

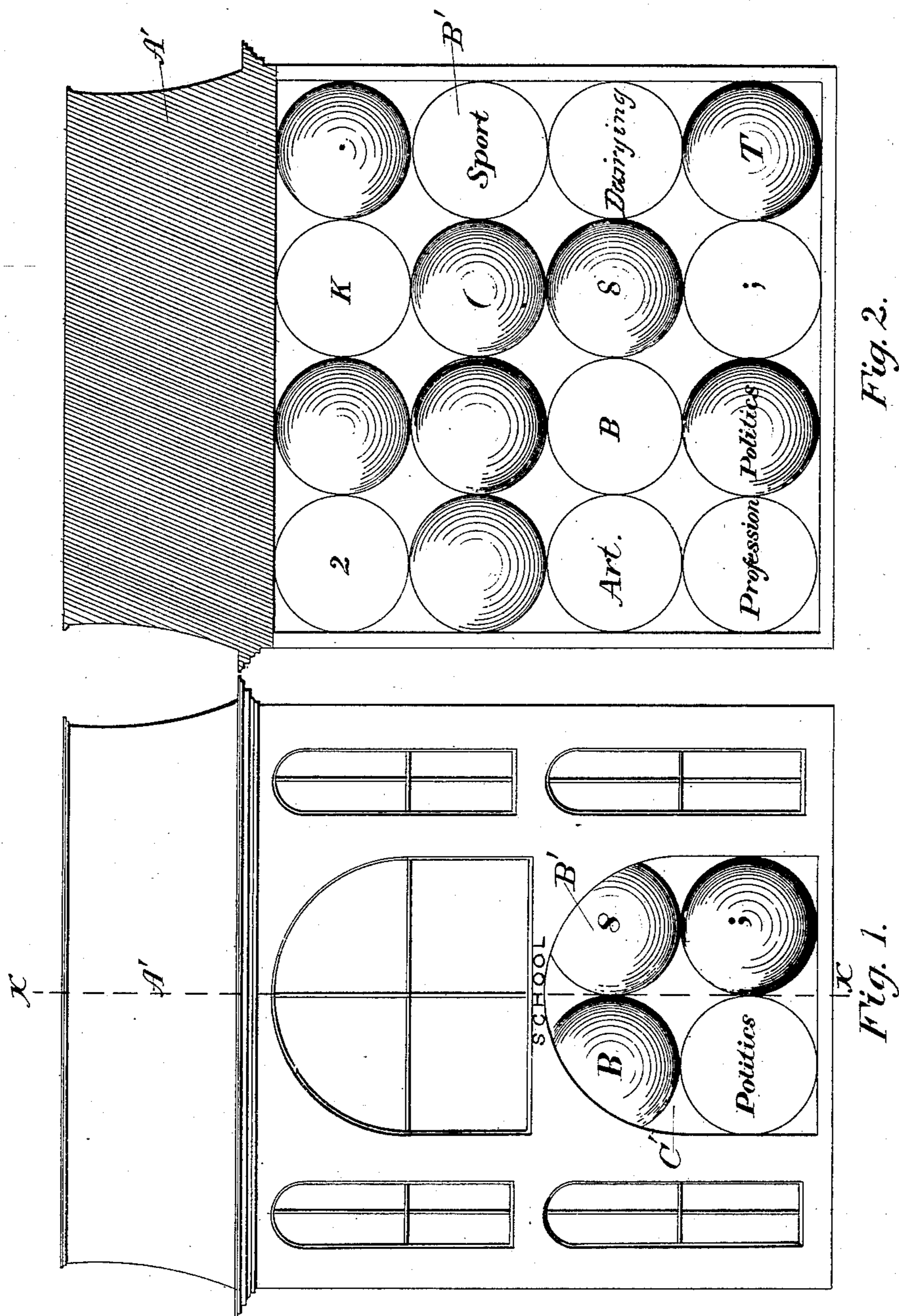
(No Model.)

3 Sheets—Sheet 1.

L. NANCE.
GAME APPARATUS.

No. 341,344.

Patented May 4, 1886.



Witnesses.
James M. Stewart.
Geo. M. Finckel

Inventor.
Lee Nance
By Herring & Redmond
Atty's.

(No Model.)

