

(No Model.)

W. G. BRISTOW.
GAME APPARATUS.

No. 550,584.

Patented Dec. 3, 1895.

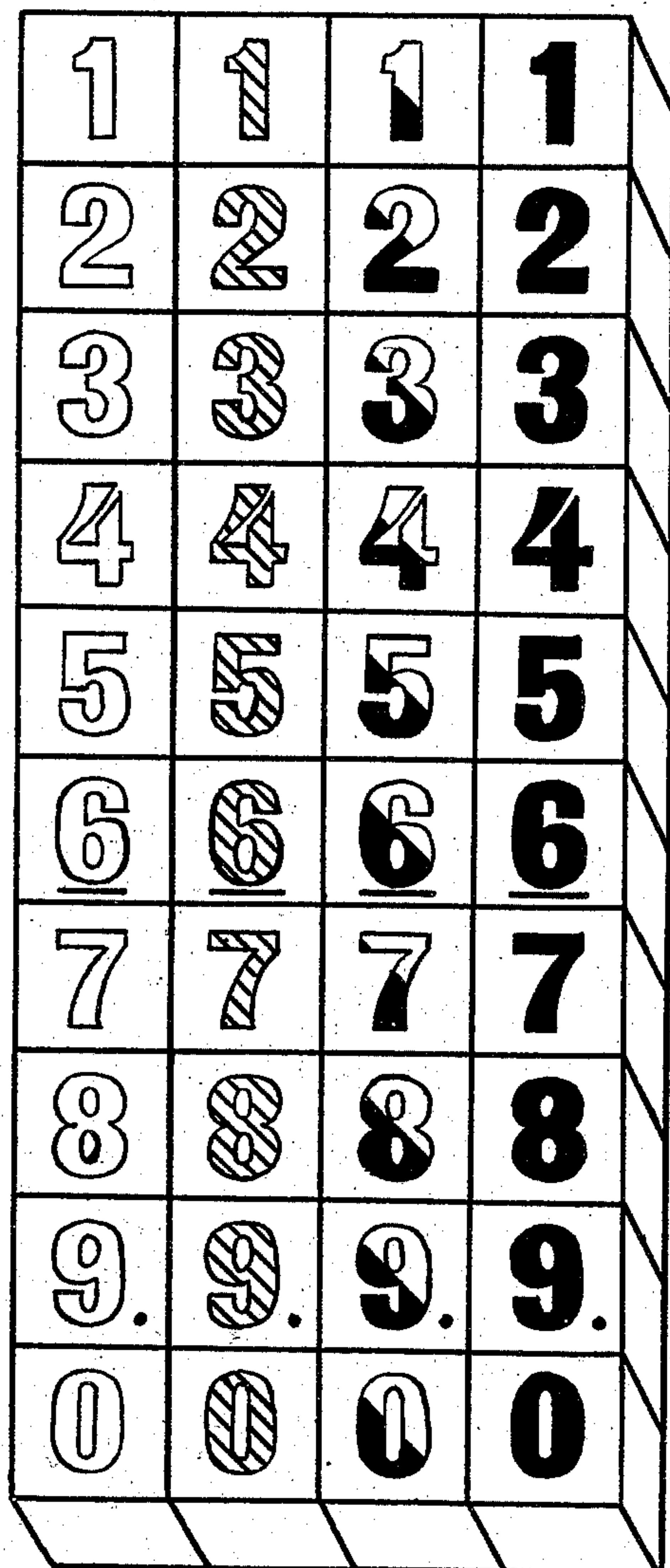


Fig. 1.

Fig. 2.

