

W. A. HATCHER.
GAME APPARATUS.

APPLICATION FILED JULY 7, 1910.

Patented June 6, 1911.

2 SHEETS-SHEET 1.

994,256.

FIG. 1.

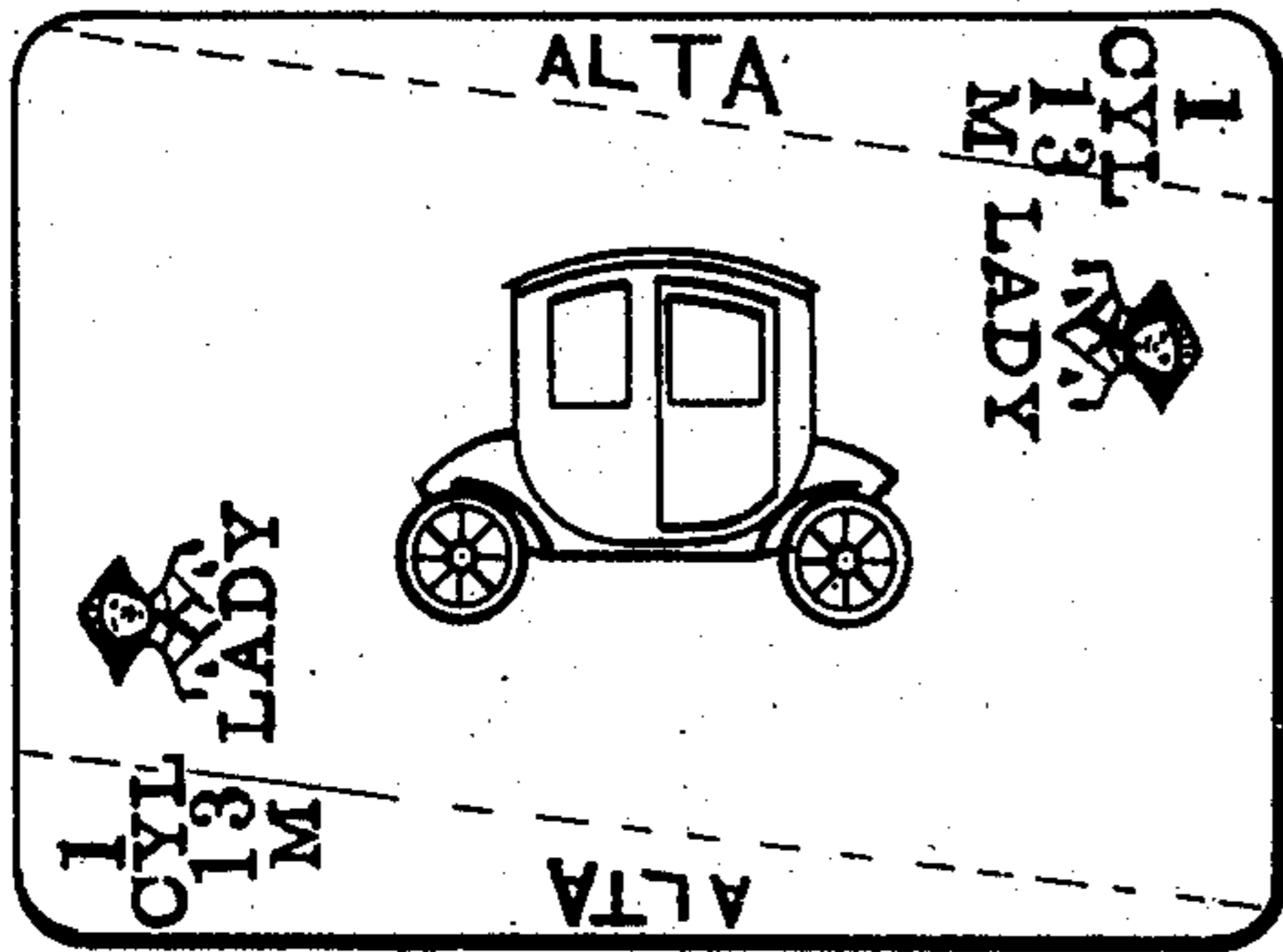


FIG. 2.

