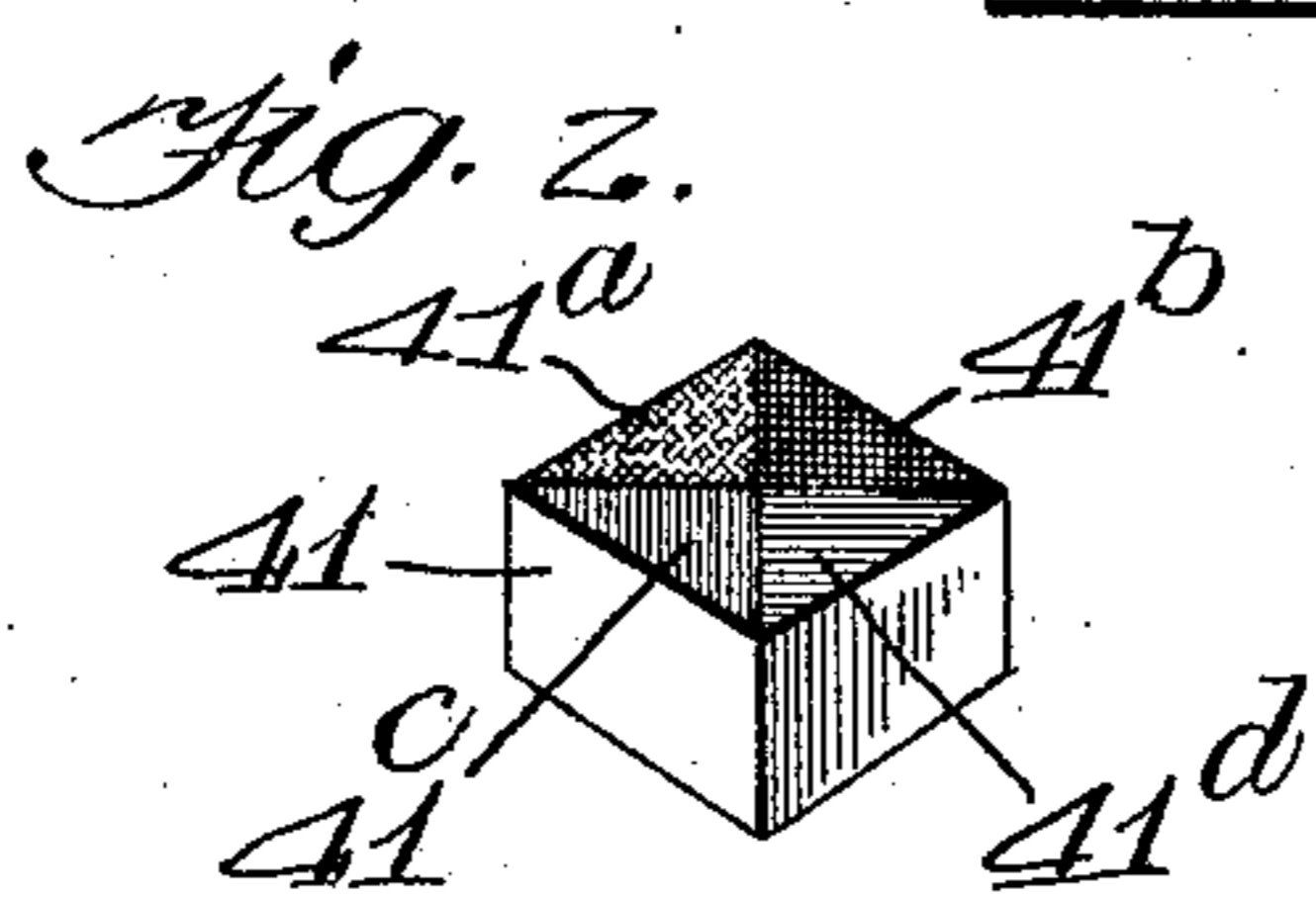
