July 7, 1925. 1,545,085

S. A. DAVIDHEISER

GAME

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Fig. 1.

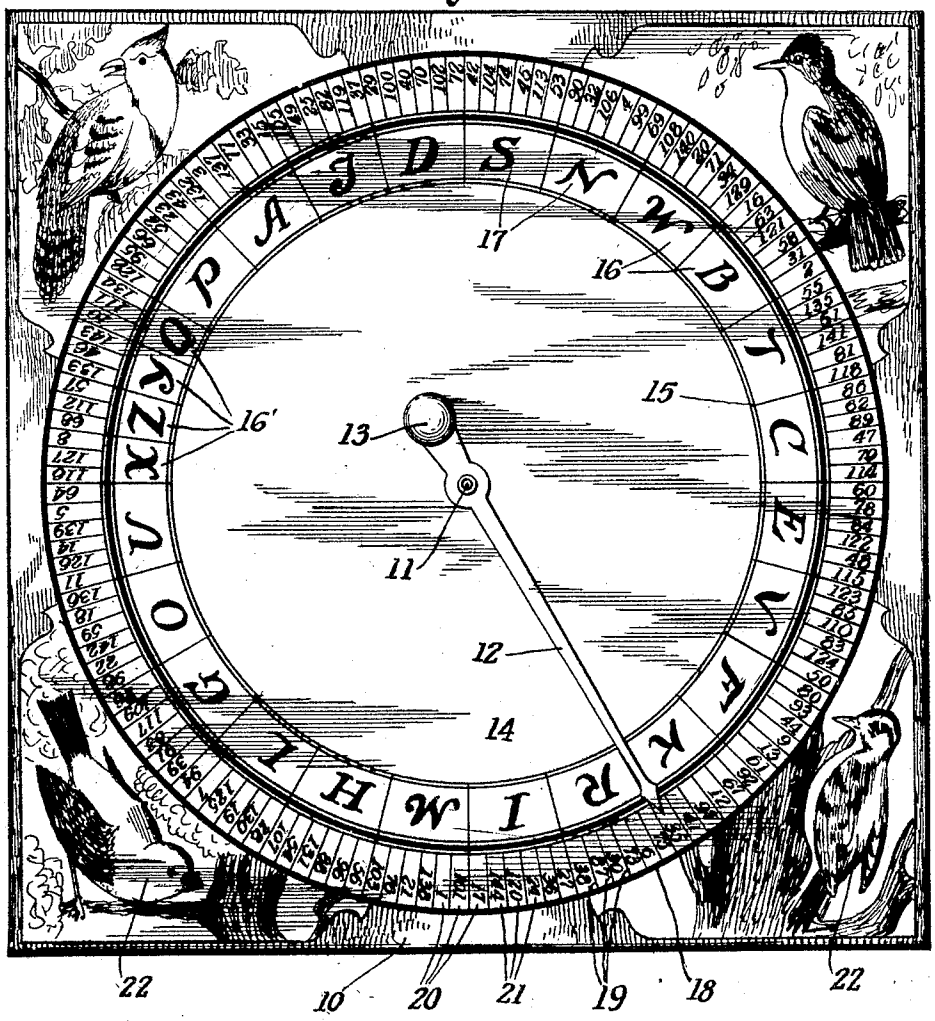
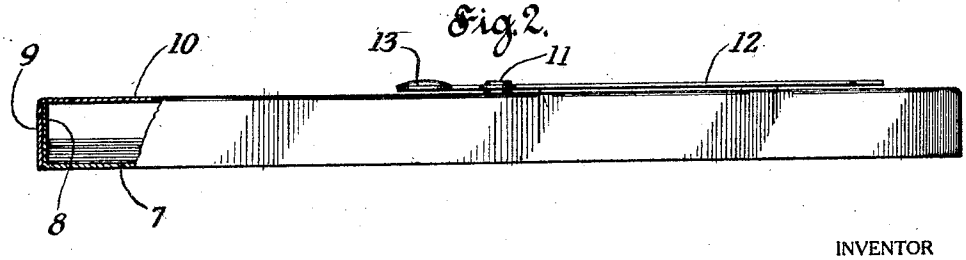


Fig. 2.



