An obtuse angle is an angle greater than 90° and less than 180°.

Fig. 1.

A circle is a plane figure bounded by a curved line, every point of which is equally distant from a point within called the center.

Fig. 2.

Fig. 3.

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This invention relates to games and has special reference to an educational card game.

More particularly the invention relates to a set or deck of cards for playing a novel educational game.

The principal and most important object of the invention is to provide a novel and improved arrangement of cards associated in groups with the card of each group relating to certain facts regarding definite subjects illustrated on one of the cards of the group.

A second object of the invention is to provide a deck of cards which may be used in a variety of ways for playing means.

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 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:

Figure 1 is a view showing the faces of one group of the cards.

Figure 2 is a view showing the faces of a second group of the cards.

Figure 3 is a view showing the faces of a third group of cards suitable for a modified game or which may be used in connection with the other cards.

In carrying out the invention as here shown there are four cards used in each group although it will be obvious that it is not necessary to restrict the number of cards in each group to four as will be presently explained. The number of groups in the deck may be varied to suit the amount of information and the different items of information to be given.

In the groups as shown in Figures 1 and 2 it will be seen that each group is headed by a principal or key card 10 bearing the representation 11 of a geometrical figure. The second card of each group is what may be termed the name card and is shown at 12 and bearing imprinted thereon the name 13 of the object illustrated on the key card 10. The third card of each group is shown at 14 and bears thereon a statement 15 in the form of the introductory clause of a definition, the statement printed being thus in the nature of a question clause so that the card 13 may be called the question card. The final card 16 of the group bears imprinted thereon the completion of the definition as shown at 17 and this card may be termed the definition card.

In the form shown in Figure 3 each group consists of a key card 18 having a representation 19 of an object thereon disclosed in perspective or in isometric projection. The second card in this form is shown at 20 and bears a representation 21 of the side elevation of the object 19. The third card 22 bears a representation 23 of the plan of such object and the fourth card 24 bears the representation 25 of the end view of the object. Preferably dimensions 26 are also indicated on these cards.

Obviously each of the cards as shown in Figure 3 may have associated therewith a name card, a question card and a definition card as in Figures 1 and 2 and may thus form in themselves the key cards of what may be termed sub-groups.

In playing the game the cards are shuffled and are dealt around among the players to distribute the same as evenly as possible. Then the first player to the right of the dealer leads one of the key or emblem cards 10 and asks "What does this represent?" The player having the card 12 with the name of the object on it then lays down his card no matter what his position in the game may be. The player having the card 14 relating to the key card 10 then lays down his card and finally the player having the definition card 16 of that particular group plays his card. The next player to the right who has a card or the group in his hand then starts a new group by laying down the key or emblem card and the other players follow with the name, question and definition cards of that group. This may be continued until all of the cards have been laid down, the game being scored by counting the errors made by the several players and the player having the fewest errors winning the game. Another way of indicating the winner of the game is by awarding the game to the player who first gets rid of all of his cards. For instance, if a player has several groups in which he has a key card and two or more of the other cards he may so make his plays as to quickly get rid of his key and other cards. For instance, if the player had three of the cards including the key shown in Figure 1 and played the key card he would get...
rid of three cards while only one card would be played by any other player and thus he would cut down the number of cards in his hand by three while only one of the other players would cut down his hand at all.

In the form shown in Figure 3 the same procedure may be followed. The player plays the key card, the next player the side elevation, the next player the plan and the next player the end elevation and the scoring may be done in the same manner as before.

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 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 desired to include all such as properly come within the scope claimed.

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

1. In an educational card game, a series of groups of cards, each group including a key card bearing the pictorial representation of a geometrical figure, and each group having a series of other cards bearing indicia of facts relating to the geometrical figure illustrated on the key card.

2. In an educational card game, a series of groups of cards, each group including a key card bearing the pictorial representation of a geometrical figure, a name card bearing the name of the geometrical figure represented on the key card, a question card bearing a phrase giving the introductory clause of the definition of the geometrical figure represented on the key card and a definition card bearing the remainder of the definition of said geometrical figure, the several key cards bearing representations of different geometrical figures.

3. In an educational card game, a group of cards, one card of the group having an object depicted thereon, another card bearing the name of the object, another card bearing the verb clause of the definition of the name of the object and still another card bearing the adjective clause of said definition.

In testimony whereof I affix my signature.

HAZEN DOUGLAS.