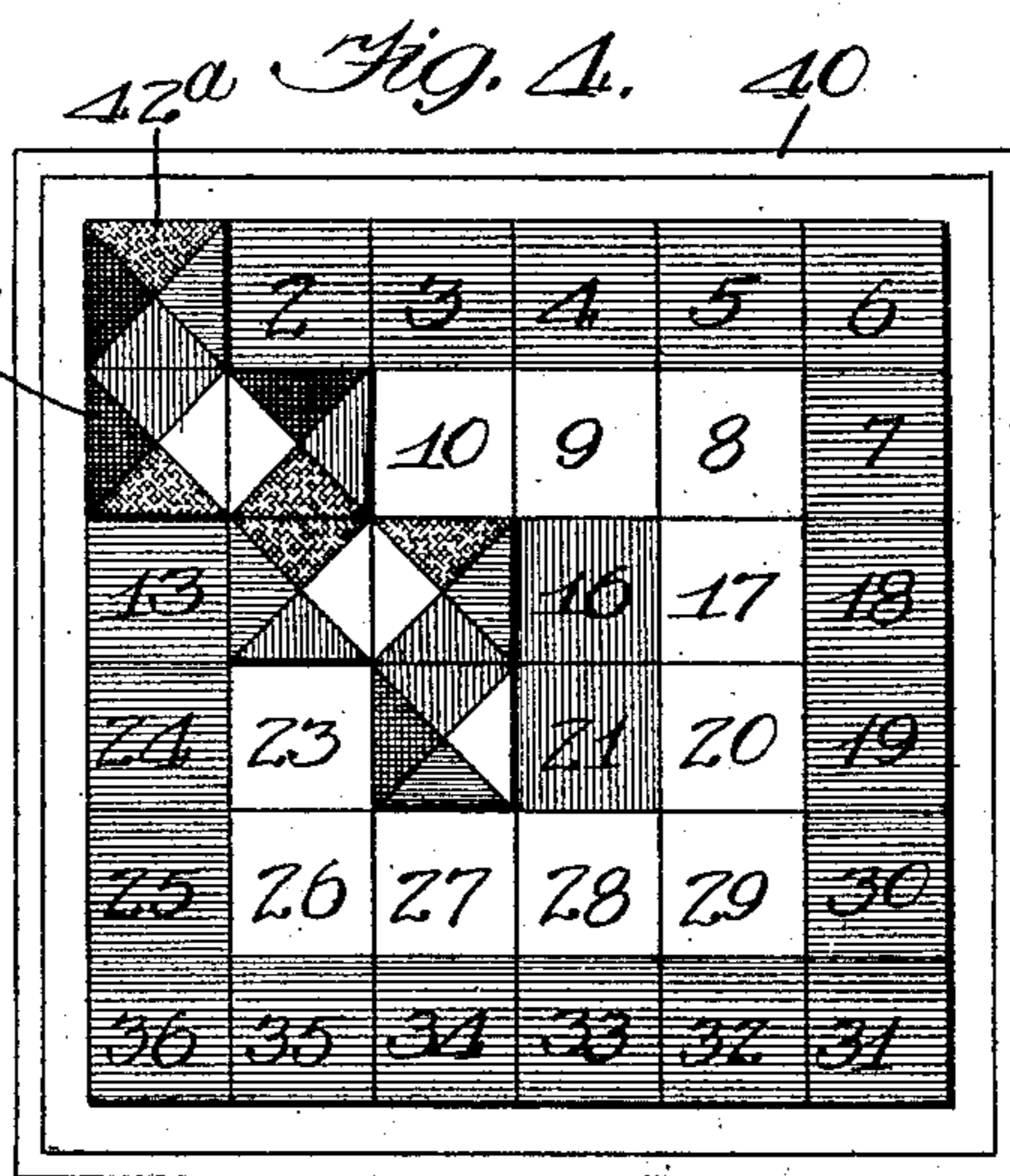