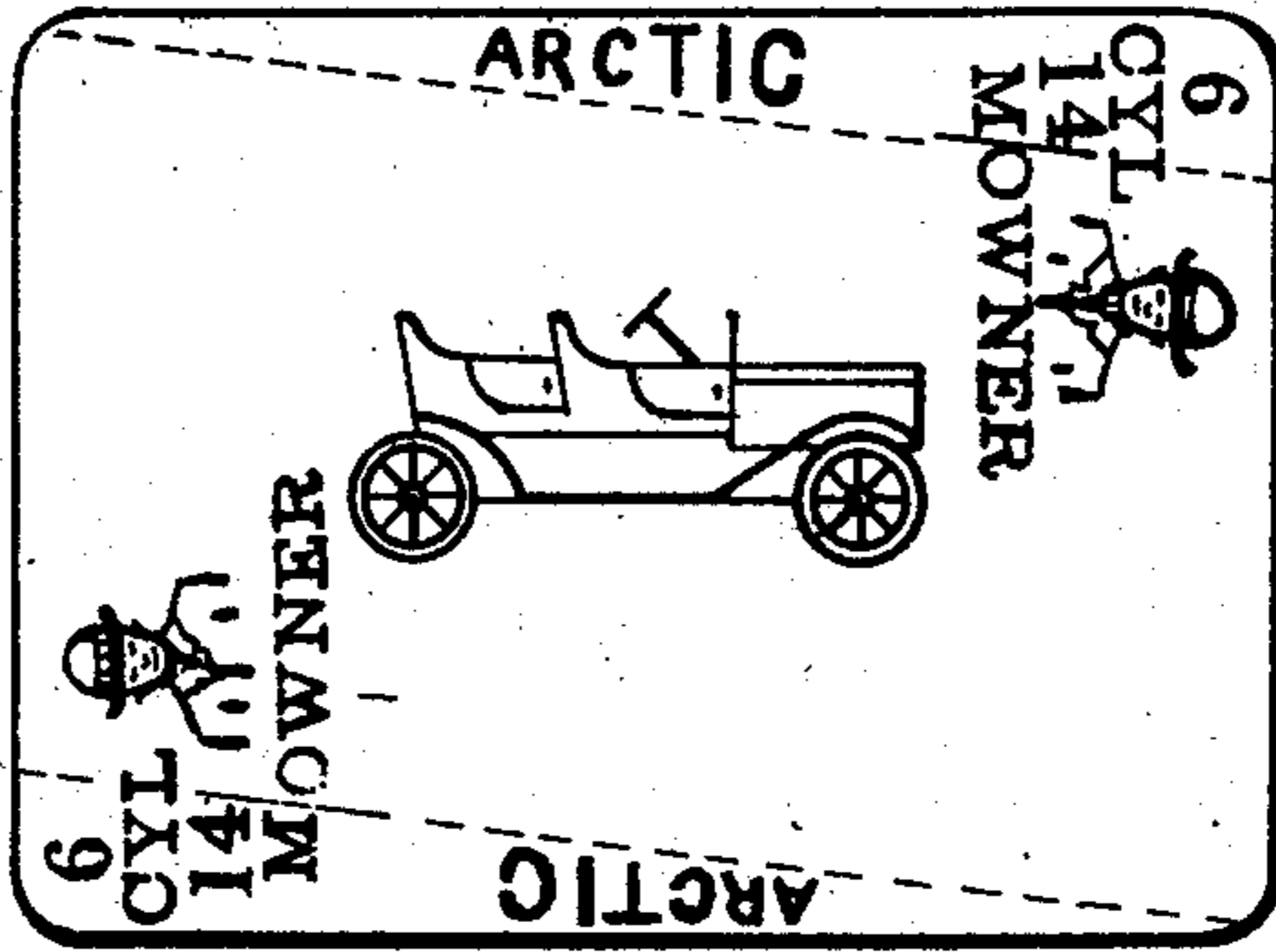


FIG. 3.

