

(No Model.)

A. SCHEMMEI.  
MUSICAL GAME APPARATUS.

No. 395,635.

Patented Jan. 1, 1889.

Fig. 1.

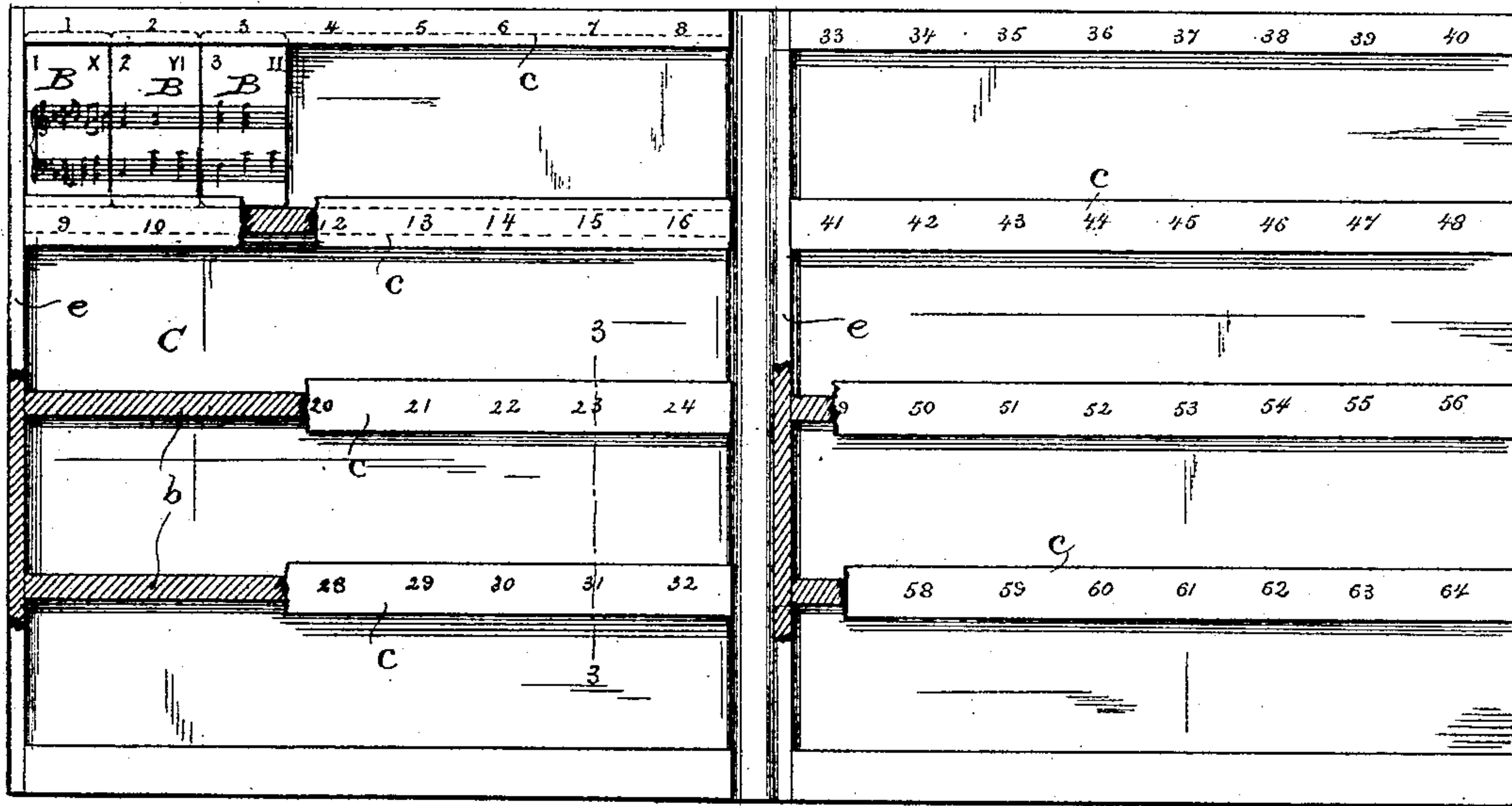


Fig. 2.