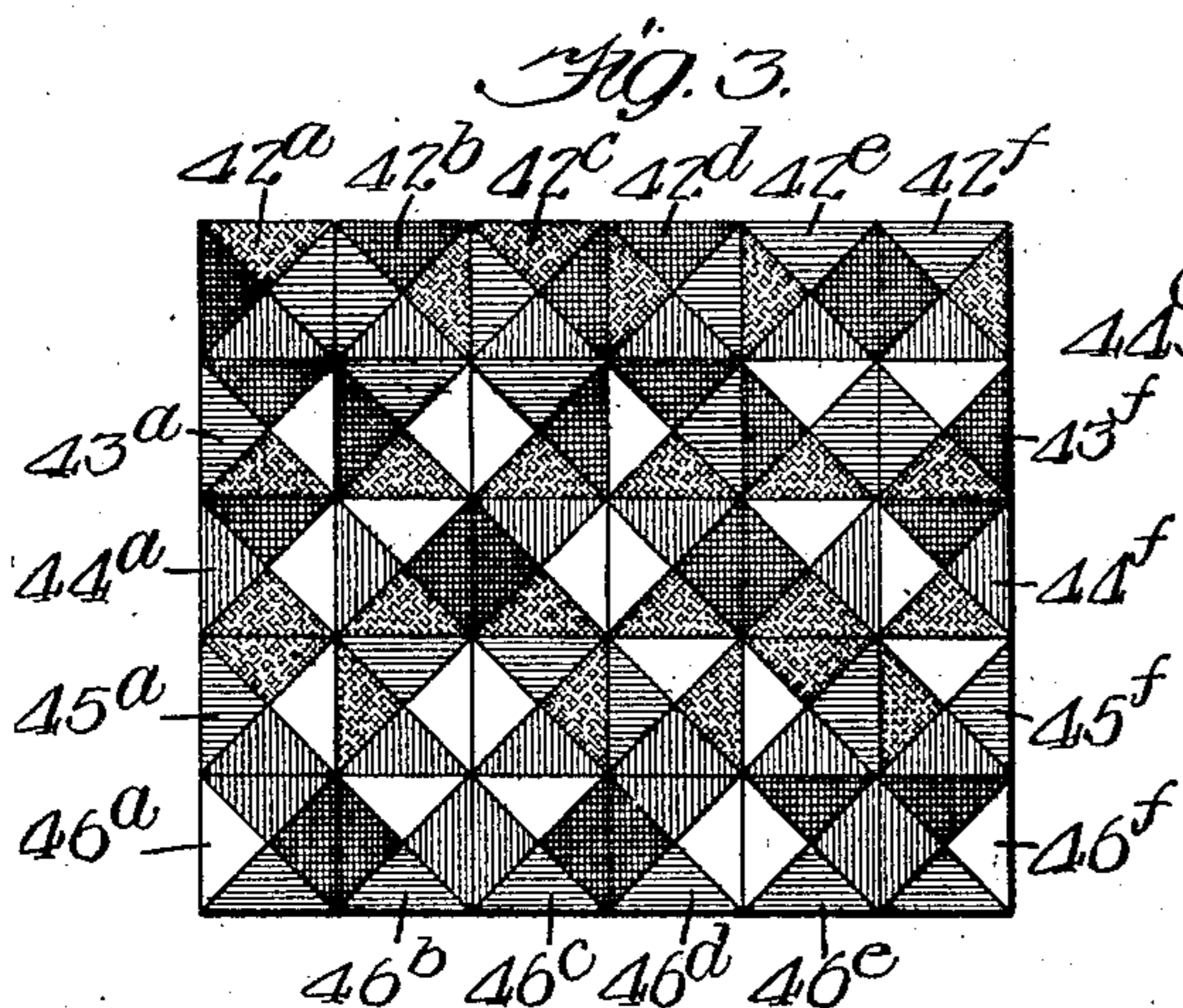
