

(No Model.)

H. H. SARGENT.
GAME APPARATUS.

No. 539,906.

Patented May 28, 1895.

Fig 1

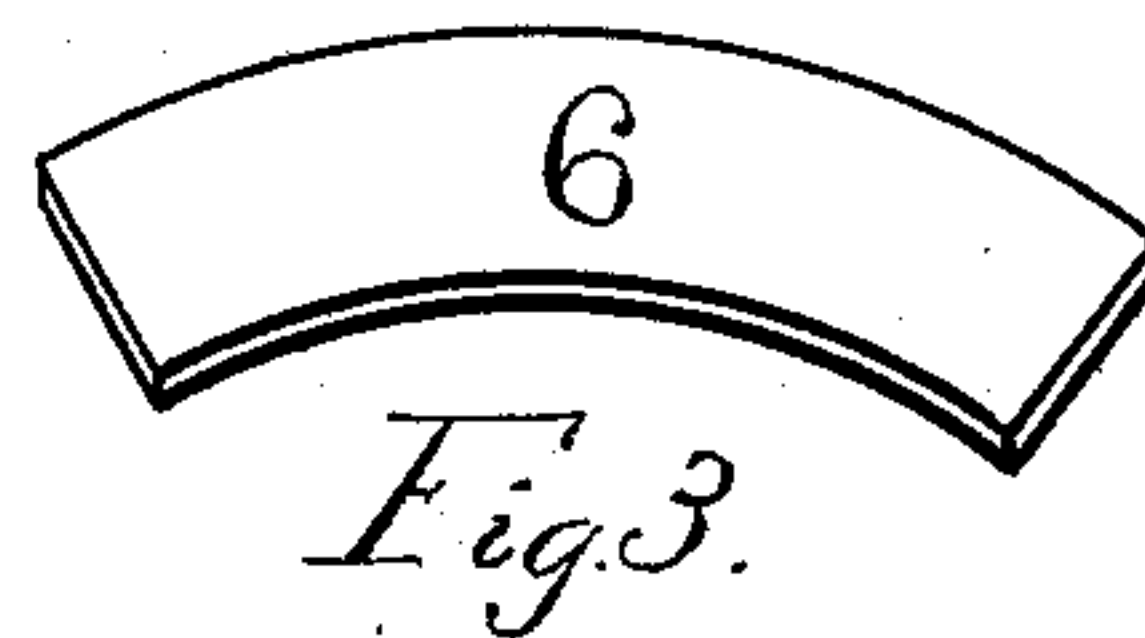
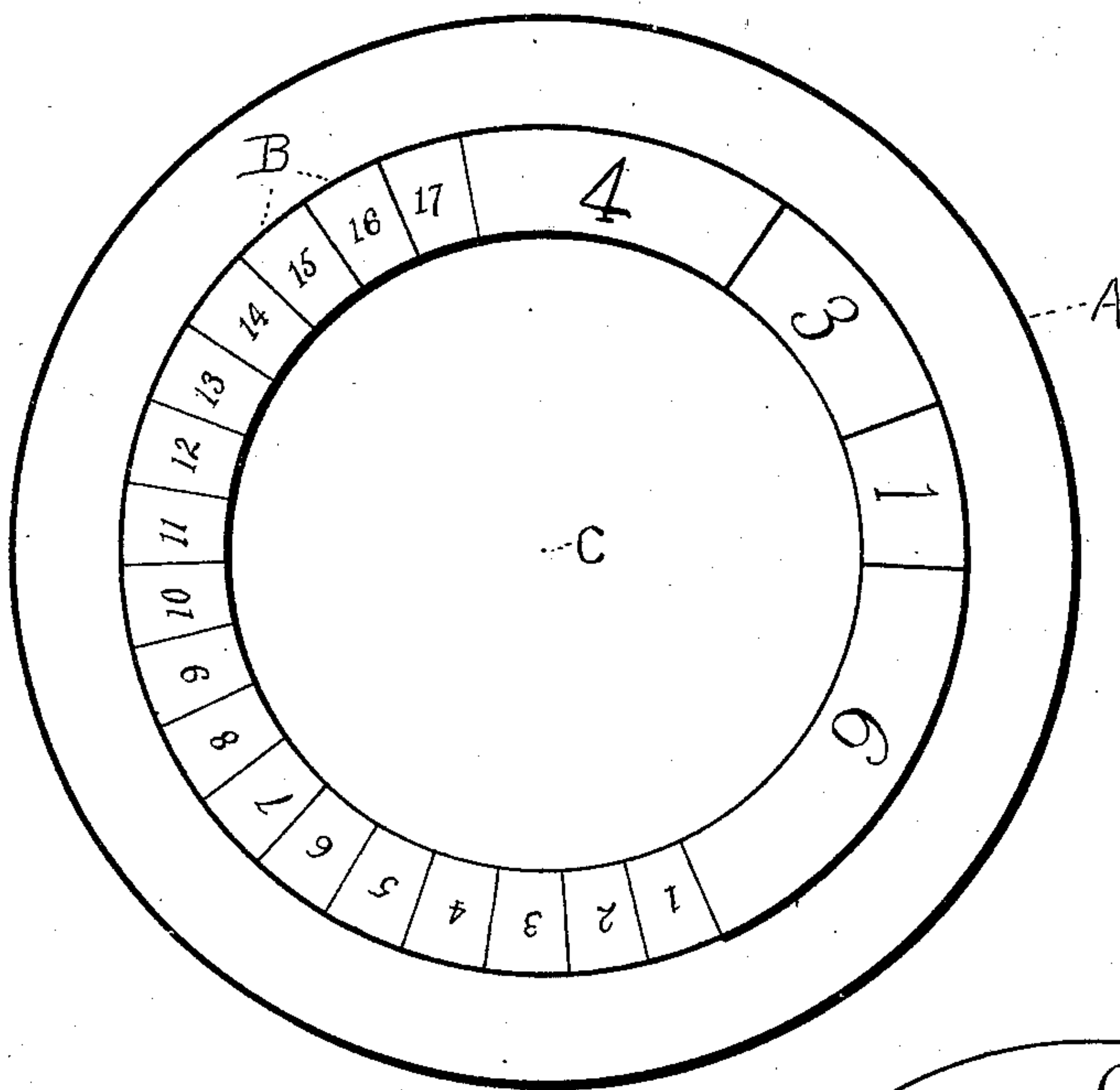
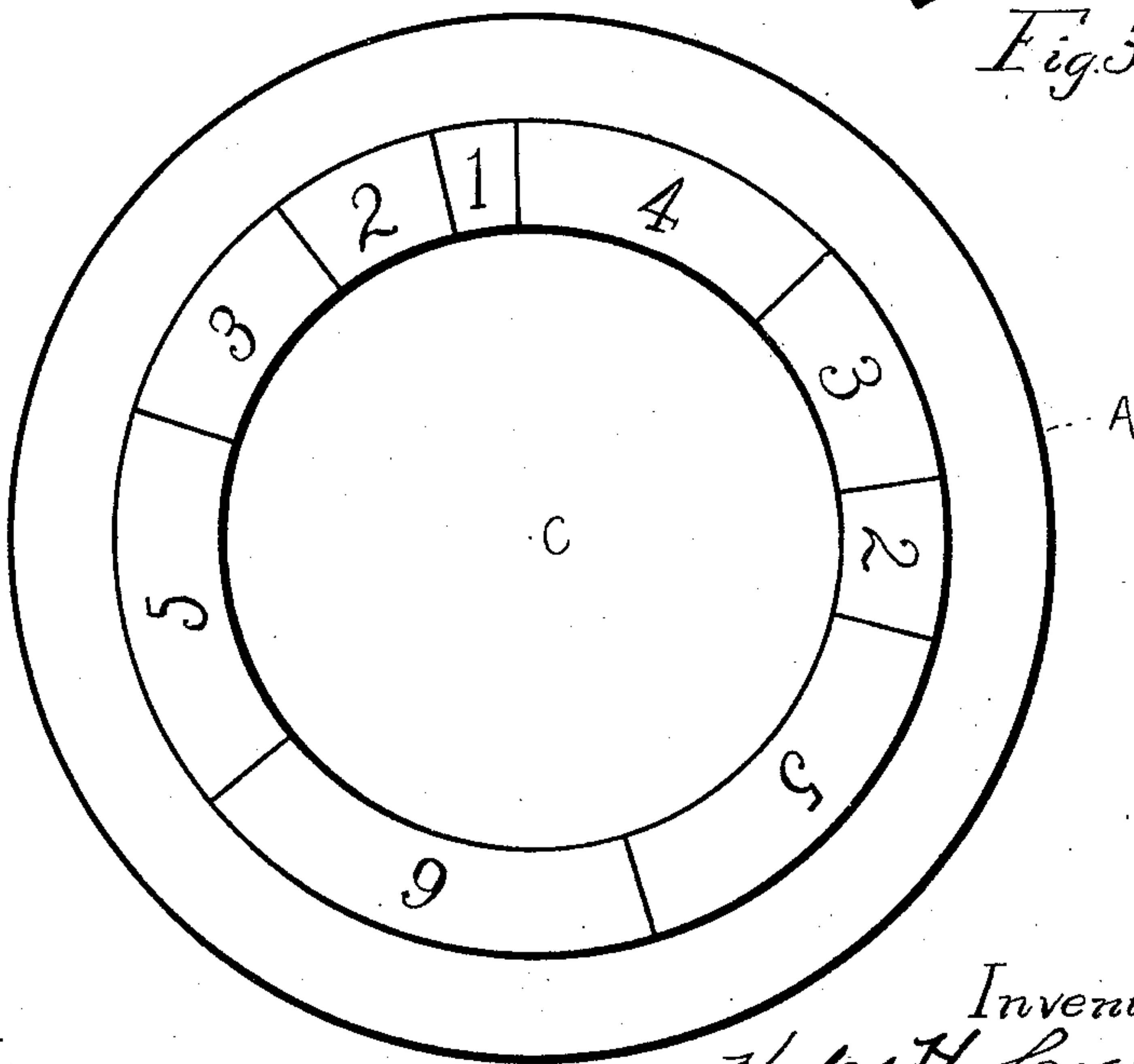