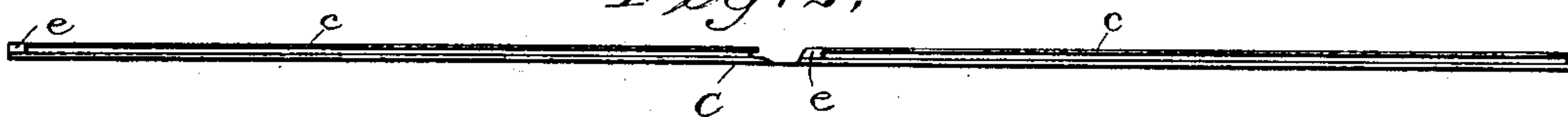


Fig. 3.

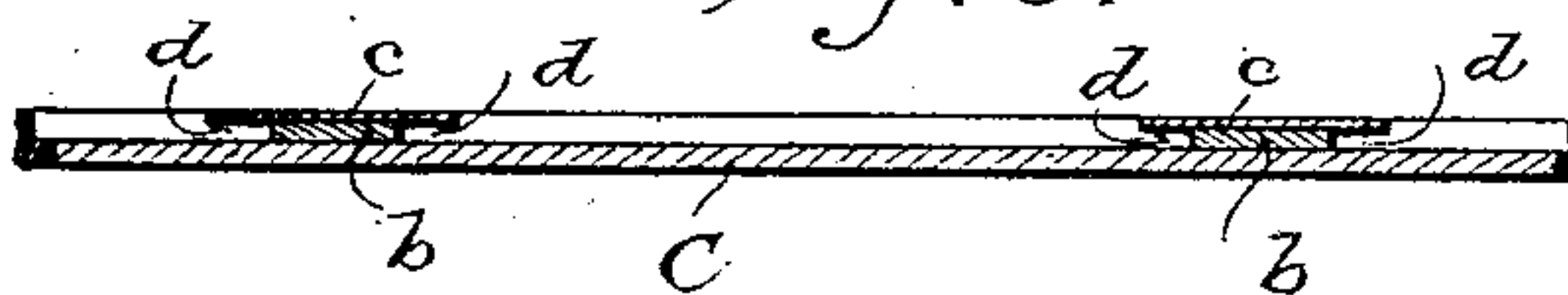


Fig. 4.

