

No. 681,925.

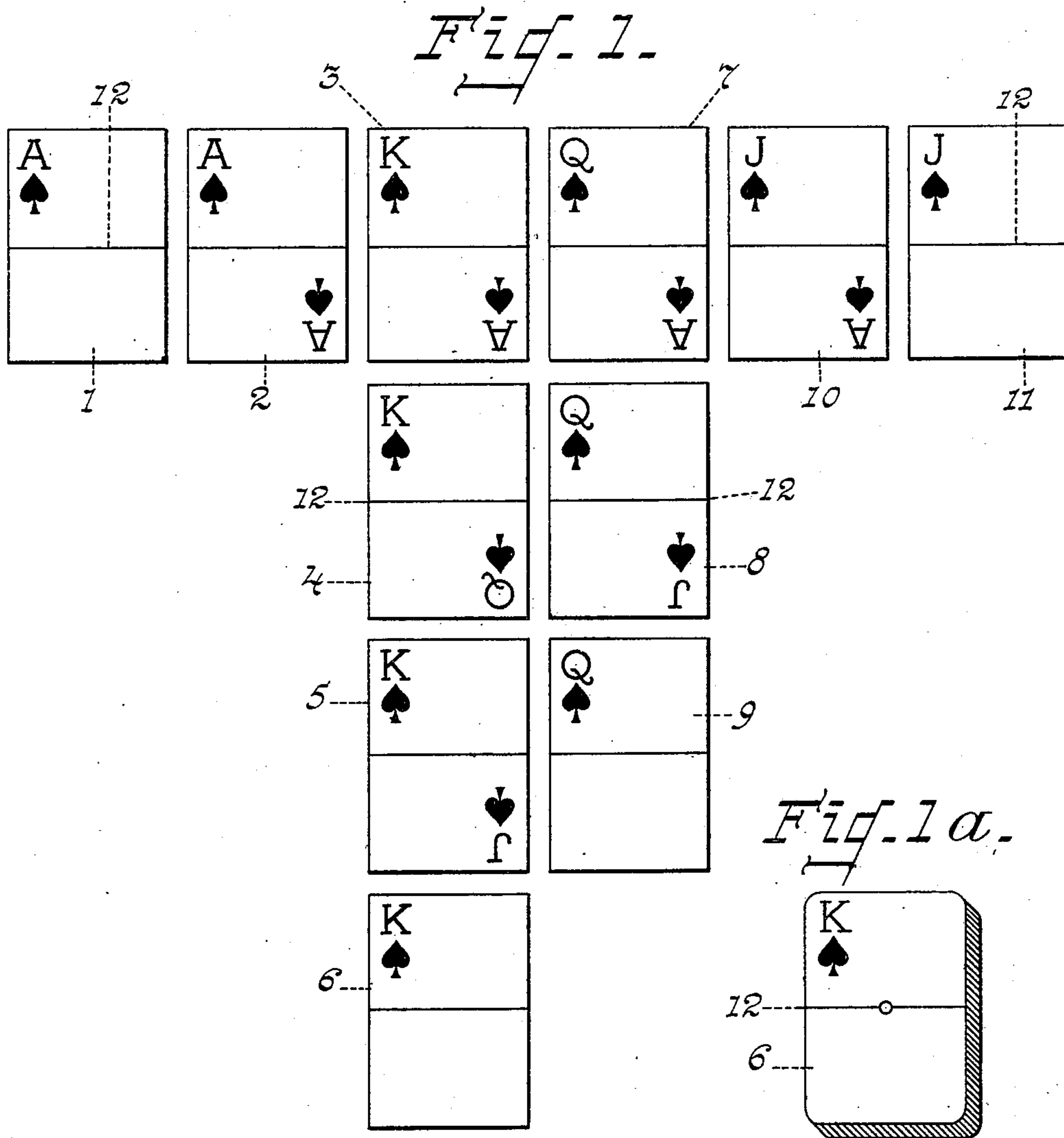
Patented Sept. 3, 1901.

T. H. O'NEILL.
GAME.

(Application filed Jan. 10, 1901.)

(No Model.)

4 Sheets—Sheet 1.



Witnesses:

Vida L. Thayer.
Nydia Schuch

Inventor:

Thomas Halligan O'Neill
by Frank R. Bathurst
Attorney.

No. 681,925.

Patented Sept. 3, 1901.