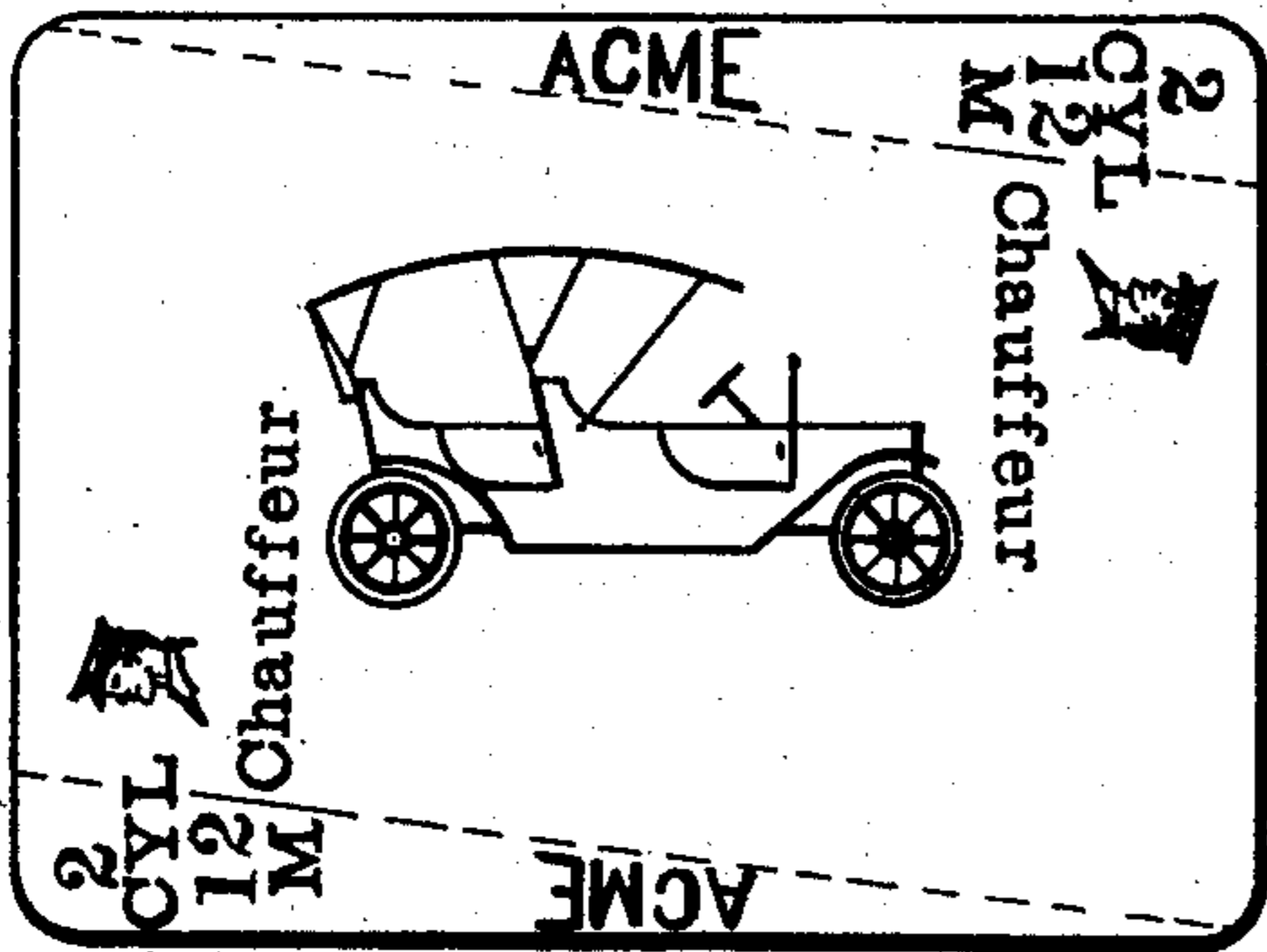


FIG. 4.

