Sept. 22, 1953 E. R. CONGER 2,652,635

QUIZ CARD GAME

Filed July 23, 1952

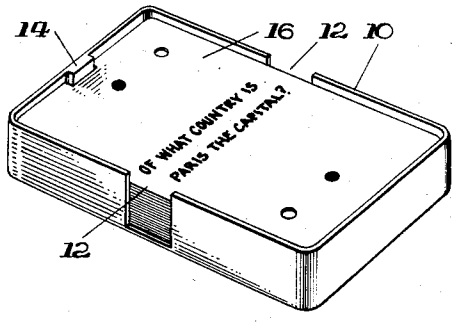


Fig. 1.

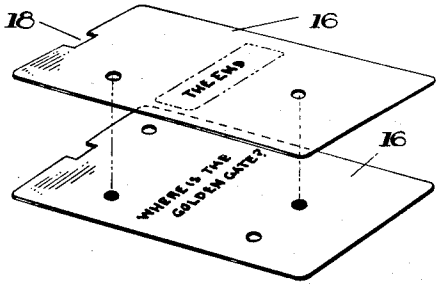


Fig. 3.

Fig. 2.

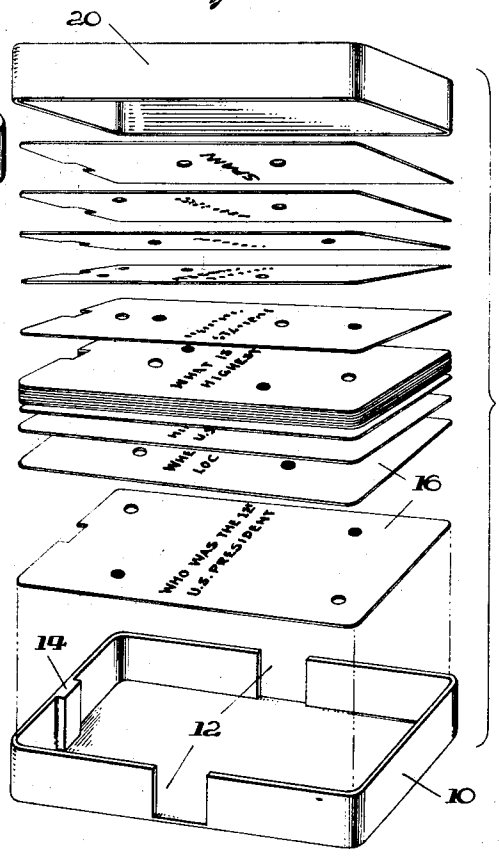


Fig. 4.

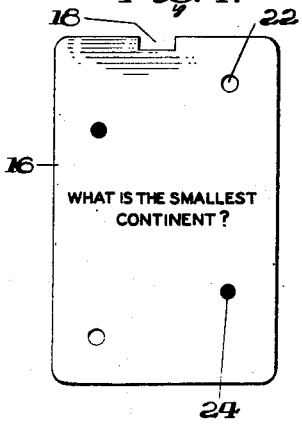


Fig. 5.

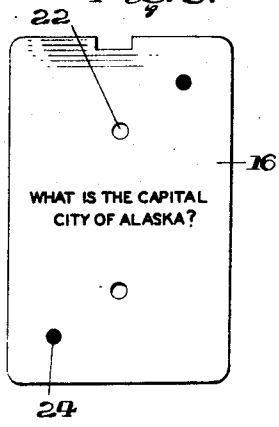
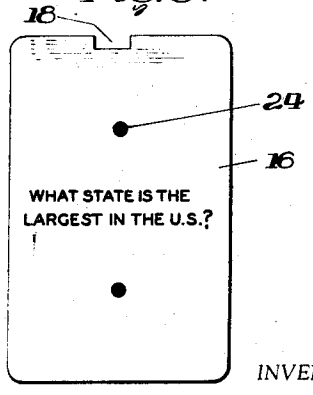


Fig. 6.



