

UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

999,913.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, JOHN T. TODD, a citizen of the United States, residing at Springfield, in the county of Sangamon and State of Illinois, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates in general to game apparatus and more particularly to card games, and the primary object of the invention is to provide an improved game of this character especially designed for educational purposes, and which will at the same time furnish an interesting and amusing game.

A further object is to provide an improved game of this character comprising playing cards which are adapted to be used in playing games of different characters.

To the attainment of these ends and the accomplishment of other new and useful results, the invention consists in the features of novelty hereinafter more fully described and claimed and shown in the accompanying drawing illustrating an exemplification of the invention, and in which—

Figures 1, 2, 3 and 4 represent playing cards. Fig. 5 represents the key to the game. Fig. 6 represents a score card upon which the results of the different plays may be recorded.

The present invention consists primarily in a series of playing cards 10, 11, 12 and 13, as shown in Figs. 1 to 4 of the drawings, and the deck may consist of any desired number of cards, and comprises what may be termed as two sets of cards, one set bearing data to serve as leading or question cards, and the other set bearing data to serve as responsive or answer cards. In the drawing the question and answer cards 10 and 11 are adapted to constitute a game of one character, or a game relating to one particular subject, while the cards 12 and 13 shown in Figs. 3 and 4 are adapted to constitute a deck for playing a game having reference to another subject.

In practice it has been found that a deck of convenient size well adapted for the purposes of the game, comprises fifty cards, although it is to be understood that any number of cards may be employed which relate to one general subject. It is also to be understood that the decks are not necessarily limited to one particular subject, for a plurality of series of cards relating to different subjects may be combined in one deck. It has been found, however, that in order to

simplify the game for beginners, or younger people, the decks should be arranged to comprise cards relating to one subject.

The cards of the series relating to one particular subject in addition to the data 14 contained on the face thereof, are provided with designating marks or indications 15, which latter may be arranged on the cards in any desired or suitable position, but are preferably arranged at the ends of the cards as shown. These data 15 are for the purpose of designating the series or particular deck to which the respective cards belong. The data 15 preferably comprise an indication 17 for indicating the grade of the data contained on the cards, that is to say, whether the cards shall be used for games played by juveniles, or by older persons, and corresponds to the data or information 18 contained on the key sheet 16. This key sheet 16 comprises an answer column 19 which contains the answers to the information asked for by the data 14, and also a credit column 20, within which column are arranged characters 21 to designate the number of credits to which the person who correctly answers the questions is entitled to be credited upon the score sheet 22. Each of the cards is also provided with data 23 in the form of credits 24 to indicate to the player the number of credits he is entitled to receive in the event that a proper answer or reply is given to the question. For instance, by referring to card 12 shown in Fig. 3, if the question indicated by the data thereon is asked, the person who holds the card and asks the question may refer to the data 23, and will ascertain therefrom that for a correct reply to the question the person giving such reply will be entitled to five credits. Similarly, the person holding the card 13 containing the reply to the question contained on card 12 may refer to the data to ascertain therefrom the number of credits to which the person is entitled who correctly answers the question indicated by the data 14 on the card 13, if such a question is asked.

The key sheet 16, in addition to containing the answers also contains an indicator comprising indicating characters, preferably in the form of numerals, one of which is arranged adjacent each of the answers. One of these indicating characters 25, the character indicating the proper reply to the data 14 on each of the cards, is placed on the card, preferably adjacent the data 23, or in any other conspicuous place and in connection

with this data 25 is arranged the data or information 18 to designate the key 16 of the proper series to be used when the particular cards are employed. For instance, referring 5 to Figs. 3 and 4, the data 18 refers to the key of the particular series and grade as shown in Fig. 5, and corresponds to the indications 18 thereon. On the card 12 the indicating character 25 designates the particular answer 10 which is the correct answer to the data 14 thereon, and likewise, on the card 13, the indication 25 refers to the point or place on the key 16 at which the correct answer to the data 14 may be found.

15 On the cards shown in Figs. 1 and 2, the indication 26 designates the series and grade to which reference is to be had on a key card similar to the card 16, and the indication 27 on these cards refers to the indicating characters similar to the characters 25 on the respective key sheet, and designate the particular place on the sheet at which the proper answer can be found.

In playing the game, a score card 22 is 25 preferably provided for each player and contains a column 28 for the key number, so as to indicate which of the series of cards were being used when the record was made. This sheet may also contain a column 29 in 30 which is placed the possible points, and also columns 30 for containing the credits for the proper and respective answers. The score card may also contain a column 31 in which 35 may be so arranged, or the rule may provide, that in the event of a failure to correctly answer the question, a penalty may be charged against the person of whom the question is asked, upon his failure to give a 40 correct answer thereto. This, however, is a mere detail, and may be employed or not, according to the wishes of the players.

Any number of persons may play this game, and the cards may be dealt in any 45 improved manner, after which the questions may be asked and the person asking the question may designate the particular person from whom he wishes the answer, whether or not the person to whom the 50 question is directed holds the card containing a correct response to the question. In the event that the question is correctly answered, the person so answering the question may receive the number of credits indicated on the respective cards for the 55 proper answer. If the penalty column is to be used and the person of whom the question is asked fails to answer the question, then the person asking the question may be 60 compelled to answer, and in the event of his failure to answer correctly, he may be charged in the penalty column with a certain number of points, which number may be agreed upon before hand, or may be provided for in the rules of the game. 65

With this improved game, it will be apparent that it will not only be instructive and serve as an educational game, but will also be amusing and interesting, and as the knowledge of the players increases, different 70 cards of a higher grade containing more complex questions may be employed, or, as has before been stated, several decks may be mixed together and employed in the same 75 manner. In the event that several decks are mixed together, when it is desired to separate the cards into the respective decks or series, then the data 15 contained on the cards will serve as a means whereby they 80 may be readily separated.