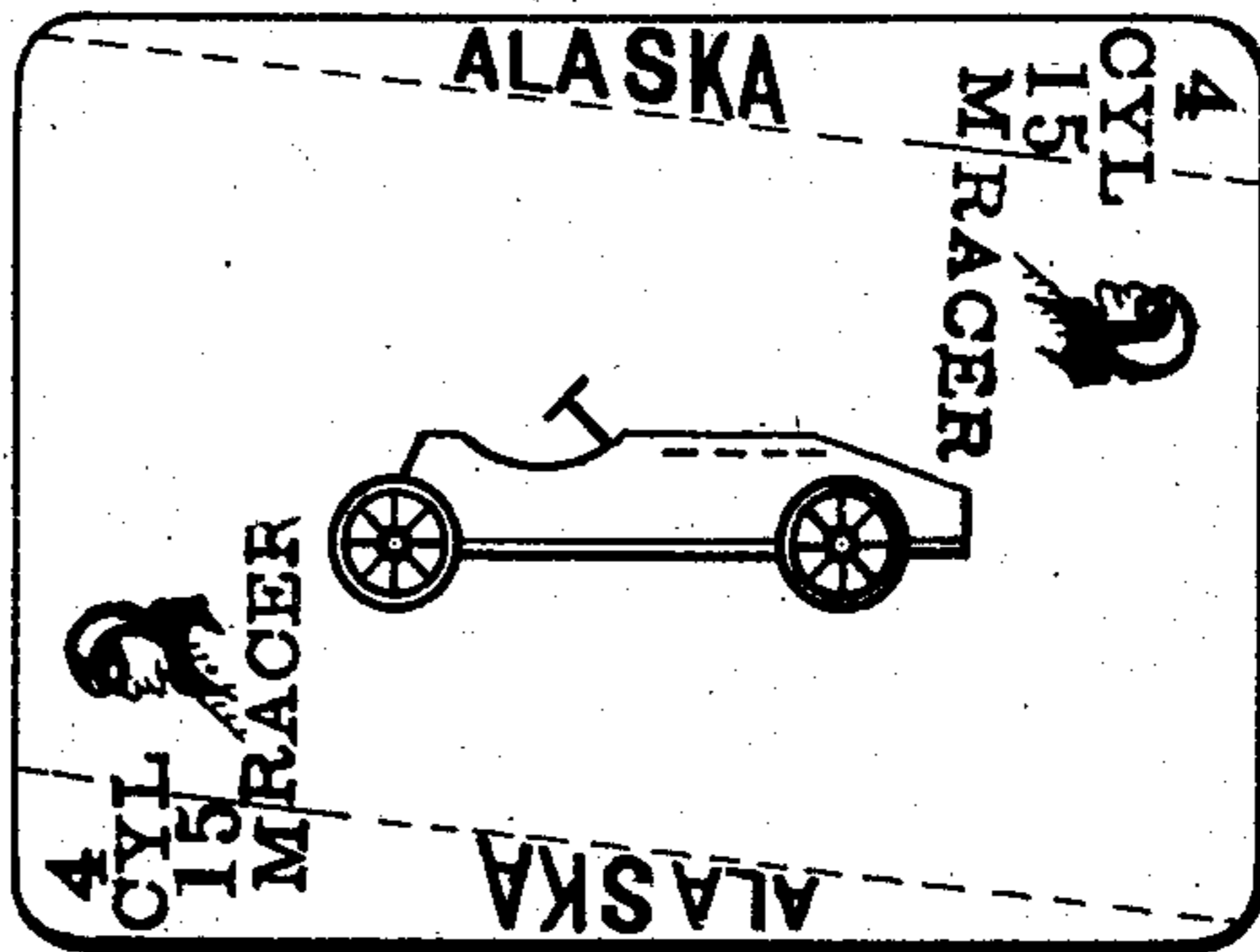


FIG. 5.