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Fig. 3.



Fig. 4.

1.	am	25.	Dick	49.	we	A.	a.
2.	ate	26.	dug	50.	sled	B.	b.
3.	apple	27.	end	51.	hot	C.	c.
4.	all	28.	desk			D.	d.
5.	bed	29.	each			E.	e.
6.	ask	30.	doll				
7.	at						
8.	bag						

Fig. 5.

1. 1x1=	49. 6x1=	109. 11x1=	12x12=144	7x12=84	3x12=36
2. 1x2=	50. 6x2=	110. 11x2=	12x11=132	7x11=77	3x11=33
3. 1x3=	51. 6x3=	111. 11x3=	12x10=120	7x10=70	3x10=30
4. 1x4=	52. 6x4=		12x9=108	7x9=63	
5. 1x5=	53. 6x5		12x8=96		
6. 1x6=			12x7=84		
7. 1x7=					
8. 1x8=					
9. 1x9=					
10. 1x10=					

23 24

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UNITED STATES PATENT OFFICE.

SADIE A. DAVIDHEISER, OF MAPLEWOOD, NEW JERSEY.

GAME.

Application filed February 27, 1924. Serial No. 695,422.

To all whom it may concern:

Be it known that I, SADIE A. DAVIDHEISER, a citizen of the United States, residing at Maplewood, in the county of Essex and State of New Jersey, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to improvements in games particularly adapted for the indoor amusement of young people and which requires no special experience in order to play in a satisfactory manner.

One of the objects of the invention is to provide a game board upon which three separate and distinct games may be played, by two or more persons, these games involving the use of separate kinds of cards for each game and all having characteristic and pronounced educational value.

Another purpose is to produce a game so simple that it can be readily played by a child and in such manner as to become familiar with the letters of the alphabet, simple words, numerals, elementary arithmetical problems, and to distinguish common objects, as birds and the like from others of their kind or specie.

These and like other aims are accomplished by the novel construction, combination and arrangement of parts hereinafter described and illustrated in the accompanying drawings, forming a material part of this disclosure, and in which:—

Figure 1 is a plan view of a game board or box cover made in accordance with the invention.

Figure 2 is an edge view of the same.

Figure 3 is a view showing one of a set of bird cards as used in playing one of the games.

Figure 4 is a partial plan view of one of the school game cards.

Figure 5 is a similar view of one of the cards used in playing the game called election.

In the drawings the numeral 10 designates the top of a square block, board or box, particularly as shown in Figure 2, in which the cover 10 is formed with depending edge flanges 9, fitting the raised sides 8 of a box 7 and used as a receptacle for cards or the like used in playing the games, the cover having at its center a pivot 11 on which is mounted an index 12 having a weight 13 on its shorter arm, counterbalancing the longer arm so that it may turn freely on the pivot.

A central circular field or disc 14 which may bear any desired illustration or plain as preferred, this disc being surrounded by a zone 15 divided by a plurality of radial lines into blanks 16 on each of which is inscribed an alphabetical character 17, the complete alphabet from A to Z being used.

Circumjacent the zone 15 is another band 18 divided by uniformly spaced radial lines 19 into relatively narrow blank spaces 20, and bearing numerals 21 from "1" to "144" inclusive, the same being arranged in mixed relation not consecutively, the letters 17 being also disposed at random.

It will be noted that the letters X, Z, Y and Q are disposed on blanks 16′ which are only half the width of the blanks 16, each of which have exterior to them six of the numeral carrying blanks 20, while the blanks 16′ have exterior to them only three of the numeral carrying blanks 20.

The corners of the board or box show illustration of birds as at 22, the same agreeing with certain of the cards shown in Figure 3.

The three games which may be played are preferably called covey, school and election, respectively.

Covey is played with 144 cards consisting of 24 series of 6 each, each series representing a bird and a letter, the object sought being to get a covey or complete series.

The cards are placed on a table in their respective series and in alphabetical order.