Fig 3.

Fig 2.



Witnesses.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 539,906, dated May 28, 1895.

Application filed October 5, 1893. Serial No. 487,216. (No model.)

To all whom it may concern:

Be it known that I, HERBERT H. SARGENT, a citizen of the United States, and a resident of Carlinville, in the county of Macoupin and State of Illinois, have invented certain new and useful Improvements in Game Apparatus; and I do hereby 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.

This invention relates to game apparatus and has for its object to produce mathematical puzzles or problems based on mathematical and geometrical principles for the purpose of instruction as well as amusement.

With these and other objects in view the invention consists of the construction and arrangement of the several parts which will be more fully hereinafter described and claimed.

In the drawings, Figure 1 is a plan view of my invention, showing a portion thereof covered with blocks. Fig. 2 is a plan view of my invention, showing all of the sections covered with blocks. Fig. 3 is a perspective view of one of the blocks.

Similar numerals and letters of reference are employed to indicate corresponding parts in the several views.

Referring to the drawings, the letter A designates a board, having a series of radial divisions B which are supplied with numerals, and run toward a center C. A series of blocks or checkers, 1, 2, 3, 4, 5, and 6, are employed in playing the game and are of the form shown. Twenty-four blocks or checkers are used and comprise four of size 1, four of size 2, four of size 3, four of size 4, four of size 5, and four of size 6. The circle is divided into thirty-one parts, numbered from 1 to 31 inclusive, and the object of the game is to close the circle; that is, each player, playing alternately, can take any one of the twenty-four blocks and cover as many parts of the circle as there are numbers on the block, the said blocks being numbered as shown, and the numbers thereon indicating the number of the parts of the circle which the said block will cover. The player who closes the circle wins the game, or the one who comes nearest to closing it.

To illustrate the mode of playing the game,

the player who plays first takes one of the blocks, and, beginning with figure 1, covers from one to six figures on the circle, depending on the size of the block taken. The other player then takes any one of the blocks he desires, and continues the process of covering the figures of the circle. Thus, if the first player has played block 4 and the second player desires to play block 3, he places it beside block 4 and covers 5, 6, and 7 on the circle. As previously stated, the player who closes the circle wins the game. When it is impossible to close the circle by reason of the blocks necessary to close it having been already played, then the player who comes nearest to closing the circle wins the game. For instance, if the player covers number 30 on the circle, and the 1's are already played, then he wins the game. Each player must continue to cover the numbers with the blocks as long as there are left any blocks small enough to continue playing. In this connection, suppose the first player starts with 3 and his opponent plays 4; then the first player 3, and the second player 4; then again twice more in the same way; the result would be, that the second player with the last 4 would make 28 and the first player could not play 3 and make 31, because all the 3's would have been played. He would then in accordance with the rules of the game, be required to play 1 or 2 and the second player by playing 2 or 1, would win the game.

It will be understood that the same principle might be applied to several kinds of boards of different forms and still embody the same invention.

Having thus described the invention, what is claimed as new is—

1. A game or puzzle comprising a base-piece having a series of segmental spaces marked thereon in continuous order to form a circle, and a series of segmental blocks or checkers of varying dimensions, substantially as shown and described.

2. A game or puzzle comprising a base piece having spaces marked thereon concentric with the center thereof, and a series of segmental blocks or checkers of varying dimensions numbered according to size, substantially as shown and described.

3. In a game apparatus, the combination

with a series of numbered blocks or checkers
of varying dimensions, of a board, having a
series of spaces thereon, bearing consecutive
numbers and adapted to be covered individu-
5 ally and in series by the said blocks, substan-
tially as and for the purpose specified.

In testimony whereof I have signed this

specification in the presence of two subscrib-
ing witnesses.

HERBERT H. SARGENT.

Witnesses:

C. L. HAMILTON,

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