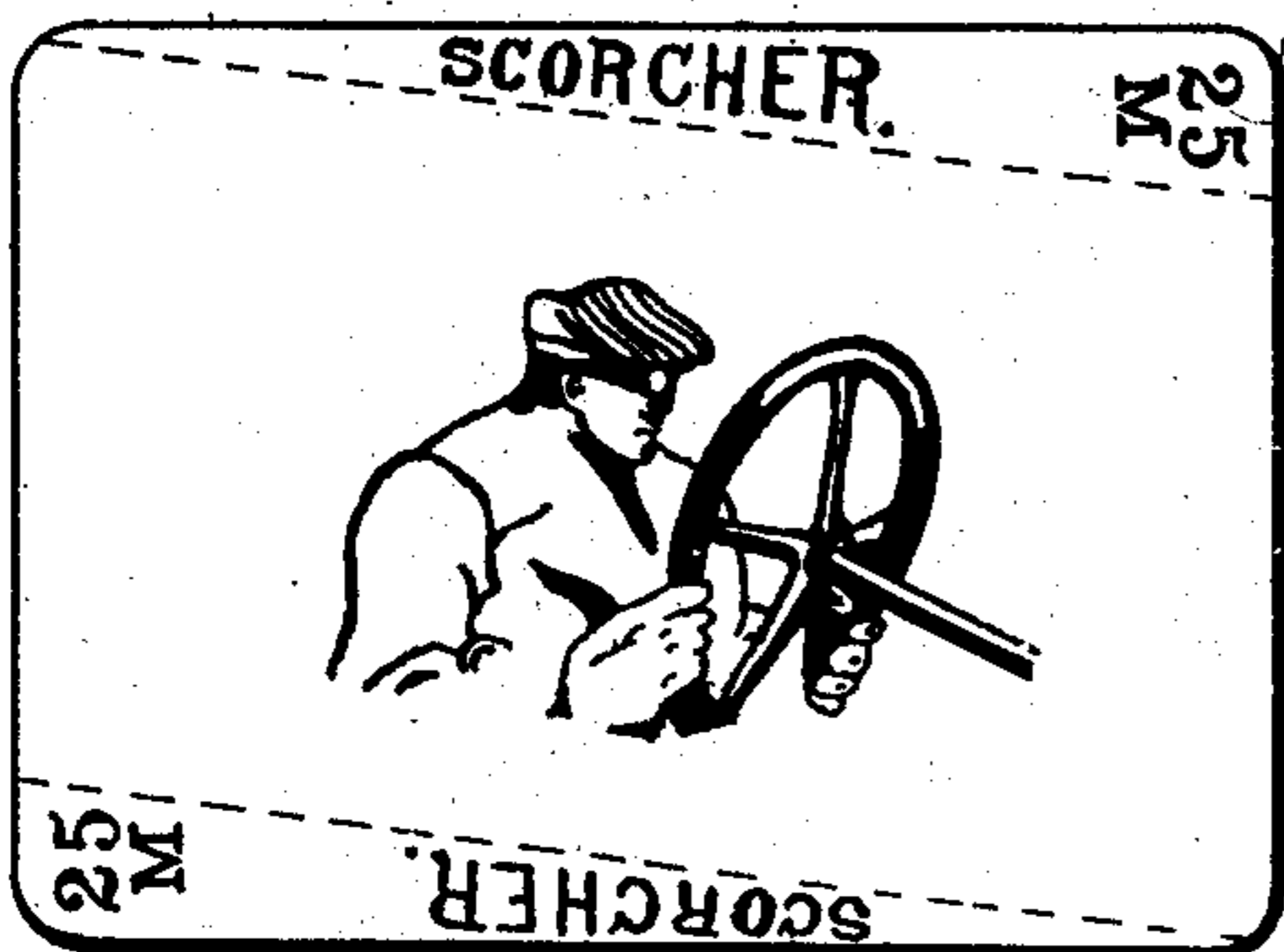
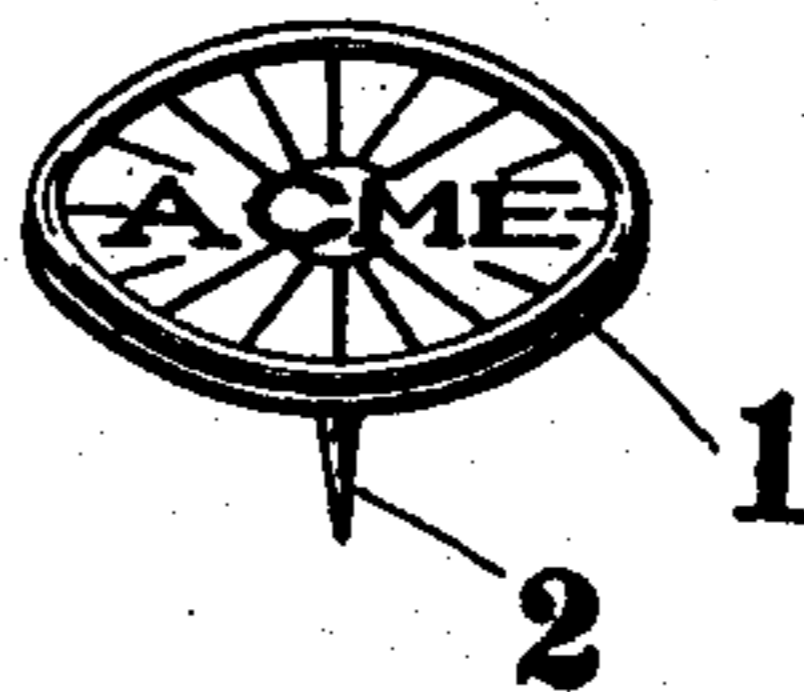


