

(No Model.)

J. E. GEESAMAN.
GAME APPARATUS.

No. 458,451.

Patented Aug. 25, 1891.

	1	2	3	4	5	6
	1	2	3	4	5	6
	1					1
	2					2
	3					3
	4					4
	5					5
	6					6
	6	5	4	3	2	1
	6	5	4	3	2	1

A.

WITNESSES:

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 458,451, dated August 25, 1891.

Application filed April 25, 1891. Serial No. 390,384. (No model.)

To all whom it may concern:

Be it known that I, JOHN E. GEESAMAN, a citizen of the United States, residing at Shippenburg, in the county of Cumberland and State of Pennsylvania, have invented certain new and useful Improvements in Parlor Games; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawing, and to the letters of reference marked thereon, which form a part of this specification.

My invention has relation to a new and useful game; and the object is to provide a new and useful and innocent parlor game for the amusement and entertainment of persons.

The construction or arrangement of the game-board and the manner of playing the game will be hereinafter fully described, and the protection sought by Letters Patent particularly pointed out in the claim.

I have fully and clearly illustrated my invention in the accompanying drawing, wherein in a single figure is shown the game-board.

Referring to the drawing, A designates the game-board, upon which is delineated a cross composed of four squares *a*, *b*, *c*, and *d*, connected at their inner corners, as shown, leaving a central open space. Each of the four squares of the board is divided, preferably, into thirty-six small squares, as shown, constituting six columns of squares of a named value, and on the first and last squares of the columns are placed numerals from 1 to 6, each numeral designating the value of the column in counting the game, and in the spaces between the larger squares on the corners of the board are clear spaces to be occupied by the idle men or chips of the respective players.

The game is played as follows, and may be participated in by two, three, or four persons: Each player is provided with a dice-box and one die and six men or chips. Each player now throws the die in succession. For the number thus thrown the player places a chip on the square of the bottom row of one of the

columns bearing the number corresponding to that thrown, and as he, from time to time, throws the same number the chip is moved up the column of squares toward the center of the board until the row on top is reached, where the chip remains until the whole six squares of the top row are occupied by chips, or until it is returned under the conditions hereinafter stated. The player continues to throw and place the idle chips as long as there are chips to be placed. If when a chip is on a square at the top a corresponding number to the square is thrown, the player is entitled to another throw; but if the same number is again thrown the chip must be moved to the last or bottom square of the column and be started anew. If, however, on such second throw a different number is turned, the player moves the chip on the row so indicated one square up the column; but if the latter number thrown indicates a chip on a top row it counts nothing. The player who first gets his chips on the six top squares counts twenty-one, the sum of the numbers, and at this stage of the game each player adds the numbers in the top row of his columns, which sum is placed to the respective credits on the game. The play then begins again, and the player who first succeeds in getting chips on the squares of the top row the sum of which added to his first score makes thirty-six counts game. Sometimes it requires three series to make game.

The game may be played with partners or sides, and in this play seventy-two counts game, and the player that makes twenty-one first (the sum of the top row) adds to his twenty-one whatever numbers his partner has chips on the top row. The other partners also add together the scores made by them. Then the play is renewed and continued until whatever side has chips on top squares whose sum added to their first score makes seventy-two counts game.

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

A game-board of square form having a square at each of its four corners, interven-

ing squares connected at their inner corners
and divided by vertical and horizontal lines
into columns of small squares, and numerals
arranged on the bottom and top rows of small
5 squares, increasing consecutively from right
to left, to indicate the respective values of the
spaces, substantially as described.

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

JOHN E. GEESAMAN.

Witnesses:

SAM. B. HOCKERSMITH,
WM. A. ADDAMS.