

(No Model.)

E. GREEY.
Game Apparatus.

No. 230,000.

Patented July 13, 1880.

Fig. 1.

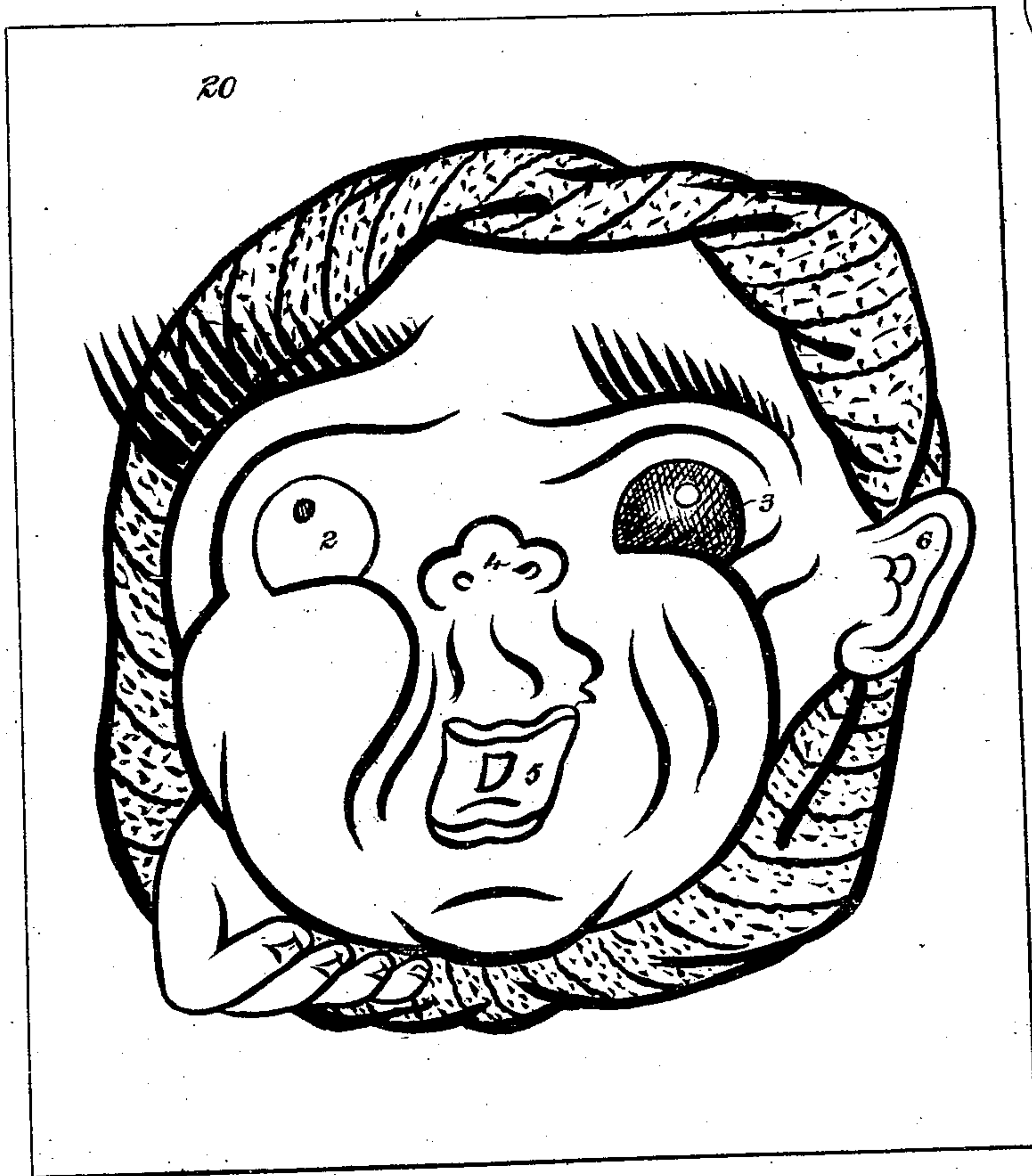
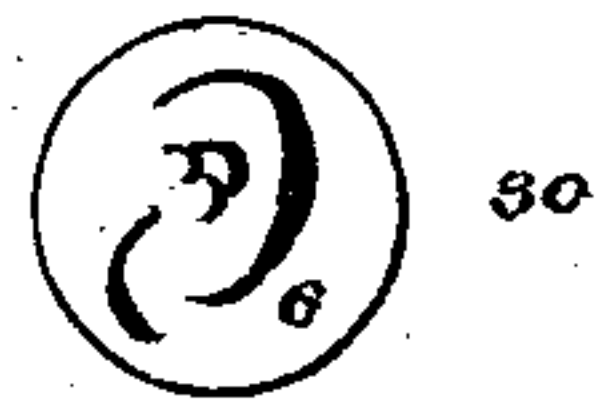
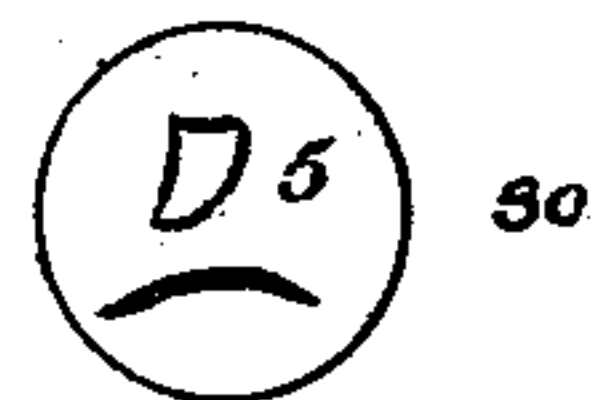
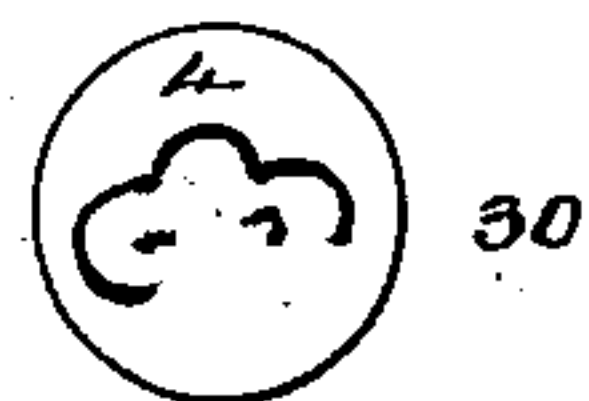
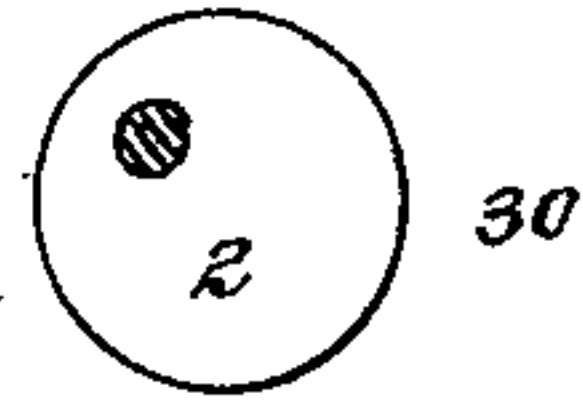