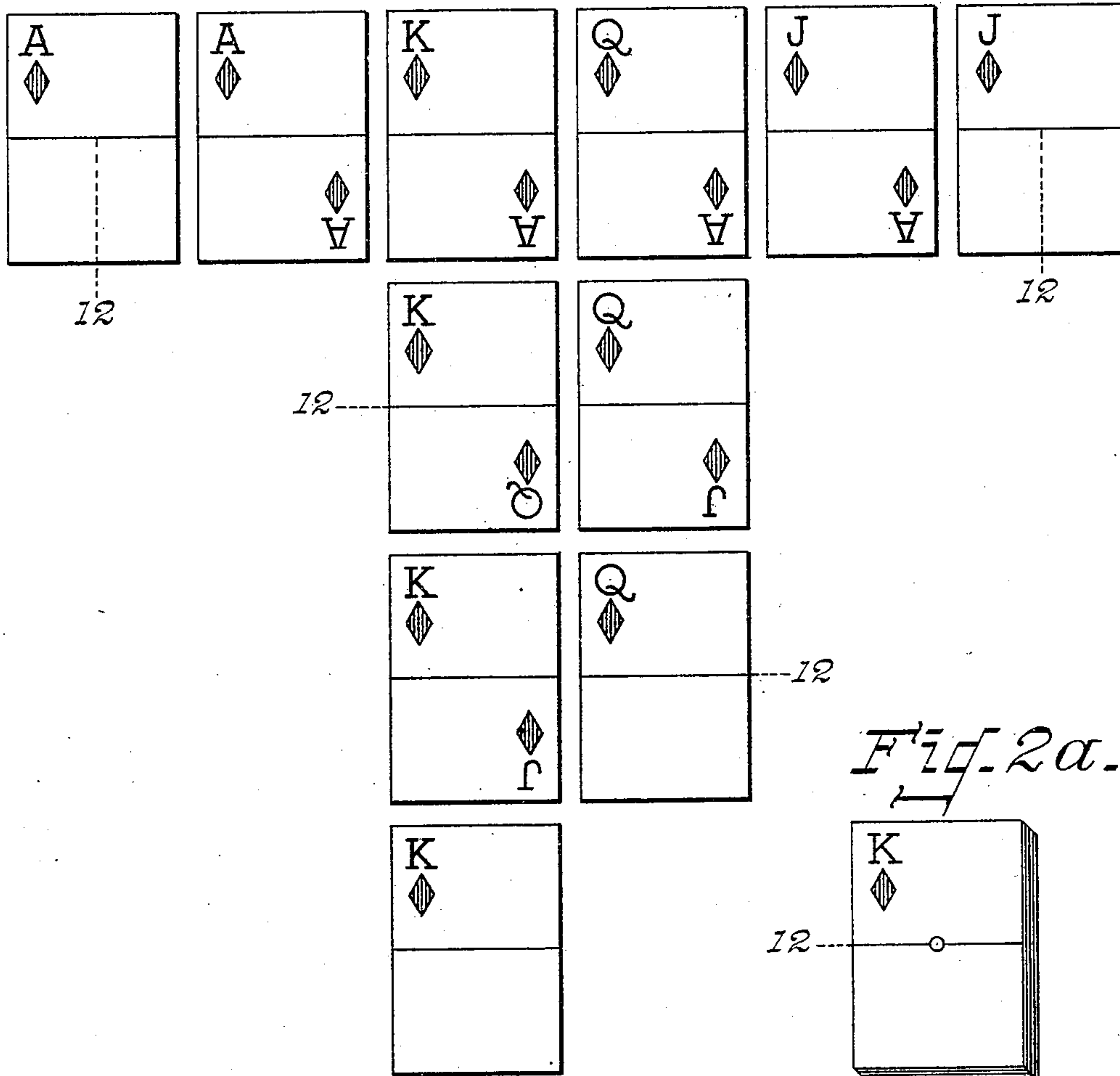
T. H. O'NEILL.
GAME.

(Application filed Jan. 10, 1901.)

(No Model.)

4 Sheets—Sheet 2.

Fig. 2.



Witnesses:

Veda L. Thayer
Mydia Schuch

Inventor:

Thomas Halligan O'Neill
by Frank B. Rathbun
Attorney.

No. 681,925.

Patented Sept. 3, 1901.