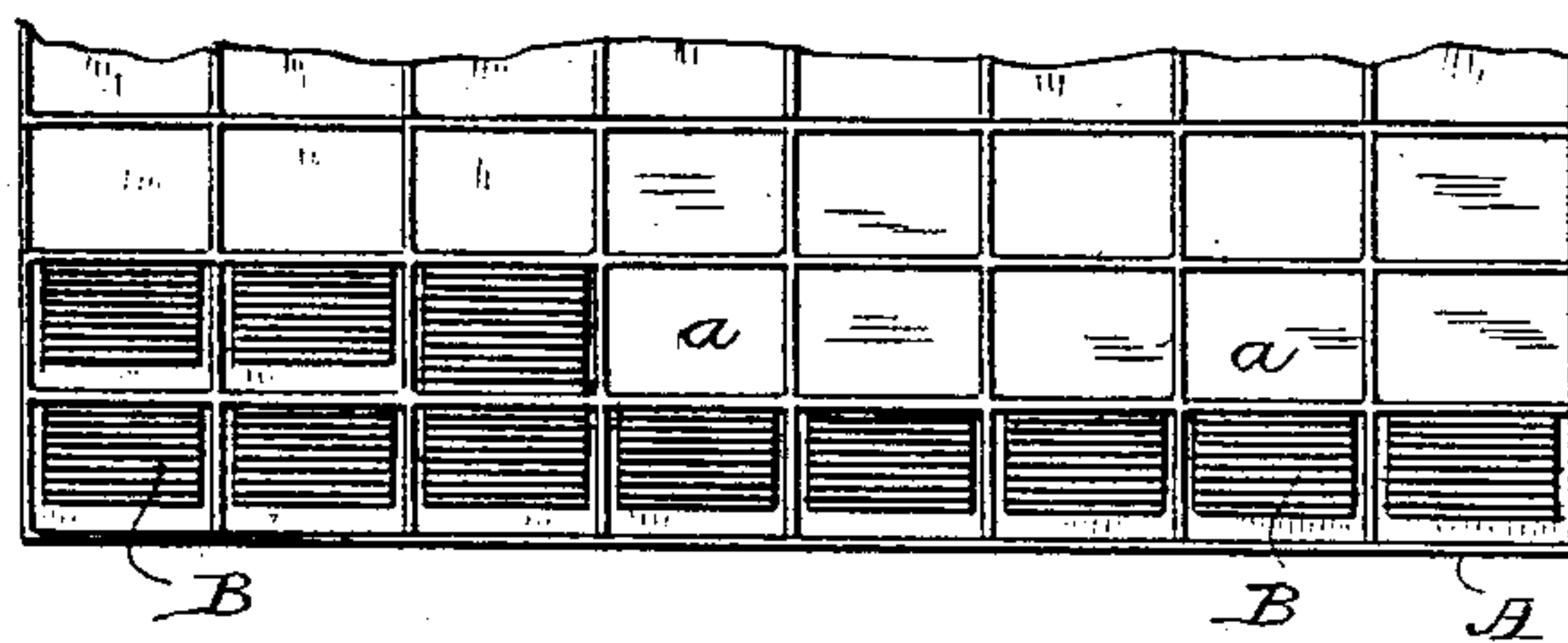
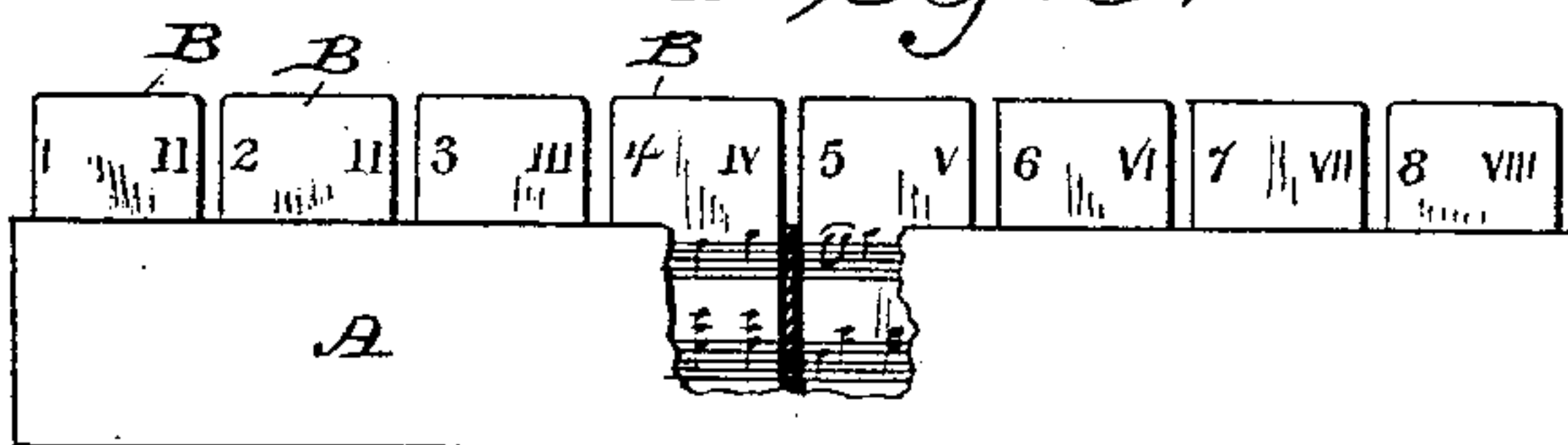


Fig. 5.

Witnesses.  
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# UNITED STATES PATENT OFFICE.

AUGUST SCHEMMEL, OF MILWAUKEE, WISCONSIN.

## MUSICAL GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 395,635, dated January 1, 1889.

Application filed November 8, 1887. Serial No. 254,590. (No model.)

*To all whom it may concern:*

Be it known that I, AUGUST SCHEMMEL, of Milwaukee, in the county of Milwaukee, and in the State of Wisconsin, have invented certain new and useful Improvements in Musical Games; and I do hereby declare that the following is a full, clear, and exact description thereof.