FIG. 7.



WITNESSES:

Charles W. Dake.

Harry F. Johnson

INVENTOR

William A. Hatcher
BY

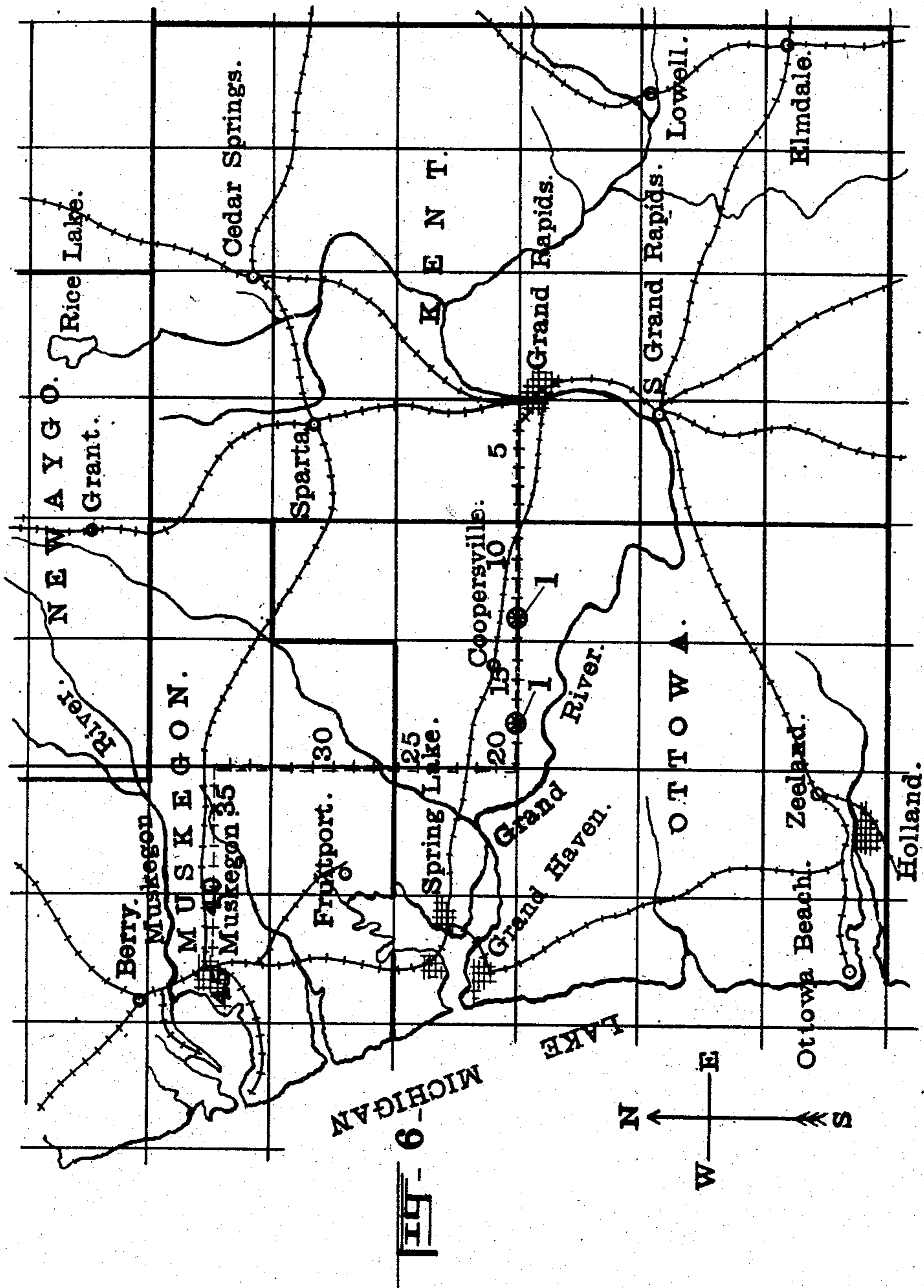
Wilson, Wilson & Rice
ATTORNEYS

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UNITED STATES PATENT OFFICE.

WILLIAM A. HATCHER, OF GRAND RAPIDS, MICHIGAN.

GAME APPARATUS.

994,256.

Specification of Letters Patent.

Patented June 6, 1911.

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To all whom it may concern:

Be it known that I, WILLIAM A. HATCHER, a citizen of the United States, and resident of the city of Grand Rapids, in the county of Kent and State of Michigan, have invented a certain new and useful Game Apparatus, of which the following is a specification.

The object of my invention is to provide an improved game apparatus whereby amusement may be afforded, and also the same in combination with a tallying device having a certain educational value, etc. This object is attained by the apparatus hereinafter described and illustrated by the accompanying drawings.

My game apparatus comprises a pack of cards, preferably of the same material and size as ordinary playing cards, and the same in combination with tallying devices. These cards are divided on three or more bases of division and are distinguished by suitable face markings. Preferably the cards are sixty, or, with the "joker" or "scorcher" card, sixty-one in number, and, for my new game, which I call "automobling", are divided on the following bases of division, and are distinguished by the following described markings: "Books" of four cards each making in a pack of sixty cards fifteen books in all, are distinguished—each book—by the name of some manufacturer of, or of some "make" of automobiles. Such books respectively I refer to hereinafter for convenience, by the words and capital letters "Arctic", "Acme", "Alta", "Alaska", "A", "B", "C", "D", "E", "F", "G", "H", "I", "J" and "K". The four cards of each book are, in reference to the cylinders of automobiles, distinguished from each other by the words "1 cylinder", "2 cylinders", "4 cylinders" and "6 cylinders" (or by abbreviations thereof), marked thereon respectively. In each book, two of these, as the "1 cylinder" and the "2 cylinders" cards, are printed in a color (as black) different from the color (as red) in which the other two, viz., the "4 cylinders" and the "6 cylinders" cards, are printed, thus forming throughout the pack four card "suits" of fifteen cards each, in a pack of sixty, and similar to the suits of playing cards, that is, the "1 cylinder" suit and the "2 cylinders" suit both printed in black correspond to the black suits, the clubs and spades, while the "4 cylinders" suit and the "6 cylinders" suit, both printed in red, cor-

respond to the red suits, the diamonds and hearts of playing cards. The cards, fifteen in number of each such cylinder suit, are distinguished from each other by markings in "miles", or the abbreviation "M", each of said fifteen cards being marked respectively "1 mile", "2 miles", "3 miles", and so on consecutively to and including "15 miles". These markings as to "miles", are, however, so distributed throughout the pack that the number of "miles" of the four cards composing each automobile book total the same number, as thirty-two miles.