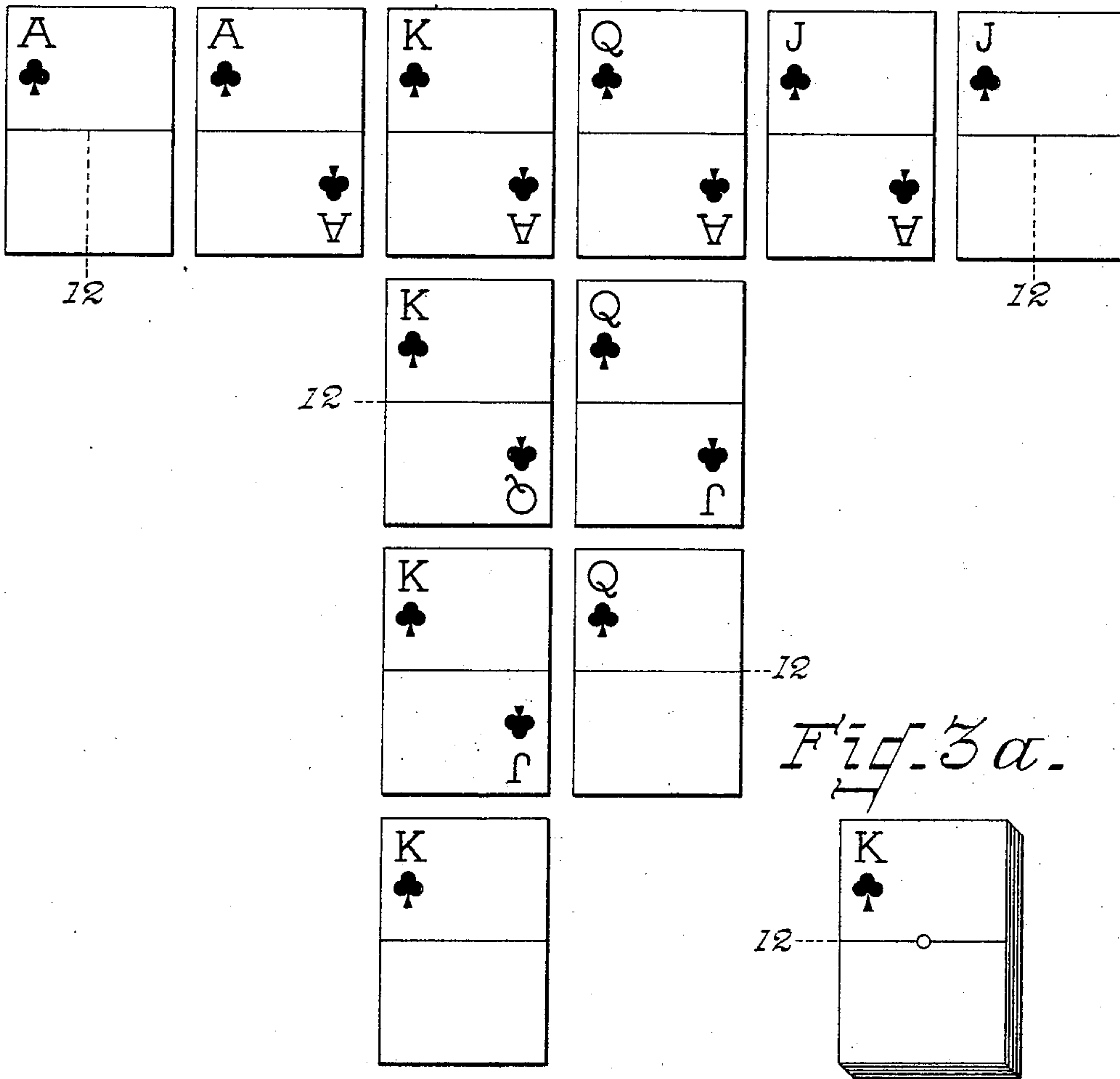
T. H. O'NEILL.
GAME.

(Application filed Jan. 10, 1901.)

(No Model.)

4 Sheets—Sheet 3.

Fig. 3.



Witnesses:

Vida L. Thayer
Nydia Schuch

Inventor:

Thomas Halligan O'Neill
by Frank R. Bathum
Attorney.

No. 681,925.

Patented Sept. 3, 1901.

T. H. O'NEILL.
GAME.

(Application filed Jan. 10, 1901.)

(No Model.)

4 Sheets—Sheet 4.

Fig. 4.

