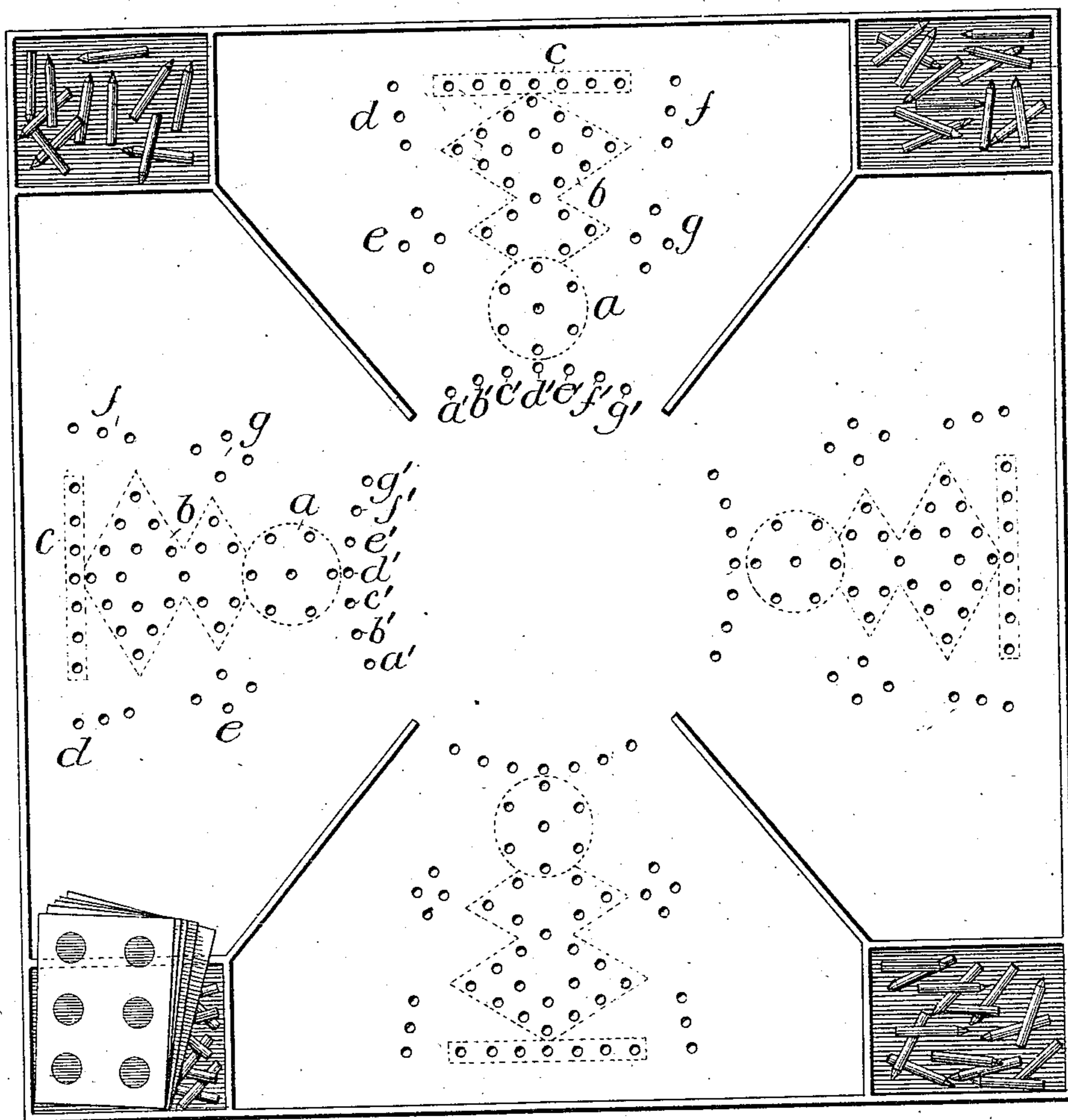


(No Model.)

H. R. HINCKLEY.
GAME APPARATUS.

No. 557,205.

Patented Mar. 31, 1896.



Witnesses.

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UNITED STATES PATENT OFFICE.

HENRIETTA R. HINCKLEY, OF WATERBURY, CONNECTICUT.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 557,205, dated March 31, 1896.

Application filed August 5, 1895. Serial No. 558,207. (No model.)

To all whom it may concern:

Be it known that I, HENRIETTA R. HINCKLEY, a citizen of the United States, residing at the city of Waterbury, in the county of New Haven and State of Connecticut, have invented a new and useful Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus; and it consists in the construction and peculiar arrangement of parts, as hereinafter fully set forth, and pointed out in the claim.

The object of the invention is to provide a game to be played with this apparatus that shall be novel and entertaining.