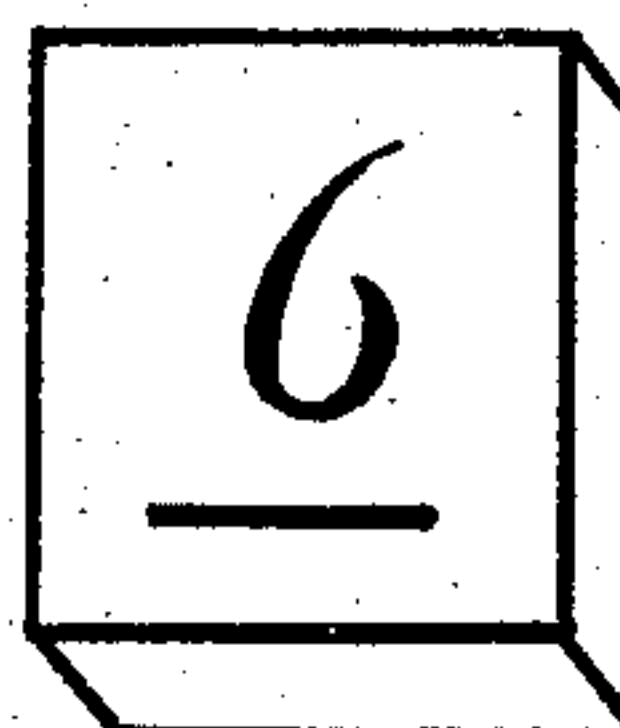


Fig. 3.

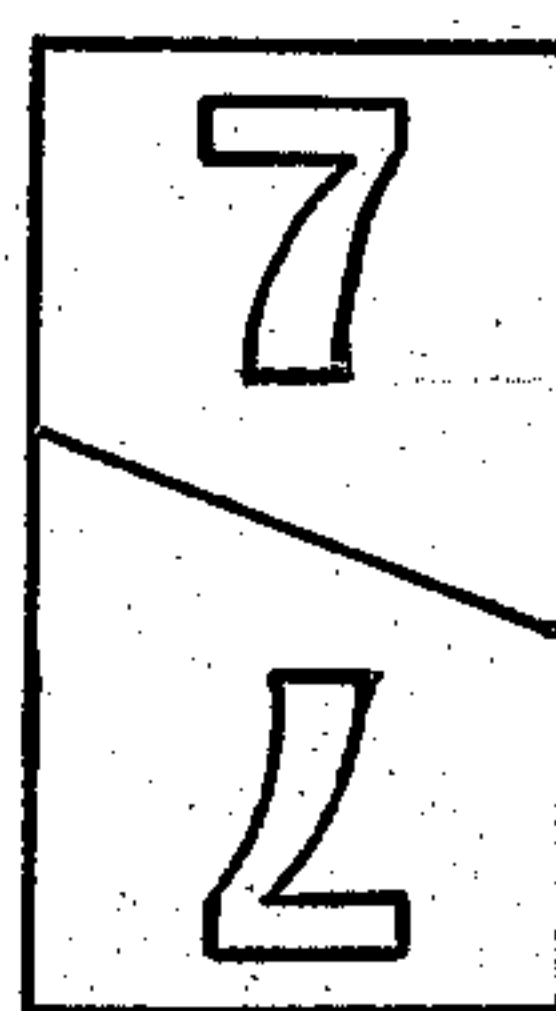
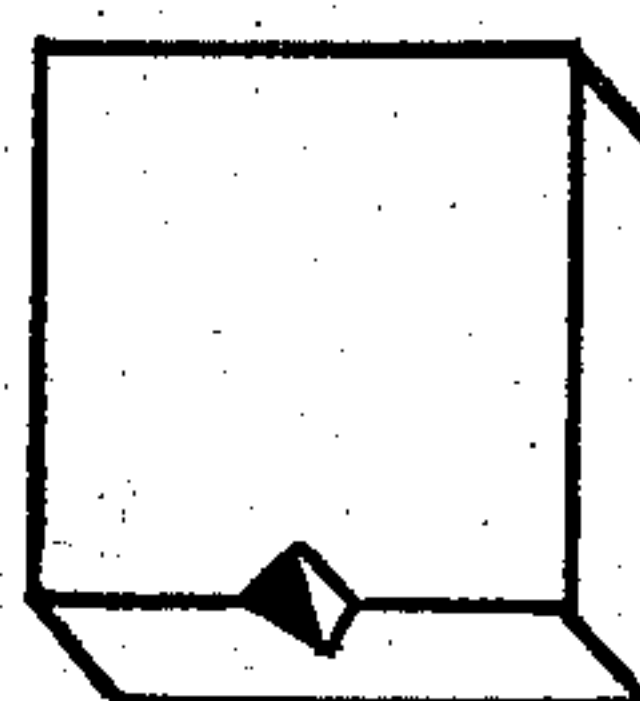


Fig. 4.