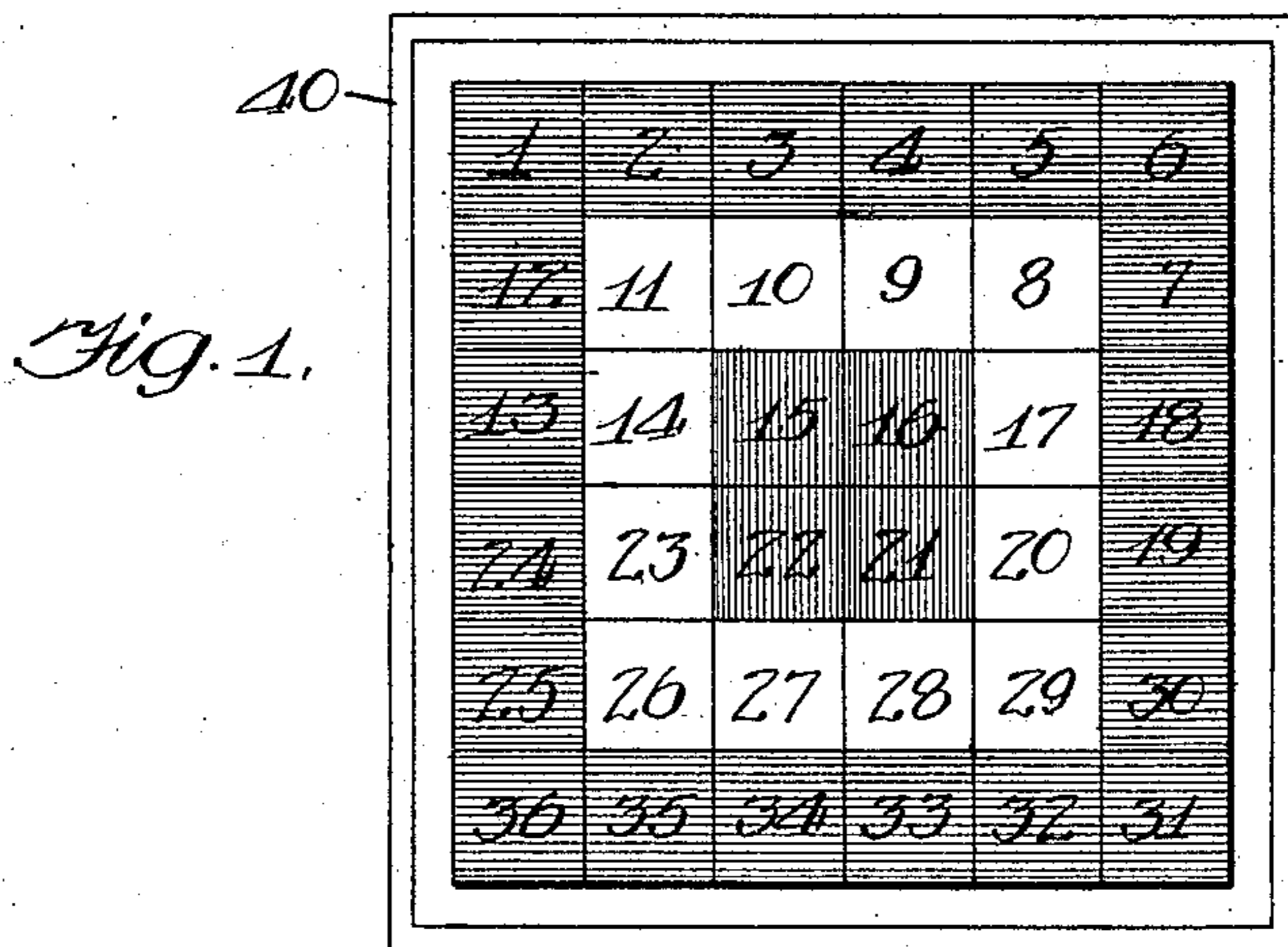