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QUIZ CARD GAME

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2 Claims. (Cl. 35—9)

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This invention relates to a question and answer game and more particularly to a game which is educational as well as entertaining.

It is, therefore, one object of this invention to provide a question and answer game which can be used to teach various subjects such as history, geography and music or such specialized skills as mechanics, radio, military science, electronics, and the like.

Another object of this invention is to provide a question and answer game which can be played by one or more persons.

Another object of this invention is to provide a question and answer game which is small and compact, requiring little space in which to play it or store it.

Other objects of this invention are to provide an improved device of the character described, that is easily and economically produced which is sturdy in construction, and which is highly effective in operation.

With the above and related objects in view, this invention consists in the details of construction and combination of parts, as will be more fully understood from the following description, when read in conjunction with the accompanying drawing in which:

Fig. 1 is a perspective view of the game with all the cards positioned within the bottom portion of the case.

Fig. 2 is an exploded view of the case and the cards.

Fig. 3 is a view showing the last or top two cards and how the holes in one card coincide with the dots in another card.

Fig. 4 is a front view of a card.

Fig. 5 is a front view of a card having dots coinciding with the holes in the card of Fig. 4.

Fig. 6 is a card having dots coinciding with the holes of the card of Fig. 5.

Referring now in greater detail to the drawing wherein similar reference characters refer to similar parts, there is shown a lower case portion or holder 10 which may be constructed of plastic, cardboard, wood, or any other suitable material. This holder 10 is provided with slots 12 at two opposite sides and a rib or lug 14 at a third side, the rib being positioned internally but slightly off center of the holder. A stack of cards 16 are adapted to be positioned within the holder 10, each card having an off center recess 18 of a size and position to just fit over rib 14 when the card is question side up. The slots 12 are provided for the purpose of allowing a person's fingers access to the cards within the holder. The rib 14 acts as a guide within the slots 18 to keep the cards correctly aligned within the holder when they are all question side up. A cover portion 20 is adapted to fit over the holder 10 to close the game when not in use.

The cards 16 are made of cardboard, plastic, or the like, and they fit closely into the holder 10.

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The first card to be played is that shown in Fig. 6, and has a question and dots on its face, but has no holes. Each of the cards, except the first one, has holes 22 therethrough and dots 24 plus a question printed on one face. The opposite or back face of each of these cards, has no dots but only the holes plus an answer to the question of a preceding card. In the case of the last card to be played, which is the top card shown in Fig. 3, the back face has only holes plus an answer to the question of a preceding card and the top face has only the holes plus the words The End.

The dots are arranged differently for each card and only one other card has the arrangement of holes to match those dots. When the card with the coinciding holes is placed over the dots of another card, the question written on the dotted face of the former is correctly answered by the answer printed on the undotted face of the latter.

If the player doesn't know or isn't sure of the answer to a question, he can, by finding a card with holes that align exactly with the dots that appear on the question card, learn the answer. A person will be more likely to remember the answer to a question by working it out in this manner than if he just reads the answer.

Although this invention has been described in considerable detail, such description is intended as being illustrative rather than limiting, since the invention may be variously embodied, and the scope of the invention is to be determined as claimed.

What is claimed as the invention is:

1. A game comprising a container having a bottom wall and four side walls, a stack of cards adapted to be positioned within said container, dots, holes and printed questions on one face of each card and answers on the opposite faces thereof, said dots and holes being arranged in different manner for each card, the holes of only one card being adapted to coincide with the dots of only one other card, the card having the holes which coincide with the dots of another card having the answer to the question of said other card printed on the undotted back thereof.

2. The device of claim 1 wherein a rib is formed on one side wall, said rib being positioned off center within said container, and a correspondingly off-center recess formed in each card, said recesses being adapted to embrace said rib when the cards are all faced the same way in order to keep said cards in alignment.

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