The players take turns in spinning the index 12, which upon coming to rest, points to one of the letters 17 in the innermost row, said letter designating the series from

which the player draws a card, this being continued until a player has a covey.

A covey is held to be constituted of six cards of a like series, three like cards and an owl, or two owls.

The game called election is played with the election card, shown in Figure 5 and which consists of twelve numbered multiplication tables without answers as in the vertical rows 23.

On the opposite half of the card and arranged in inverted relation are the same tables, not numbered but with answers as in the rows 24, which are to be consulted only when the player does not know the answer or if there is doubt to an answer.

Each player chooses a party and selects two candidates whose names are written upon a slip of paper, the object of the player being to elect the selected candidates.

Each player takes turn in spinning the index and eight spins for each player completes the game.

The number designated by the index when the spin is completed is the number of votes for one candidate and the result obtained by multiplying the numbers on the table opposite the number designated by the index are the number of votes for the other candidate.

The number of spins having been completed, each player adds his or her columns of figures or votes and the two candidates having the highest number of votes is elected.

School consists of cards shown in Figure 4 consisting of one, two, three and four of graded words corresponding in grade to their number.

The object of card one is to have the child learn simple words, and how to write them through play. Cards two, three and four are to be used in a spelling game.

Card one. The players take turns in spinning the index and the players write down their word designated by the index when the spin is completed.

Five spins each closes the game. Each child now pronounces his words and the one with the least errors is the winner.

One child alone can play school by writing his words down after each spin. The child should receive the proper correction from some one, and in this way receiving encouragement.

Cards two, three and four are to be used in a spelling game. Select the card suited to the players' grade.

The players take turns in spinning. The number and the letter that the index designates is written down by each player. With card two the letter is not necessary.

Five spins each completes the game for card two. Seven spins each for card three and ten spins each for card four.

The players exchange the lettered numbers, and take turns in pronouncing and spelling the words. Only one word is to be spelled from the group the number designates, selected by the one pronouncing the words to the speller. The player spelling the most words correctly wins the game.

Although I have described my improvements with considerable detail and with respect to certain particular forms of my invention, I do not desire to be limited to such details since many changes and modifications may well be made without departing from the spirit and scope of my invention in its broadest aspect.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent, is:—

1. A game apparatus comprising a game board having a plurality of concentric circles thereon dividing the board into a field and two concentric zones, an index rotatably mounted centrally of the board, the inner zone being divided into a plurality of segments bearing alphabetical indices, the outer zone being divided into a plurality of numbered segments, and a multiplicity of series of cards for use in playing different games, each respective series of cards being marked with letters corresponding to the indices on the board.

2. A game apparatus comprising a hollow casing, a removable cover for said casing, said cover forming a game board, said board having a plurality of concentric circles thereon dividing said board into a field and two concentric zones, an index rotatably mounted centrally of the board, the inner zone being divided into a plurality of segments bearing alphabetical indices, the outer zone being divided into a plurality of numbered segments, and a multiplicity of series of cards for use in playing different games, each respective series of cards being marked with letters corresponding to the indices on the board.

3. A game apparatus comprising a game board having a plurality of spaced concentric circles thereon, concentric zones on the board between said circles, one of said zones being divided into relatively small segments of equal area, the other of said zones being divided into relatively large segments of varying areas, the larger segments bearing alphabetical indices, an index rotatably mounted centrally of the board and a multiplicity of series of cards for use in playing different games, each respective series of cards being marked with letters corresponding to the indices on the board.

4. A game apparatus comprising a game board having a central circular portion, a zone divided into sectors of an unequal area, each sector bearing a separate alphabetical character, a second zone circumjacent the

first zone, said second zone being divided into relatively narrow sectors, each bearing a numeral, the letters and numerals being arranged at random, and a definite number of numerals in relation to each letter, an index pivoted on said board adapted to travel over both zones, and a multiplicity of series of cards for use in playing different games, each respective series of cards being marked with letters corresponding to the indices on the board.

This specification signed and witnessed this 25th day of February, 1924.

SADIE A. DAVIDHEISER.

Witnesses:
W. H. DAVIDHEISER,
FREDK. C. FISCHER.