the players in perceiving what are the clues on the key or clue cards. The clues shown on the cards illustrated are quite obvious,
as the cards here shown are primarily for play by children. However, the clues could be made more and more obscure, depending upon the intelligence of the players.

While the invention has been illustrated in some detail, it should be understood that it is not limited to any particular detail, but may be carried out in a number of ways.

I claim as my invention:

A group of cards for use with other like groups of cards in a game involving a crime, puzzle or mystery, the cards being numbered in regular order and illustrating, in that order, by means of pictures and legends, the consecutive steps involved in the commission and solution of the crime, puzzle or mystery, the group of cards comprising, as a part thereof, a set of clue cards, each bearing the same number, which number is intermediate the numbers of the first and last cards of the group, the several clue cards being substantially identical, except for a feature individual to and characteristic of that clue card, said feature constituting the clue individual to that clue card, the group of cards also comprising a set of solution cards, corresponding, respectively, with the several clue cards, the solution cards all bearing the same number, which number is the last of the series, the several solution cards giving a plurality of different solutions for the crime, puzzle or mystery, the solution cards being substantially identical except for a feature individual to and characteristic of that solution card, said feature of a particular solution card matching identically with the particular clue on the corresponding or matching clue card.

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