No. 869,316.

PATENTED OCT. 29, 1907.

M. MARIS.
GAME APPARATUS.
APPLICATION FILED SEPT. 18, 1906.



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UNITED STATES PATENT OFFICE.

MAXIMILIEN MARIS, OF CHICAGO, ILLINOIS.

GAME APPARATUS.

No. 869,316.

Specification of Letters Patent.

Patented Oct. 29, 1907.

Application filed September 18, 1906. Serial No. 335,066.

To all whom it may concern:

Be it known that I, MAXIMILIEN MARIS, a citizen of the Republic of France, residing at Chicago, in the county of Cook and State of Illinois, have invented
5 certain new and useful Improvements in Game Apparatus, of which the following is a full, clear, and exact specification.

The invention relates to the class of game apparatus employing a plurality of variously marked pieces consisting of blocks, cards, or the like, and a prepared game-board and has for an object to provide a new and improved game apparatus simple and durable in construction and readily adapted for use in playing a variety of games; a further object is to provide an improved form of game apparatus adapted for the amusement of adults, but especially adapted for the amusement and recreation of children, in that a plurality of bright and attractive colors are preferably employed on both the game pieces and the game board.

20 To the attainment of these ends and the accomplishment of other new and useful objects, as will appear, the invention consists in the construction, combination and arrangement of the several parts, hereinafter more fully described and claimed as shown in the accompanying drawings illustrating an exemplification of this invention, and in which:—

Figure 1 is a plan view of my game-board. Fig. 2 is a view in perspective of one of the game pieces or blocks. Fig. 3 is a plan view showing the entire series of game
30 blocks or pieces associated in rectangular form for the purpose of illustrating the various combinations of colors employed in the individual pieces. Fig. 4 is an illustrative view of the game-board and a series of the blocks or game pieces placed thereon, showing the manner of matching the colors or other designating marks on the blocks in playing one form of game to which the apparatus is adapted, and illustrating one manner of counting in the use of the apparatus.

The apparatus is provided with a board 40 which may be constructed of wood, paper or other convenient material. This game-board is preferably square in shape and is divided into a plurality of smaller squares after the fashion of the ordinary chess or checker board. In its present embodiment the board consists of a series of
45 36 equal size squares or six across each side thereof, designated by the numerals 1 to 36, inclusive. The board is divided into three fields the first of which is the outer row of squares extending entirely around the board. This outer series of squares is indicated by the color
50 blue; a second field comprises the four inner squares on the board, 15, 16, 21 and 22 which are colored red; the remaining squares on the board comprising an inner row, surrounding the inner field of red, and just inside of the field of blue, forms the third field.

55 For convenience, I have used the colors red, white

and blue, but it is obvious that any other combination of colors may be employed.

The game block 41 is rectangular in form and preferably corresponds to the size of the squares on the boards. I provide 30 of these blocks; they may be constructed
60 of wood, similar to dominoes or checkers, having some thickness, which makes them more convenient to handle; or, they may be constructed of paper, metal, or other convenient material. Each of these game pieces or blocks 41 is divided on its square surface into four
65 triangular fields by its diagonal lines. Each of these fields on the game pieces or blocks is designated by colors, no two like colors appearing on the same block.

In the present embodiment of the invention, as already described, I have employed the colors red,
70 white and blue on the game-board. I also preferably employ these same colors on the game pieces or blocks, and in order to get the necessary combinations and colors for the 30 blocks it is necessary to add two additional colors.
75

Fig. 3 fully illustrates the color scheme showing the use of the colors red, white and blue, and adding the colors orange and black.

In Fig. 2 it will be noticed that block 41 has its surface divided into four colors, orange, black, blue and
80 red, indicated by 41^a, 41^b, 41^c and 41^d respectively.

In Fig. 3 the entire series of blocks are grouped according to the colors employed, there being five groups of blocks with six in each group. The upper row or tier of blocks designated by 42^a to 42^f respectively,
85 employ all of the colors mentioned except white. The second row or tier consisting of blocks 43^a to 43^f respectively, employ all of the colors except red. The third row or tier consisting of blocks 44^a to 44^f respectively, employ all colors except blue. The fourth
90 row or tier, blocks 45^a to 45^f, employs all colors except black, while the six blocks in the bottom row or tier, 46^a to 46^f, do not use the orange color.

It will be noted that in each group of the blocks, consisting of six blocks as described, the relative arrangement of the colors on each block in the triangular
95 fields is different so that no two blocks in the entire series of thirty have the same color arrangement.