The cards of each suit rank in value in the order of the number of their miles, the highest number of "miles" being the highest card. The four highest, viz., the 15, 14, 13 and 12 miles cards, are further distinguished as "face cards", by suitable faces pictured thereon, and called in reference thereto "Racer", "Owner", "Lady" and "Chauffeur", and correspond respectively to the ace, king, queen and jack of playing cards. The remaining card, the sixty-first of said pack, corresponding to the "joker" of playing cards, I call the "Scorcher" or "25 miles" card, which may display a suitable and characteristic picture.

Automobiles of the particular makes after which the books are called, may be pictorially represented on the cards of such books respectively, thus serving to further distinguish the books. In my said pack the sixty-one cards are preferably marked as follows:

Acme 1 Cyl. 4 M: Acme 4 Cyl. 12 M.
Chauffeur: Acme 2 Cyl. 12 M Chauffeur:
Acme 6 Cyl. 4 M.

A 1 Cyl. 2 M: A 2 Cyl. 14 M Owner: A 4
Cyl. 10 M: A 6 Cyl. 6 M:

Alaska 1 Cyl. 7 M: Alaska 2 Cyl. 9 M:
Alaska 4 Cyl. 15 M Racer: Alaska 6 Cyl.
1 M:

B 1 Cyl. 11 M: B 2 Cyl. 5 M: B 4 Cyl. 4
M: B 6 Cyl. 12 M Chauffeur.

C 1 Cyl. 14 M Owner: C 2 Cyl. 2 M: C 4
Cyl. 7 M: C 6 Cyl. 9 M:

D 1 Cyl. 15 M Racer: D 2 Cyl. 1 M: D 4
Cyl. 8 M: D 6 Cyl. 8 M:

Alta 1 Cyl. 13 M. Lady: Alta 2 Cyl. 3 M: 105
Alta 4 Cyl. 6 M: Alta 6 Cyl. 10 M:

E 1 Cyl. 5 M: E 2 Cyl. 11 M: E 4 Cyl. 13
M Lady: E 6 Cyl. 3 M:

Arctic 1 Cyl. 9 M: Arctic, 2 Cyl. 7 M:
Arctic 4 Cyl. 2 M: Arctic 6 Cyl. 14 M Owner: 110

F 1 Cyl. 12 M Chauffeur: F 2 Cyl. 4 M:
F 4 Cyl. 5 M: F 6 Cyl. 11 M:

G. 1 Cyl. 1 M: G. 2 Cyl. 15 M. Racer: G.
 4 Cyl. 9 M: G. 6 Cyl. 7 M:
 H. 1 Cyl. 3 M: H. 2 Cyl. 13 M Lady: H. 4
 Cyl. 11 M: H. 6 Cyl. 5 M:
 I. 1 Cyl. 10 M: I. 2 Cyl. 6 M: I. 4 Cyl. 3 M:
 I. 6 Cyl. 13 M Lady:
 J. 1 Cyl. 6 M: J. 2 Cyl. 10 M: J. 4 Cyl. 14
 M Owner: J. 6 Cyl. 2 M:
 K. 1 Cyl. 8 M: K. 2 Cyl. 8 M: K. 4 Cyl. 1 M:
 10 K. 6 Cyl. 15 M Racer, and Scorcher 25 M.

In the accompanying drawings, Figure 1
 illustrates the card marked "Alta 1 Cyl. 13
 M, Lady"; Fig. 2 the card marked "Arctic
 6 Cyl. 14 M Owner"; Fig. 3 the card
 15 marked "Acme 2 Cyl. 12 M Chauffeur";
 Fig. 4 the card marked "Alaska 4 Cyl. 15 M.
 Racer", and Fig. 5 the "Scorcher" card.
 The cards shown in Figs. 1 and 3 should be
 printed in black, and those shown in Figs.
 20 2 and 4 in red. From these illustrations
 the manner of marking all the cards will be
 readily understood. Fig. 6 represents a
 tally board for certain games to be played
 with such cards; and Fig. 7 illustrates a
 25 marker button therefor.

The words "Alta", "Arctic", "Acme",
 "Alaska", etc., indicating the book or class
 to which the cards shown belong, are printed
 near the edge of the cards in letters of grad-
 30 ually increasing length, as shown, so that,
 as a number of cards are held in the hand
 in the usual position, the wedge-shaped ex-
 posed edge of each card may be employed to
 the best advantage to display the face mark-
 35 ings of the card.