In addition to the game above briefly outlined, the cards may be adapted for playing games of an entirely different character, and may be provided with denominational characters or indications 32, which characters 85 may be arranged on the cards in any conspicuous place, preferably at the corners thereof, as shown, and may be employed for the purpose of playing the game to instruct the players in arithmetic or they may be 90 combined with the questions and answers into one game. For instance the cards of a deck comprising a series as shown in Figs. 1 and 2 may be provided with denominational numbers or characters 32 progressing 95 from 1 to 50, or the cards may be divided into two series of 1 to 25 each, if the pack or deck comprises fifty cards, or the series may be so divided that each series will contain an equal number of cards. If two series of 100 numbers are used, then these numbers may be differentiated from each other in any suitable manner, such as by different colors. In playing this game, it may be played by 105 dealing the cards to the players and by dealing an equal number of cards to the board, face upward. The game may then be played by combining the denominational numbers on the exposed cards on the board 110 to either produce results by adding the numbers on two or more of the cards together, by subtracting one or more numbers from the others, by dividing one number by another, or by multiplying any two or more 115 numbers together so as to produce a result which will correspond to the denominational number on any one of the cards in the hand of the player. In producing these results, the player may divide, subtract, add or multiply the denominational numbers on two or 120 more of the exposed cards or may perform the same operation with any one or more of the cards on the board in connection with a card which he plays from his hand, but in this event, the rules may so provide that the 125 cards producing the desired result must be allowed to remain on the board until the player's next turn. If, in the meantime, any other person holds a card having a denominational number equal to the result 130

produced by another player, as shown by the combination of the exposed cards, he may either take all of the cards producing this combination, or add another card there-
 5 to, either from the board or from his hand to produce a result equal to the denominational number 32 on the card held in his own hand. It will also be apparent that when the cards are used to play the game
 10 which has just been described, the rules of the game may be such, that although a player may be able to make many combinations by so manipulating the cards as to result in what is termed a "trick," still he
 15 may have a further requirement imposed upon him which necessitates that he must be able to give a correct answer or reply to the data 14 contained on the "trick" card or to give a correct reply to the data 14 con-
 20 tained on each of the cards involved in the "trick." Such a game, it will be manifest, results in a compulsory education for as the player knows the requirements he will not employ any card in the "trick" which con-
 25 tains data to which he cannot correctly reply, and in order to become expert in the game he will "school" himself on all of the subjects involved which appear on the cards.

While there has been described only a few
 30 of the games which may be played by the same cards, it is to be understood that this invention is not to be so limited as to restrict the applicant to the use of these cards for these games only, and it is to be further
 35 understood that the cards may be so combined, arranged and manipulated that any other game which may suggest itself to the players may be played thereby.

The key sheet or card 16 and the score
 40 sheet or card 22 are preferably provided with apertures or openings 33, which especially adapt them for use in temporary binders. If desired, the data or indications
 45 23 on the cards may be so arranged as to contain information for various games, and in the exemplification of the invention herein shown, the indications 23 are so arranged as to contain a space for credits, for questions,
 50 This, however, is a mere detail of the game, and may be modified at the will of the manufacturer.

What is claimed as new is—

1. An educational game apparatus com-
 55 prising a series of coöperating cards, each of which contains data to serve as either questions or answers, the answers being omitted from the question cards, and the questions being omitted from the answer cards, each
 60 of the cards also bearing a credit indication and also a numerical denominational character whereby the cards may be employed

for games of different characters, the said denominational characters and the remain-
 ing data on each card being so arranged with 65 relation to each other that the attention of the player by playing one game will be directed to the data constituting another game, all of the said data being adapted to be combined in the playing of a single game. 70

2. An educational game apparatus comprising a series of coöperating cards, each of which contains data to serve as either ques-
 tions or answers, the answers being omitted from the question cards and the questions 75 being omitted from the answer cards, each of the cards also bearing a credit indication and also a numerical denominational character whereby the cards may be employed
 for games of different characters, the numer- 80 ical denominational characters on the cards being different and so arranged with respect to the remaining data on the cards that the attention of the player while playing one
 game will be directed to the data constitut- 85 ing another game, all of said data being adapted to be combined in the playing of a single game.

3. A compulsory educational game apparatus comprising a series of coöperating 90 cards, each of which contains data to serve as either questions or answers, the answers being omitted from the question cards, and the questions being omitted from the answer
 cards, each of the cards also bearing a nu- 95 merical denominational character whereby the cards may be employed for games of different character, said denominational characters and the remaining data on each card being adapted to be combined in the playing 100
 of a single game.

4. A compulsory educational game apparatus comprising a series of coöperating
 cards, each of which contains data to serve as either questions or answers, the answers 105 being omitted from the question cards and the questions being omitted from the answer cards, each of the cards also bearing a numerical denominational character whereby
 the cards may be employed for games of dif- 110 ferent characters, the numerical denominational characters on the cards being different, and adapted to be combined with the remaining data on the cards in the playing
 of a single game. 115

In testimony whereof I have signed my name to this specification, in the presence of two subscribing witnesses, on this 24th day of February A. D. 1910.

JOHN T. TODD.

Witnesses:

J. H. JOCHUM, Jr.,

M. W. CANTWELL.