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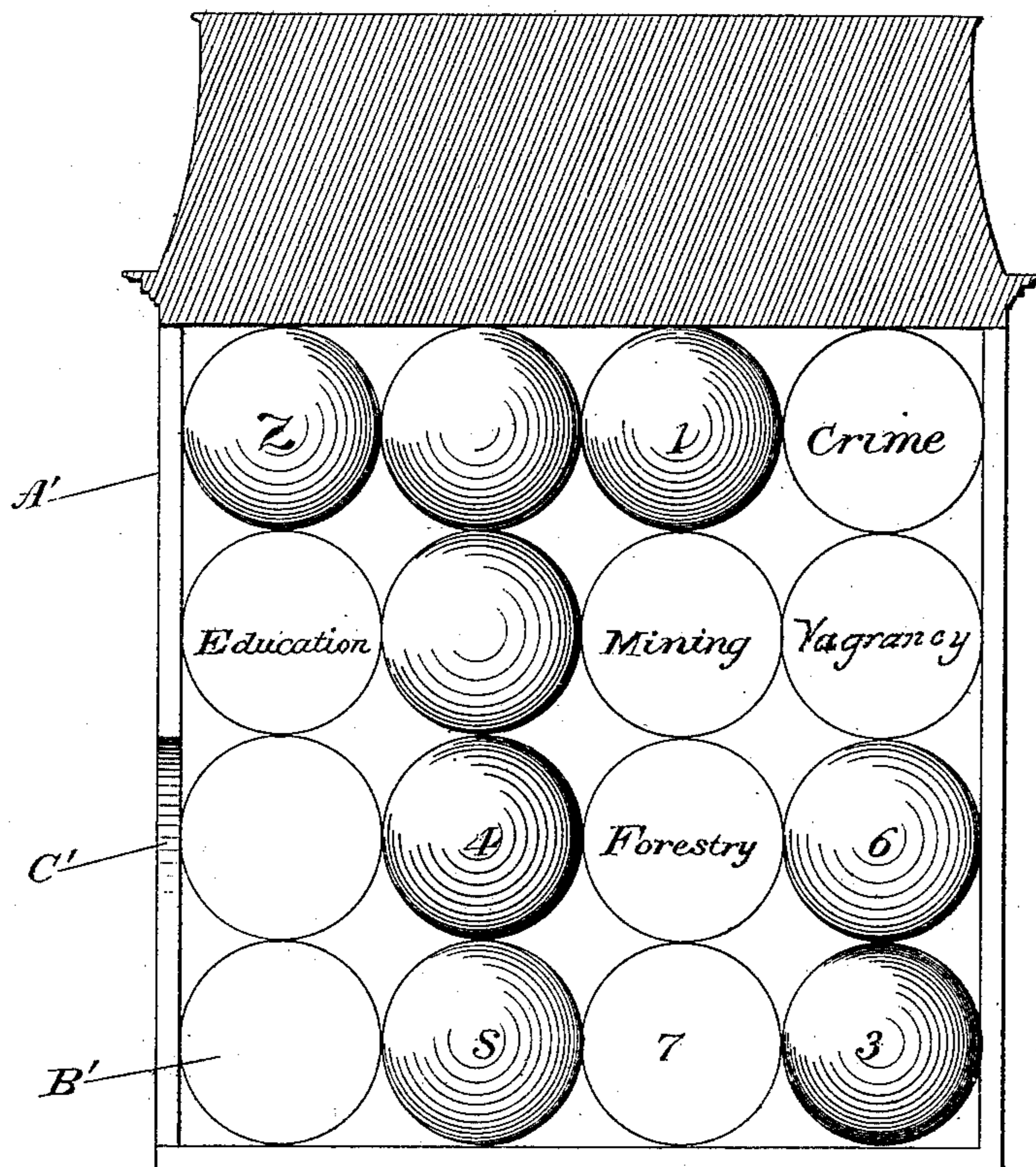


Fig. 3.



Fig. 5.

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Fig. 4.

Politics	School Record of John Doe.	Answers. John Doe.
Expression	John Doe, Sheriff of Lincolnshire, State of Texarkana.	Sheriff of Lincolnshire, State of Texarkana.
Feb		Collect.
Mock		B X S X O 3 O
Drew		W X X X X *
Sat		2 M 2 R R 8
		Art X R X 8 Sport X
	Total,	1,084,369,752

Witnesses
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UNITED STATES PATENT OFFICE.