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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 550,584, dated December 3, 1895.

Application filed February 23, 1894. Serial No. 501,299. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM GEORGE BRISTOW, a citizen of the United States, residing at Medicine Lodge, county of Barber, State of Kansas, have invented a new and useful Improvement 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, reference being had to the accompanying drawings, which form a part of this specification.

The object of my invention is the production of a novel game apparatus which will furnish the public with an unobjectionable instrument for amusement free from the taint of devices commonly employed for purposes of gambling.

My said game consists of and is played in the manner hereinafter described by the employment of forty blocks, which are equally divided into four parts or suits of ten blocks each, each part or suit having a contrast of shade, color, or shape for the purpose of distinction. To show the rank or relative value, each block has upon its face a numeral, each numeral occurring once in each part or suit consecutively from "1" to "0."

Referring to the drawings, Figure 1 represents an entire set of the game-blocks in four rows, the blocks in each row being numbered consecutively from "1" to "0," and each row of ten blocks being shown in the drawings by contrast of shade by using the one color black, making the rows lighter or darker to show the proper distinction. The suits in practice can also be further distinguished by contrast in the size or shape of the numerals upon their faces by using different sizes or shapes for each suit. To secure accuracy the numeral "6" is underlined with a heavy dash, and the numeral "9" has on the under side a dot or spot. In playing the game it is necessary that each player should observe the runs and pairs exposed by each of the other players. Therefore I use the dash under the numeral "6" and the dot or spot under the numeral "9" for the purpose of distinguishing these numerals viewed from any position across an ordinary table. Fig. 2 more fully illustrates this distinction by using a numeral "6" of a smaller

size and different shape and having the curved central part disconnected from the main stem. The distinction of the "6" and "9" can also be made by having the word "six" or "nine" on one of these numerals. Fig. 3 shows the arrangement of the numerals in a double-number set, which may sometimes be employed in a game. Fig. 4 represents the back of one of the blocks, having a notch which indicates the top of the numeral on the face of the block. As the blocks lay face down on the table, this notch enables the player to place the block right side up at the first attempt. This is unnecessary in a double-number set.

As hereinbefore indicated, the rank or relative value of each block is shown by having thereon the numerals from "1" to "0" consecutively, as illustrated in Fig. 1 of the drawings.

In using colors to distinguish the runs or suits the entire face of the block may be colored or the numerals on the face of the block, using any color or combination of colors to give the most attractive appearance and strongest contrast. The blocks are made of wood, bone, ivory, celluloid, or any suitable material. The backs and edges are usually provided with the same color, and they can be made in any shape that is convenient to shuffle or mix on a table.

In the game herein described it is important for each player to observe the blocks used by the other players. Therefore any particular shape or color that will enable players to more readily distinguish the rank and suit of each block at the greatest distance is of value in playing the game.

The game can be played by two or three players and in accordance with certain general rules, which are hereinafter set forth.

Explanation of the terms used in the game herein described.

A "hand" is the ten blocks given each player by the dealer at the beginning of the game and the lays made on the table during the game. "In hand" means the blocks set on edge and not exposed in lays. The lays are placed face up, exposed to all the players.

The stock is the forty blocks as shuffled face down on the table and the remaining blocks after the players have received their hands.

A draw is made by taking a block from the stock to try to match with blocks in hand or to add to lays already made. Blocks drawn from the stock or discarded blocks should not be concealed at any time until passed by all the players. It is the player's turn to draw first who sits on the left of the dealer. Afterward it is the player's turn to draw who sits on the left of the player who discarded the last block. Observe the draw does not go by turns, as a player may win the game by using discarded blocks and blocks received by force and may not have a chance to draw at all.