I will now briefly describe one of the games which may be played with the apparatus. The game may
100 be played by two, three or four players. The blocks should first be turned face down and thoroughly mixed. If the game is to be played by two or four players, one block must be taken out; and if by three players, two blocks must be taken out. The blocks
105 being turned face down one of the players draws a block and places it on one of the corners of the board with its face exposed. This may be illustrated by the position of block 42^a which is shown in position on square 1 on the game-board. The manner of facing
110

the colors on the game piece or block 42^a when first placed on the corner square is immaterial. The players now divide the blocks equally among themselves but without exposing their faces to view; then each player in turn draws a block out of his own stock and tries to match any of the colors offered by the blocks or game pieces on the board. This may be illustrated by the red triangular field on the block 42^a on square 1 in Fig. 4 which matches with the red triangular field on block 44^c occupying square 12. Two like colors on blocks must not face the same square on the board.

In matching the colors on the blocks each color has a different value. Red counts 5, white 4, blue 3, orange 2 and black 1. The relative positions of the color matches on the board with regard to the red, white and blue fields, is also taken into consideration in counting. A match entirely on the blue field on the board is counted once, or, the value of the color matches as enumerated. A match on the line between the blue field and the white field is counted twice its value as designated above. A match entirely on the white field on the board is counted three times; on the line between the white field and the red is counted four times; and a match entirely on the red field as indicated by the match of the red colors on the blocks appearing on squares 15 and 22 is counted five times. For example, in the arrangement of the blocks in Fig. 4, blocks appearing on squares 1 and 12 match their red triangular surfaces so as to have a square entirely on the blue field on the board. A red match on blocks counts 5; the multiple of the blue field is 1, so that the count in this case is 5. The blocks on squares 11 and 12 match white on the white and blue fields. White on blocks counts 4, while the multiple in this case is 2, so that the count is eight. The count of the other matching blocks is similarly made so that in the case of blocks on the inner squares 15 and 22 the count for the player who makes this match would be 25, as a red match on blocks counts 5 and the multiple of a match entirely on red field is 5; hence, the count is 5 times 5. If a player match more than one color at a time he counts for each of them according to value and position. If a player draw a block and cannot match any colors offered on the board he puts it aside allow-

ing it to stand face upward and without counting allows the next player to proceed; that block cannot be played again. The game is at an end when all the players have had an opportunity to place all their blocks. The highest sum of all the gains wins.

In order that the invention might be fully understood, the details in the embodiment thereof have been thus specifically described, but

What I claim is:—

1. In a game apparatus the combination of a game-board having its surface divided into a plurality of squares, said squares divided into a series of continuous fields, and a series of game pieces or cards each having on one face a plurality of side edges or spaces with colors, characters or figures matchable one with another at two or more of the sides or spaces so marked.

2. In a game apparatus, the combination of a game-board having its surface divided into a plurality of equal squares, said squares arranged in a series of continuous fields, means for designating the squares in each field, and a series of polygonal game pieces each having their faces marked near their side edges with colors, characters or figures matchable one with another at two or more of the sides so marked.

3. In a game apparatus the combination of a game-board having its surface divided into a plurality of equal squares, said squares arranged in a series of continuous fields, each of said fields being designated by different colors, and a series of game pieces having their horizontal faces corresponding in size and shape to said squares and marked near the side edges of one of their faces with colors matchable one with another at two or more of the sides so marked.

4. In a game apparatus the combination of a game-board having its surface divided into a plurality of equal squares, said squares arranged in a series of continuous fields, each of said fields being designated by different colors, and a series of game pieces having their horizontal faces corresponding in size and shape to said squares and the upper face divided into triangular fields by their diagonals, said triangular fields being marked near their side edges with colors matchable one with another at two or more of the sides so marked.

In testimony whereof I have signed my name to this specification, in the presence of two subscribing witnesses, on this tenth day of September A. D. 1906.

MAXIMILIEN MARIS.

Witnesses:

HELENA J. MARIS,
A. L. SPRINKLE.