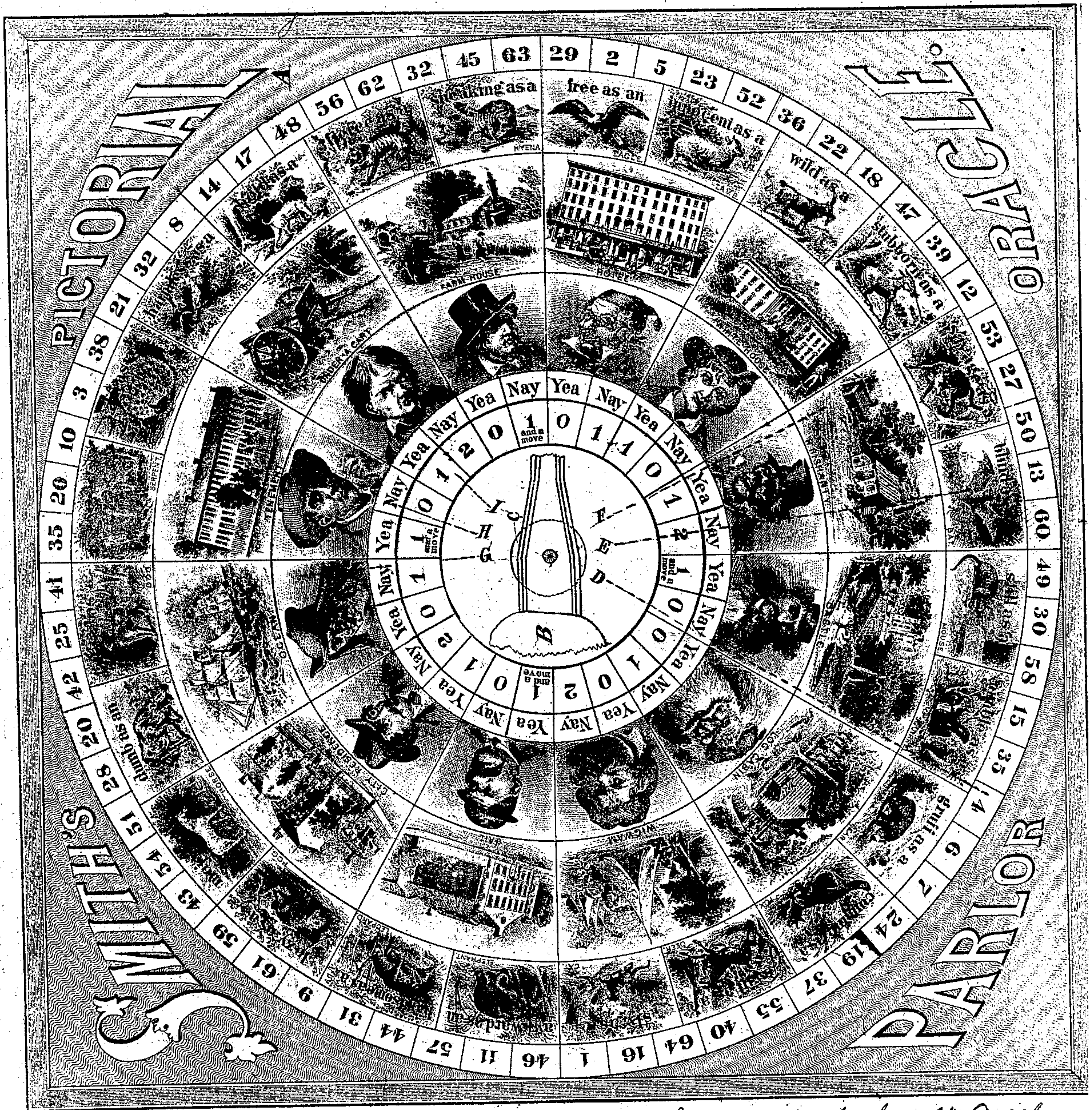


*A. W. Smith,*

*Parlor Game.*

*No. 89894.*

*Patented May 11, 1869.*



*Witnesses*

*Saml H Baird  
William S Ward.*

*Inventor — Anthony W. Smith*



# United States Patent Office.

ANTHONY W. SMITH, OF BIRMINGHAM, PENNSYLVANIA.