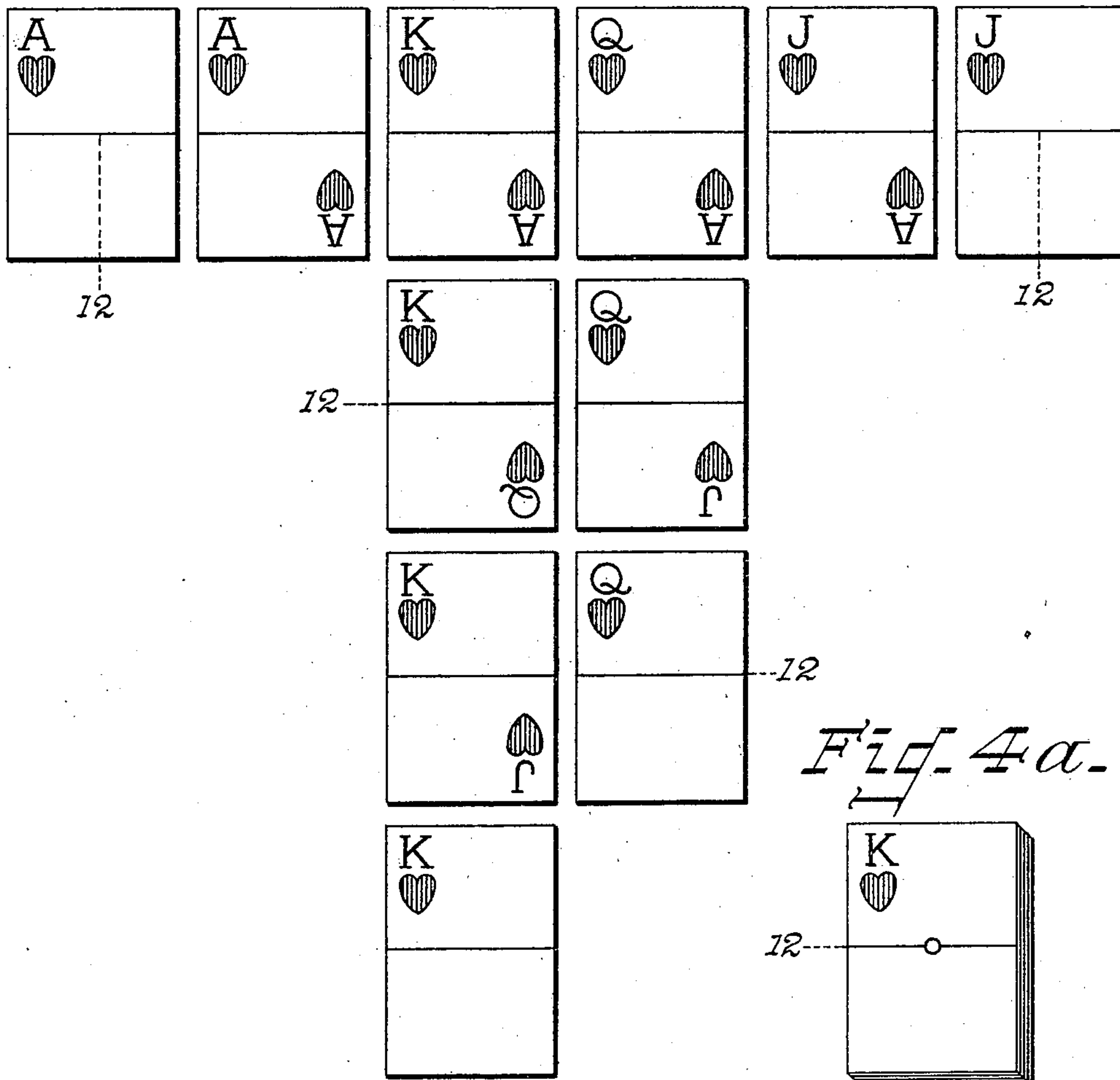


Fig. 4a.

Witnesses:

Vida L. Lyster
Nydia Schuch

Inventor:

Thomas Halligan O'Neill
by Frank R. Rathbun
Attorney.

UNITED STATES PATENT OFFICE.

THOMAS HALLIGAN O'NEILL, OF AUBURN, NEW YORK.

GAME.

SPECIFICATION forming part of Letters Patent No. 681,925, dated September 3, 1901.

Application filed January 10, 1901. Serial No. 42,740. (No model.)

To all whom it may concern:

Be it known that I, THOMAS HALLIGAN O'NEILL, a citizen of the United States, residing in the city of Auburn, county of Cayuga, State of New York, have invented a new and useful Improvement in Games, which I denominate "Domino Whist," of which the following is a specification, reference being had to the accompanying drawings, on four sheets, making part of this specification.