LEE NANCE, OF WASHINGTON, DISTRICT OF COLUMBIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 341,344, dated May 4, 1886

Application filed July 23, 1885. Serial No. 172,443. (No model.)

To all whom it may concern:

Be it known that I, LEE NANCE, a citizen of the United States, residing at Washington, in the District of Columbia, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawings.

My invention relates to a game apparatus, and has for its object to provide an apparatus whereby an instructive and amusing game called "School" may be played by any number of persons; and it consists in the combination of parts, hereinafter described and claimed.

In the drawings forming a part of this specification, Figure 1 is a front view of my apparatus; Fig. 2, a like view with the front of the apparatus removed; Fig. 3, a cross-section on the line X X, Fig. 1; Fig. 4, a view explanatory of the game, and Fig. 5 the cue used in playing the game.

In the drawings, A represents a hollow square or cubical block having windows painted thereon, and an arched entrance-way, C', cut therein, and a French roof so as to represent a house; but this is merely a fanciful arrangement, as any other design, if cubical and hollowed out, would answer the purpose equally well. This cube is hollowed out, so as to receive snugly sixty-four (64) globes, B'. Each of these globes has engraved, impressed, painted, or printed thereon one or more numerals, words, punctuation-marks, the letters of the alphabet, and the character "&c." These are all of equal size and weight, and perfectly round and smooth, and when in position occupy the entire space within the part A in layers of sixteen (16) each. The entrance way or opening C' is just large enough to show the whole sides of two globes and part only of two more. The part A' is made of some hard substance—such as ivory, celluloid, bonsilate, or hard wood, and the globes are made of a like material. As before mentioned, there are sixty-four (64) globes in all, seventeen (17) of which have painted, printed, engraved, or stamped thereon the following words representing some of the different trades and callings of mankind "Agriculture," "Manufacturing," "Commerce," "Mining," "Forestry," "Stock Raising," "Bird

Raising," "Transportation," "Art," "Profession," "Horticulture," "Dairying," "Politics," "Vagrancy," and "Crime." On ten (10) of them are the Arabic numerals, on one (1) the character "&c." This latter being divided, the "&" being on one side of the globe, while the "c" is on the other, so that it will represent either "&" or "&c.," just as the player needs either one or the other. On another four of the punctuation-marks—viz., the period, the dash, interrogation, and exclamation marks—are printed, painted, or engraved, one on each side of the globe. On another the brace, caret, and ellipses are printed on the sides. On five the comma, colon, semicolon, apostrophe, and hyphen are printed, one on each globe. The parentheses, quotation-marks, and bracket are printed on four more, one-half of each mark being printed on two sides of the globe. A short piece of ivory, celluloid, hard wood, or other suitable material, Fig. 5, is provided for the purpose of striking the globes which show in the entrance-way C', it being used after the manner of a billiard-cue, excepting that it is not guided by the left hand, as is a billiard-cue.

Explanation of the game.—The terms used in the game are as follows: "Expression," "Call," "Answer," "Collect," and the points are power-words, corresponding letters, punctuation-marks and numerals, play-out, and game. In Fig. 4 I have shown a slate; but I may use paper or any other suitable material, with the result of a completed game in the game of "Politics," in which the player, John Doe, has succeeded in getting the position of Sheriff of Lincolnshire, State of Texarkana. In the upper left hand corner of the slate the word "Politics" is written. Immediately beneath this word the term "Expression" is written. To the right of and opposite to the term "Expression" is written the player's name, the position played for, and the section of the country where the position is located. These words form the "Expression." At about the center of the upper part of the slate the words "School Record of" are written. Beneath this phrase the name of the player should be written. To the right of and below the phrase "School Record of" the word "Answers" is written. A line is drawn beneath this word and the term or word "Collect" is