A pass: After drawing a block or after having an opportunity to use a discarded block which the player cannot or does not wish to use the player cries "Pass." After saying "Pass" the player loses all control of that block, either to use or to force. It passes to the next player on the left, who has the same privilege to pass, use, or force. After being passed by all the players each block should be concealed, as it cannot or should not be used or seen again during that deal.

A lay is made by connecting two or more blocks in hand with a block drawn from the stock or a block passed by the player on your right. Lays are made in two ways: First, by using blocks of the same color and consecutive numbers—thus "1234—3456," and so on, called "runs" or "sequences." The "1" and "0" do not join in a run or lay. Second, by using three or four blocks of equal numbers—thus "666—3333," and so on, called "pairs." A lay cannot be made with less than three blocks and must be placed face up, exposed to the view of all the players. After making a lay you can add to it according to your opportunity and judgment. Each player must have and keep ten blocks—no more, no less. Therefore, after adding a block or making a lay you have eleven blocks. You must discard one, except when you have no blocks in hand to discard, or the remaining blocks will all match in lays. Then, showing your eleven blocks matched complete, this wins that hand and scores you five points.

A force is made by connecting a block on a lay already made by one of the other players. The block used in a force must match the lay on which it is placed. No player can refuse to accept a force properly made. A force can be made with a block drawn, a block passed to you, or when it is your discard by a block in hand, even if the block used in forcing matches a lay of your own; but a block cannot be taken from any lay and used in a force, as all blocks connected in lays cannot be taken up and placed in hand or changed in any manner except by adding to or in a switch.

A switch is made with any block from a lay of four in pairs by placing two or more blocks of the same color in runs—thus "6666," switched "666—678," or "666," "567," or "666—456;" also, from the end of a run of four or more—thus "2345," switched "345—

222," or "234—555," or from the center of a run of any seven or more—thus "4567890," switched "456—777—890." Each switch must leave all the blocks properly matched in lays of three or more. No blocks can be taken from lays and placed in hand or discarded to enable a player to switch. No player can be compelled to switch his lays to receive a force.

Rules: To play the game, the blocks are placed face down on the table. Each player draws one block from the stock. The player drawing the lowest block is the dealer. The dealer is considered in disgrace, loses all ties, and must continue to deal until having more blocks in lays than one of the other players. The "1" is low. The "0" is high. The dealer then shuffles the blocks face down on the table and gives each player ten blocks and takes ten himself, which leaves ten in the stock. Now each player has ten blocks. The object of the game is to get eleven all matched complete in lays of three or more in runs or pairs. The player on the left of the dealer draws the first block from the stock, using or passing it, the other players continuing in the same manner, according to instructions hereinbefore given in a draw, a pass, a lay, a force, and a switch, until one of the players makes eleven blocks matched complete or until all the blocks in the stock have been exhausted. Fifteen points are game and count as follows: Eleven blocks matched complete score five points first at all times. The player with the least number of blocks matched in lays is the dealer of the next hand and loses one point and loses the count of all lays made that hand. The other player counts one point for each lay. A lay of six counts two points, as it may be divided in two lays. A lay of four or five does not count more than a lay of three, except in avoiding the deal. The player making eleven blocks matched complete or having the most blocks matched counts his hand first. All ties count against the dealer of that hand. The player on the dealer's left assumes his disadvantage next. The player on the right of the dealer wins all ties. The player on the left of the dealer has advantage of the first draw.

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

The herein described game apparatus, consisting essentially of forty blocks, arranged in four suits of ten blocks each, the blocks of each suit bearing numerals from 1 to 0 consecutively, each suit having a distinct color, shade or shape, and the blocks of the several suits adapted to be matched in runs or sequences and pairs, substantially in the manner and for the purpose herein specified.

WILLIAM GEORGE BRISTOW.

Witnesses:

GEORGE WARREN HORNEY,
LUTHER MELANCHTHON AXLINE.