*Letters Patent No. 89,894, dated May 11, 1869.*

## PARLOR-GAME.

The Schedule referred to in these Letters Patent and making part of the same.

*To all whom it may concern:*

Be it known that I, ANTHONY W. SMITH, of the borough of Birmingham, county of Allegheny, and State of Pennsylvania, have invented a new and useful Game for amusement and pastime, which I have entitled "Smith's Pictorial Parlor-Oracle;" and I do hereby declare that the following is a full and exact description of the same, reference being had to the accompanying engravings, and to the letters of reference marked thereon.

The nature of my invention consists in a board of card, wood, or other suitable material, upon which is engraved (or the engraving upon paper pasted upon it) a series of numbers, words, scenes, and figures, representing values and ideas, these numbers, words, &c., being arranged in divisions of concentric rows or circles, each row or circle being filled by words, numbers, or scenes, having such relationship as to form a distinct arrangement or collection.

At the centre of these concentric rows or circles a "hand" or "pointer" is pivoted, which, being made by the player to revolve, passes over the face of the engraving and board, and, having come to a rest, indicates some figure, word, or scene, which operation, when pursued in accordance with certain suitable directions and rules, affords an amusing and entertaining game by each row or circle which may be made upon the board, the drawings showing six distinct rows or circles, and affording, consequently, six distinct games upon the one board.

To enable others to make and use my invention, I will proceed to describe the method of manufacture and operation.

The letter A refers to the board, of paper, wood, or other suitable material, upon the back of which the directions for playing the game may be placed.

B is the "pointer," pivoted upon the "boss" C, so that when struck with the finger of the player, it shall revolve over the face of the board.

D is the outside circle of engravings, consisting of a promiscuous arrangement of numbers, calculated to render amusement in this wise:

Any number of persons, having agreed upon the number of turns of the "pointer" which each shall take, or, in other words, the number of times each shall strike the pointer, in order to revolve it, make these turns consecutively.

Each player records the number which the "pointer" indicates when it has ceased to revolve by the stroke of his finger.

When all have taken the appointed number of turns, each player adds his numbers, and the one having the greatest sum is to be considered the winner.

E is the next circle, in which is arranged a series

of comparisons, with various animals, pictures of the animals enlivening the comparison.

Any number of persons may play this game; a question, such as "What is a prominent trait in your character?" being asked, the person addressed being required to answer the question by turning the "pointer," which, when it has rested, indicates the answer in this circle, as, for instance, "Gruff as a bear."

F, the next circle, is an arrangement of scenes of different places of residence, and is played in the same way as the previous one, the question in this game, however, being, "Where will you take up your next residence?"

G, the next circle, is an arrangement of faces or vignettes of a diversified character, this game being played like the two last, the question being changed to "What is your idea of beauty?"

The next circle, H, consists of the words "yea" and "nay," arranged alternately, and is intended to furnish an answer to any question that can be answered by "yea" or "nay," the person addressed answering as before.

The circle I consists of an arrangement of colors, each color representing the value designated on the engraving, and is played in a manner similar to the game in the circle D, with this distinction, that the players select a certain number as "the game," and take turns alternately at revolving the "pointer," each player recording the value indicated when he has revolved the "pointer," and the game is won by the person who first reaches the required sum or number.

The color white, it will be noticed, in these drawings, entitles the player to the value designated, and another turn at the "pointer."

It is to be understood that I do not restrict myself to the precise engravings and arrangements of the engravings which are made in the accompanying drawings, but intend that they be merely a sample of many combinations of words, figures, and scenes, which can be made, and when arranged after the manner above described, in concentric circles, with a "pointer" pivoted at the centre, can be made distinct games, when governed by proper rules and directions.

What I claim as my invention, and desire to secure by Letters Patent of the United States, is—

The combination of a series of games, arranged in a series of concentric circles, so as to be played by a single pointer, or revolving hand at the centre, substantially as above set forth and described.

ANTHONY W. SMITH.

Witnesses:

SAML. H. BAIRD,  
WILLIAM S. WARD.