written thereunder. Suppose John Doe to be one of the players (of course his opponent will have a slate with the same word, &c., on it to keep his game on) and the position played for
 5 be the "Sheriff of Lincolnshire, State of Texarkana." In the first call made by the player he obtains the letters "J" "O" "H" "N," and "D." It will be noticed that the first four letters form the word or name "John,"
 10 and that "D" is the first letter in his surname; therefore he writes the five letters under the word "Answers" and cancels them by drawing a line across them. In the next call he does not obtain any letter or mark that he
 15 needs; therefore he places everything he does obtain beneath the term "Collect," in this instance the letters "B W," the numeral two, (2,) and word "Art." In the next call he obtains the letters "O" "E" "S" "H" and a comma.
 20 These all being needed, are written beneath the term "Answers" and canceled. In the next call he obtains "E" "R" "I" "F," and in the next "F" "O," and the next "F" "L" "I" "N" "C" "O." All
 25 these being needed, are placed beneath the term "Answers." In the next call he obtains "J" "C" "M" "P." None of these being needed, are written beneath the term "Collect." In the next call he obtains "L" "N"
 30 "S" "H" "I" "R" "E" and a comma. These being needed, are written under "Answers" and canceled. In the next call he obtains the numerals "5" "7" "9" and the letter "D." In the next call he obtains
 35 "S" "A," and in the next "T" "E" "O" "F," and in the next "T" "E" "X" "A" "R" "K." All these being needed are written under "Answers" and cancelled. In the next four calls he does not obtain
 40 any needed letters or words, so he places what he does obtain beneath "Collect." In the next call he obtains "A" "N" and in the next "A" and a period, completing the expression. Now, an account is taken of
 45 the letters, &c., under the term "Collect." First, all the words which can be formed from the letters under "Collect" are ascertained and written under the line immediately beneath the "Expression." In this instance
 50 the player has been able to make the words "Fib," "Mock," "Drew," and "Sat." These count as "Power-words," because they have as many letters as the surname of the player who obtains them; but if the surname
 55 contained more than one syllable the player must obtain a word containing a like number of syllables without regard to the number of letters in the obtained word. He has also the words "Sport" and "Art" under the
 60 head of "Collect." These count as "Power-words," for the reason assigned above in the case of the made or formed words. Upon looking over the "Collect" the player will find that he has some letters remaining after
 65 having formed all the words possible. These are "J P." It will then be noticed that the letter "J" corresponds to the first letter in

the word "John" in the "Expression," and that the letter "P" corresponds to the first letter in "Politics." Therefore the player
 70 will cancel the two letters by a double stroke of the pen or pencil used; or if the remaining letters correspond to the first letter in any of the words in the "Expression" or in the title
 75 of the game played they may be treated in the same manner. The numerals found under "Collect" are placed beneath a line drawn under the last row of the "Collect" in the order in which they are called—that is,
 80 the first numeral called, "2," is placed to the right-hand side, and the one next called, "5," is placed to the left of the "2," and so on until all the numerals are down, and they are read in conformity with the rules of
 85 numeration. The player having the most points wins the game. In the game illustrated John Doe has six "Power-words," sixty canceled letters, and three punctuation-marks under
 90 "Answers" and "Collect," (the doubly-canceled letters only being counted once among the sixty,) and his numerals amount to the sum of one billion eighty-four million three hundred and sixty-nine thousand and seven hundred and fifty-two units. Now, if the
 95 opposing player has completed his "Expression," and has as many "Power-words," canceled letters, and punctuation-marks, but his numerals do not amount to as great a sum, he loses the game. Each player is entitled to an equal number of calls—as, for in-
 100 stance, if one player completes his "Expression" upon the thirtieth call and the other player has had only twenty-nine calls he is entitled to another. Each player is required to replace the globes obtained by his oppo-
 105 nent.

It is not necessary to play for any particular "Expression" denoting a position in life, as any one or more letters, punctuation-marks, numerals, characters, or words on the
 110 globes may be played for. In such case they are not replaced in the part A after each call, as in the case where a complete sentence has to be built therefrom; but are retained until the game is completed by one of the
 115 players succeeding in getting the object played for.

I do not claim anything shown or described in the patent to Twamly, No. 143,599, October 14, 1873.

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

In a game apparatus, a hollow cubical part, A, having a single opening or entrance-way, C', in combination with the globes B', bearing the characters described, and means for striking the globes to displace them, substantially as set forth.

In testimony whereof I affix my signature in presence of two witnesses.

Witnesses: LEE NANCE.

J. M. STEWART,
 GEO. M. FINCKEL.