My invention relates to a novel arrangement in the individual values of the cards or dominoes comprised in a set, and has for its object the providing of a new game for social recreation, which I have named and denominated "domino whist." The said arrangement of individual values in a full set of cards or dominoes comprised in the said game is fully illustrated in the accompanying drawings on four sheets, in which—

Figure 1 is the full suit of spades as comprised in the said game where cards are used, the different face values of the same being indicated by the usual conventional symbols shown in ordinary playing-cards. Fig. 1^a is a single piece or individual of the suit seen in Fig. 1 shown in the form of a domino. Fig. 2 is the full suit of diamonds as comprised in the said game where cards are used, the different face values of the same being indicated thereon by the usual conventional symbols shown in ordinary playing-cards. Fig. 2^a is a single piece or individual of the suit seen in Fig. 2 shown in the form of a domino. Fig. 3 is the full suit of clubs as comprised in the said game where cards are used, the different face values of the same being indicated thereon by the usual conventional symbols shown in ordinary playing-cards. Fig. 3^a is a single piece or individual of the suit seen in Fig. 3 shown in the form of a domino. Fig. 4 is the full suit of hearts as comprised in my new game where cards are preferred, the different face values of the same being indicated thereon by the usual conventional symbols shown in ordinary playing-cards. Fig. 4^a is a single piece or individual of the suit seen in Fig. 4 and shown in the form of a domino.

Similar figures of reference refer to similar parts throughout the several drawings.

A full set or deck of cards or dominoes as

comprised in my new game consists of forty-four pieces, there being eleven pieces in each of the four suits of spades, diamonds, clubs, and hearts, which all enter into and form parts of the said game.

By referring to the drawings it will be seen I have represented the values of the pieces by the conventional symbols in common use on playing-cards, although in actual practice the aces, kings, queens, and jacks are represented as usually pictured in an ordinary pack of playing-cards. The four suits referred to, consisting of eleven cards or dominoes each, are precisely alike as to their face values, the only difference being in their suit, symbols, and colors.

I will now proceed to describe the cards or dominoes in the first suit or the suit of spades shown in Fig. 1, and as the three remaining suits (shown in Figs. 2, 3, and 4) are similar, as has been said, this description will apply equally to all.

Referring to Fig. 1, it will be observed that all the cards or dominoes of the suit are divided centrally across their width by a line, thus constituting them what are commonly termed "double-deckers."

In Fig. 1, the suit being spades, as shown, 1 is the ace of spades and blank, the ace being on one end or division of the card or domino and the blank being on the other end or division of the same. 2 is the double ace of spades. 3 is the king of spades and the ace of spades. 4 is the king of spades and the queen of spades. 5 is the king of spades and the jack of spades. 6 is the king of spades and the blank. 7 is the queen of spades and the ace of spades. 8 is the queen of spades and the jack of spades. 9 is the queen of spades and the blank. 10 is the jack of spades and the ace of spades, and 11 is the jack of spades and the blank, the several cards or dominoes being divided across their width by the line 12, which I have previously mentioned. The remaining suits of diamonds, clubs, and hearts corresponding in number and markings or values with the suit of spades already particularly described, I think it would be only needless verbiage to enter into the individual detail of each and consequently omit the detail, relying upon the drawings seen in Figs. 2, 3, and 4 for their elucidation.

The game as played is purely and simply a "match-game" so-called. As many cards or dominoes as desired are dealt indiscriminately or by rotation to two, three, four, or possibly more persons. The first player after the dealer having a double ace "sets" or places the same upon the table, thus establishing the suit to which the players rotatively endeavor to match a suit-card. Should a player unable to match hold a double ace, he is entitled to place or set it on the table, thus establishing a new suit, to which all are entitled to match. It is the endeavor of the players as the game progresses to match out or to get rid of their several cards or dominoes, and the player accomplishing this aim first is entitled to the count held in the hands of his fellow-players, (the cards or dominoes having an established value as to points, &c., the details of which it is unnecessary to describe,) which is placed to his credit as the game proceeds until the prearranged limit is reached, when he is counted a winner or out. The game may thus proceed until all have won out but one, when a new deal is made and the play continued.

Having thus described my new game in detail and one of the methods in which it is played, what I claim as new, and desire to se-

cure by Letters Patent of the United States, is—

In a game a set of cards or dominoes consisting of eleven pieces in the suit of spades having the following values, viz: 1, ace-blank; 2, double ace; 3, king-ace; 4, king-queen; 5, king-jack; 6, king-blank; 7, queen-ace; 8, queen-jack; 9, queen-blank; 10, jack-ace; and 11, jack-blank; and having a divisional line arranged centrally across the width of each of said eleven pieces, in combination with eleven pieces in the suit of diamonds having similar values and similar divisional lines; eleven pieces in the suit of clubs having similar values and similar divisional lines, and eleven pieces in the suit of hearts also having similar values and similar divisional lines the whole combined and constituting a deck or pack of forty-four members substantially in the manner and for the purpose herein shown and described.

In testimony whereof I have hereunto set my hand, at Auburn, Cayuga county, State of New York, this 7th day of January, A. D. 1901.

THOMAS HALLIGAN O'NEILL.

Witnesses:

NYDIA SCHUCH,
VIDA L. THAYER.