The accompanying drawing represents a plan view of my game-board, which is preferably rectangular in form, having its playing-surface perforated preferably to the number of two hundred and twenty-four (224) holes, said perforations or holes being divided equally into four divisions and each division arranged at one side of the board and divided into eight sections or groups, preferably for convenience, in the manner shown at *a, b, c, d, e, f, and g*, seven of the groups being marked by separate colors—as, for instance, the seven colors of the rainbow—each group being marked by one of such colors, while the eighth group, which is placed nearest the center of the game-board, is arranged to describe a segment of a circle, as shown at *a', b', c', d', e', f', and g'*, and contains all the colors of the other groups in front of which section it is placed. This particular group is called the “rainbow.” The four divisions with their groups and colors are arranged similarly.

The game-board has at each corner a recess or pocket for holding the pegs necessary for the playing of the game. The pegs used for playing this game are made of any suitable material, preferably wood, and tapered to a point at one end to fit the holes in the game-board. There is enough pegs for each hole in the game-board, and they are colored to correspond with the holes they are adapted to enter, in which they are placed in the playing of the game, according to the conditions hereinafter set forth. Thus, for instance, the red-colored holes each require a red-colored peg, and so on.

Each division or set of the game-board has its recess at the right-hand corner, in which

is held the various-colored pegs corresponding to the various-colored holes of one division.

A pack of fifty-six playing-cards is provided, each card having on its face from one to seven circular spots colored to correspond to some particular color of the holes. Thus there are seven cards having, respectively, one, two, three, four, five, six, or seven red spots on the face, and similar cards for each of the other six colors represented by the holes in the game-board. Seven cards contain one spot of each color, and these seven cards are called “rainbow-cards,” to correspond with the segment of a circle of the holes on the game-board, as shown at *a', b', c', d', e', f', and g'*. The game is played by two, three, or four persons, and each player has one division of the game-board with its holes, pegs, and recess for holding such pegs.

The fifty-six cards are shuffled and dealt by one of the players, giving each player an equal number of cards, preferably seven, and then turning up the next card on the pack. The dealer is then permitted to fill up as many holes on his division as there are circles on the card he has so turned up. For instance, he turns up a card having three blue spots on its face. He is then entitled to place blue pegs in three of his blue holes. If all his blue holes have previously been filled, the card so turned up does not count. The player on the left of the dealer then leads a card, and the other players follow suit with a card having a similar color as that on the card laid down by the first player. The person playing the card having the highest number of spots takes the trick and fills up as many holes corresponding in color to the cards played as there are spots on the cards taken in the trick. If a player cannot follow suit, he may play any card he has in his hand, but cannot take the trick unless he plays a rainbow-card, which is considered the highest card in the pack and which will take any trick. A player must, however, follow suit when possible. Should a player take a trick containing cards with spots of a color for which he has no corresponding holes unfilled, it counts him nothing. When the cards dealt are all played, they are placed at one side and the balance of the pack is dealt until all the cards have

been played, when the deal is passed to the next player. The first player to have all the holes in his division filled wins the game.

The game calls for skill and constant watch-
 5 fulness to prevent an opponent scoring and to play the cards so that they will benefit the player. The game also affords an interesting amusement for the old as well as the young, its various bright and brilliant colors
 10 giving an attraction, besides the interest of the game. It also possesses the rare adaptability of being played by two, three or four persons with an equal amount of interest.

It will be understood that there are seven
 15 cards containing spots of but one color—for illustration, we may say, the color known as “blue.” This may be called the set of “blues,” and each card in this set has a different number of spots on its face. For instance, one
 20 card will have one blue spot; another, two blue spots; another, three blue spots, and so on, the seventh card having seven blue spots thereon. It will be seen that seven cards are necessary to accommodate the spots of one
 25 color. Therefore it will require forty-nine cards to contain the spots of the various colors arranged in the manner set forth, leaving a balance of seven cards to complete the pack of fifty-six. On each of these remaining
 30 seven cards there are seven spots; but each spot is different from the others, and each spot corresponds with the spots found in the other sets of the pack; or, in other words, each of these seven cards, called the “rainbow-

cards,” contains spots corresponding exactly 35 with the segment of holes with their various colors, as represented at *a' b' c' d' e' f' g'*. These rainbow-cards are distributed among the other cards of the pack and given out in the order of dealing, these rainbow-cards 40 having the effect of taking any trick, as previously explained.

Having thus fully set forth my invention, what I claim as new, and desire to secure by Letters Patent, is— 45

A game-board having its surface marked into equal divisions, and having a pocket or recess at each corner, each division having an equal number of perforations, and each perforation distinctively marked with a color, 50 in combination with suitable pegs or pieces of a size to fit into said perforations, and of a distinctive color to correspond and match said perforations, and a pack of cards, each card having, on its face, from one to seven 55 spots of a distinctive color corresponding to some color on the game-board, and additional cards having on their faces one spot of each color found on said game-board, substantially as described. 60

In witness whereof I hereunto set my hand, in the presence of two witnesses, at Waterbury, Connecticut, this 24th day of June, 1895.

HENRIETTA R. HINCKLEY.

In presence of—

SAML. P. WILLIAMS,
 EMILIE TERRY.