Fig. 2.



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UNITED STATES PATENT OFFICE.

EDWARD GREEY, OF MANCHESTER, MASSACHUSETTS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 230,000, dated July 13, 1880.

Application filed March 22, 1880. (No model.)

To all whom it may concern:

Be it known that I, EDWARD GREEY, a subject of the Queen of Great Britain, residing in the town of Manchester, county of Essex, and State of Massachusetts, have invented certain new and useful Improvements in Game Apparatus, fully described and represented in the following specification and the accompanying drawings, forming a part of the same.

In said drawings, Figure 1 represents the board, and Fig. 2 the counters.

The improved game apparatus consists of a board upon which are delineated certain symbols and of a series of counters that carry symbols corresponding with those upon the board, by the use of which a certain system of counting, determined by the disposition of the counters, may result, and a pleasing game of chance be accomplished, all of which will be more particularly hereinafter set forth.

The board 20 has delineated upon its surface a representation of the human face, preferably in grotesque form, so as to resemble that being generally known to children as a "goblin." In this face the several features, as the white and black eyes 2 3, the nose 4, the mouth 5, and an ear, 6, are made prominent objects, for the reason that they constitute the symbols made use of in determining the counting or points of the game. Each of said features or symbols is reproduced upon one of the counters 30, which latter are all made plain and so as to correspond with each other upon their blank or wrong sides. These counters will, in consequence of the abrasion to which they are subjected in use, be best preserved if the faces are countersunk to receive the ornamentation constituting their designating-symbol; but this is not material.

It is apparent that the number of counters may be increased, in which case other marks may be delineated upon the board, as prominent cheeks of varying expression, warts, moles, beauty spots, or other representations, the said counters being provided with corresponding symbols. In short, any character of symbol may be employed, though the precise form and number shown are preferred.

The game is played as follows: One player begins the game by placing all of the counters 30 face down on the board or other plane surface. He then shifts them in and out, so as to thoroughly change their positions, after which (still keeping them face downward) he

pushes or places one counter on the white eye of the figure, one on its nose, one on its mouth, one on its ear, and one on the black eye, &c. This done, the counters are turned face up, and a point is earned for every counter that covers the right feature, and the same is properly scored to his credit. Another player then turns the five counters face down upon the board, mixes them well, and places them in like manner on the eyes, nose, mouth, and ear of the figure, and then turns them up and scores any points made.

When all have played once the first round is ended, and a second one is accomplished in like manner. As soon as any player scores fifteen he calls "Last round; game!" But all who have not yet played on that round must do so, as those who follow him may also make fifteen and win the game. When a player turns up all five counters correctly he scores double—ten points.

The game can also be played by placing the five counters in a bag and mixing them up. The player then draws them singly and (regardless of their being face up or down) deposits them in the following order upon the board: first, on the white eye; second, on the nose; third, on the mouth; fourth, on the ear; fifth, on the black eye. This way of placing the drawn counters gives each player an equal chance.

It will be seen by the foregoing that more than one player of a party can make fifteen points and have the pleasure of scoring game.

The game may be scored by any system; but it is preferable to provide the board with counting-spaces, upon which a button or counter for each player may be placed and moved according to his progress in the game.

What I claim is—

The within-described game apparatus, consisting of a board, 20, upon which a head is delineated, portions of which constitute the symbols 2, 3, 4, 5, 6, and of counters which carry corresponding symbols upon one face, while their backs are blank, all substantially as described.

In testimony whereof I have hereunto set my hand in the presence of two subscribing witnesses.

EDWARD GREEY.

Witnesses:

H. T. MUNSON,
E. G. SELCHEM.