Various games may be played with my
 cards, among others my said new game
 "Automobling", which is played as fol-
 40 lows: Several may play; but, if there are
 only two players, a "dummy hand" must
 be dealt, and the game is improved if a
 dummy hand is dealt in any case. The
 entire pack is dealt to the players and the
 dummy, giving each player an equal number
 45 of cards and as near as may be the same
 number to the dummy. Each player, in
 order beginning to the left of the dealer,
 may "bid" for the privilege of naming the
 trump suit, viz., the number of "cylinders",
 50 whether the 1, 2, 4 or 6 cylinder suit. The
 number bid corresponds to the number of
 "tricks", i. e., cards played each round the
 bidder expects to be able to take. The player
 thus bidding highest announces the trump
 55 suit, 1 cylinder, 2 cylinders, 4 cylinders or 6
 cylinders, as the case may be, and leads any
 card in his hand. Should he fail to take
 tricks to the number of his bid, the cards he
 takes count for nothing. The game pro-
 60 ceeds as in euchre so far as right to lead,
 following suit led, playing trumps, etc.,
 is concerned. The top card of the dummy
 hand is played last each round, and the
 dummy may take the trick if such card is
 65 highest, whereupon the dummy leads its

next top card. After the cards first dealt
 are all played and the tricks taken, each
 player distributes the cards he has taken
 into their several incomplete books and de-
 termines which particular book he will en- 70
 deavor to complete, announcing the name
 thereof, as "Acme", or "Alaska", or "B",
 etc. Should two players select the same
 book to complete, he is entitled thereto
 whose number of "miles" (as shown by the 75
 cards he holds of such incomplete book)
 totals the highest number. The cards of
 each incomplete book so selected for comple-
 tion, are laid face down beside the player
 who has taken the same, and the rest of the 80
 cards are dealt again. The cards of the
 tricks taken this time by each player be-
 longing to his selected book are by him
 added to such incomplete book, and the bal-
 85 ance of the cards are dealt again and so on
 until some player has completed his book.
 The "Scorcher" card may or may not be
 used. The game preferably includes also,
 as one of its points to be attained, the num-
 90 ber of "miles" which the cards taken by
 each player total, he winning this point
 whose "miles" total the highest number.
 These "miles" may be tallied on a tally
 board representing an automobile race 95
 course over which the automobiles repre-
 sented by my cards are supposed to travel.
 Preferably such tally board is an accurate
 map of some section of the country on which
 distances are marked, as shown in Fig. 6 of
 the drawings, whereby a certain educational 100
 feature, as well as a mere amusement, is
 afforded by my game apparatus.

The course to be run on the map is se-
 lected, as that shown in dotted lines on Fig.
 6, which course is divided into miles marked 105
 thereon, every five miles being indicated by
 a numeral, as shown. The point on the
 course corresponding to the total "mileage"
 of the cards taken by each player is marked,
 as by a button 1, thus tallying the game. 110
 Each player has a different button marked
 with the name of the automobile book
 "Acme", "Alaska", etc., he has selected to
 complete. Two such buttons, 1, one for each
 115 of two players, are shown on Fig. 6, respec-
 tively at the 13 and 17 mile points of the
 course. These buttons 1 may be in form
 or appearance an automobile wheel, as shown
 in Fig. 7, and may have a downwardly ex-
 120 tending pin point 2 to hold them in position
 on the map.

Various other games may be played with
 my pack of cards, as the well-known game
 of "Authors", each book, "Acme", "Alaska",
 etc., representing a book or author in said 125
 game. By discarding the lowest two cards of
 each cylinder suit, viz., the 1 mile card and
 the 2 mile card, thus reducing the number of
 cards in each such suit to thirteen, any game
 may be played with my cards which can be 130

played with an ordinary pack of playing cards.

Not confining myself to the details of construction shown and described further than as set forth in the claims, I claim:

1. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards, and also on another basis of division into "suits", each comprising an equal number of cards, the cards of each suit being characterized according to their relative value, and the cards of each book totaling the same in value.

2. A game apparatus comprising a pack of cards distinguishingly divided into "books", each comprising an equal number of cards, and also on another basis of division into "suits", each comprising an equal number of cards, the cards of each suit being characterized according to their relative value corresponding to distances, the cards of each book totaling the same in value, and a tally board in form a race-course with distances indicated thereon.

3. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and named respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to their relative value, and the cards of each book totaling the same in value.

4. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and names respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to

their relative value, the cards of each book totaling the same in value, and a tally board in form a geographical map with distances indicated thereon.

5. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and named respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to their relative value, the highest in value in each suit being called "Racer", the next "Owner", the next "Lady" and the next "Chauffeur", each distinguished by face pictures thereon, and the cards of each book totaling the same in value.

6. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and named respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to their relative value, and the cards of each book totaling the same in value, a tally board in form a geographical map with distances indicated thereon, and markers for said tally board simulating automobile wheels and marked respectively to correspond with the makes of automobiles distinguishing the card books.

In witness whereof, I have signed my name to this specification in the presence of two subscribing witnesses.

WILLIAM A. HATCHER.

Witnesses:

MARY SCHULTE,
HARRY F. JOHNSON.