My invention relates to games; and it consists in a device for composing music by chance, the result being a composition correctly written and complete, all as fully set forth hereinafter.

In the drawings, Figure 1 is a plan view (partly broken away) of the composing-portfolio open and with the beginning of a musical composition arranged therein on movable cards. Fig. 2 is an edge view of the said portfolio. Fig. 3 is a sectional detail of the same on line 3 3 of Fig. 1. Fig. 4 is a plan view (partly broken away) of the box containing the composing-cards; and Fig. 5 is a front elevation (also partly broken away) of the said box.

A represents the box, which is divided into sixty-four compartments, *a*, each compartment being designed to hold eleven of the composing-cards B, and each card B (which I term a "measure") has appropriate musical lines and notes printed thereon and two numbers above the same, the left-hand number being the same on all the eleven measures in each compartment, and the right-hand number running from 2 to 12 on the said eleven cards or measures in each compartment.

To avoid confusion, I prefer to employ Arabic figures for the left-hand numbers, which are the compartment-numbers, and Roman numerals for the eleven right-hand numbers in each compartment, as shown.

C is the portfolio, preferably made with a flexible central connecting-strip, so as to fold for convenience, and having a series of horizontal strips, *b b*, extending across each leaf, with wider strips, *c c*, secured above these, so as to form grooves *d* to retain the upper and lower edges of the measures or cards B, which are slipped in from one side of the leaves, the other sides having vertical strips *e* to retain the said cards when they have been slipped to place, as shown in Fig. 1.

With a game-box having sixty-four com-

partments the portfolio would have place for sixty-four cards or measures, and the strips *c* would bear the appropriate numbers from 1 to 64, (preferably eight on a strip, as shown,) so as to show instantly where the cards from every compartment belonged.

The game may be played by one or any number of persons and in a variety of ways—for example, with a pair of dice and a dice-box. The first player will throw the dice and count the spots on them. Suppose it is ten. He would then take from the first compartment the card marked "1 X" and slip it to place between the first and second of the strips *c* until the center of said card was in line with the number 1 on the top strip *c*, the said card being pushed against the strip *e* at the left of the left-hand leaf of the portfolio. Then the next player would throw the dice, (or, if one person was playing, he or she would then make the second throw,) supposed, for illustration, to be six, and would similarly take from the second compartment of the box A the card or measure marked "2 VI" and push it to place against the first card. Then, supposing the third throw was "double one," the player would take the first card (marked "3 II") from the third compartment of the box A and slip it to place, and so on in turn until a card had been taken from every one of the sixty-four compartments and the portfolio filled up with the sixty-four measures. Each measure is complete in its notes, and each card is interchangeable with any other card of the eleven in its own compartment. Another way to "compose" the music is to have one person handle the portfolio and box and another person to call out in turn (and at random) any number from 2 to 12, when the first player must take out the cards B as fast as called and slip them to place. After the sixty-four compartments are filled then the piece produced may be played like any other musical composition. If desired, the entertainment may be varied by blindfolding the composer or by selecting the cards from the proper boxes, successively, from the blank side, (the eleven cards in each box having been first shuffled,) so that no one will have any idea what the result will be until the portfolio has been entirely filled up. As there are over seven hundred cards or



measures in a set, it will be seen that the variations of composition are practically limitless, and as the composition can be very quickly done a great deal of amusement and  
5 many striking results can be obtained from playing the game.

While I have shown and described a portfolio for sixty-four measures, I do not limit myself thereto; but in practice I have found  
10 this a sufficient and convenient number for the purpose of playing the game.

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

In a game apparatus, the combination, with 15  
a box having a series of compartments, of a portfolio having a flexible center and a series of horizontal retaining-strips, and a series of interchangeable cards having music printed thereon, substantially as described. 20

In testimony that I claim the foregoing I have hereunto set my hand, at Milwaukee, in the county of Milwaukee and State of Wisconsin, in the presence of two witnesses.

AUGUST SCHEMMEL.

Witnesses:

JULIUS SALOMON,  
N. E. OLIPHANT.