P. D. RIORDAN.

GAME APPARATUS.

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Fig. 1.

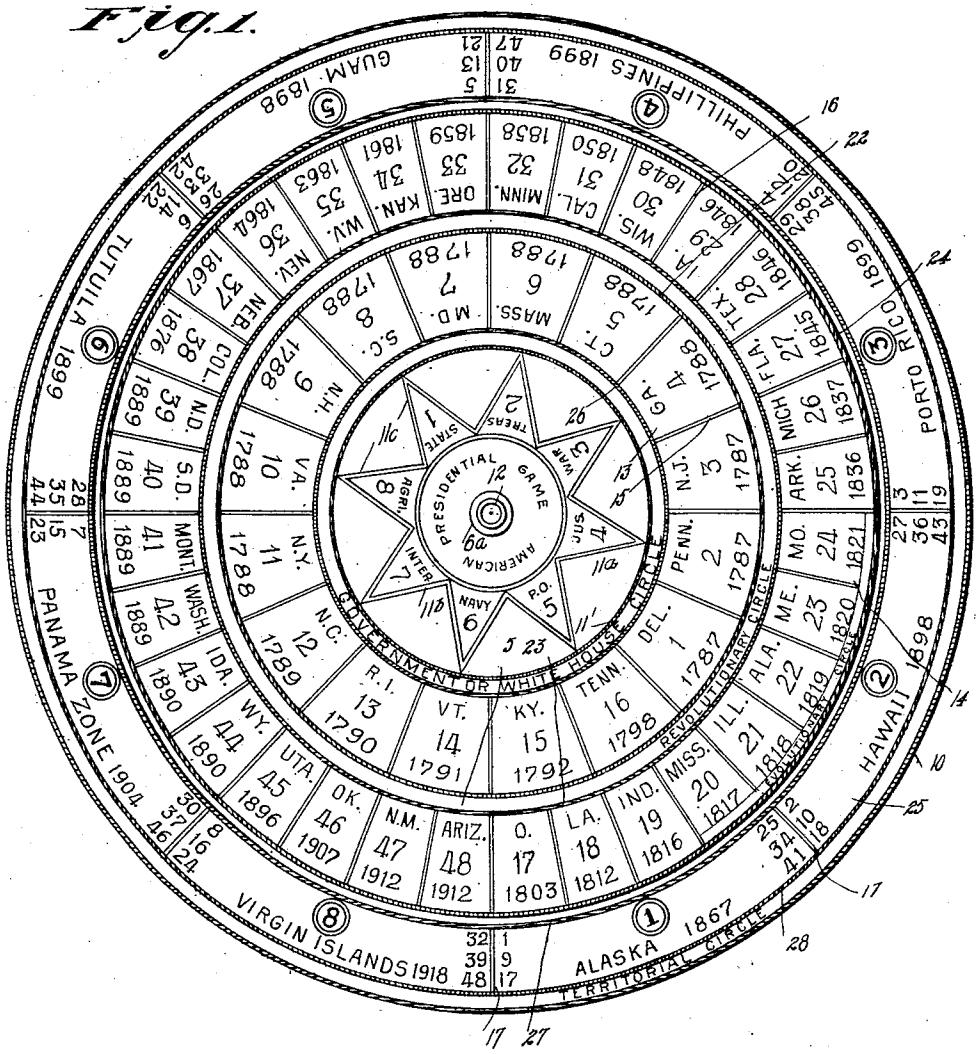
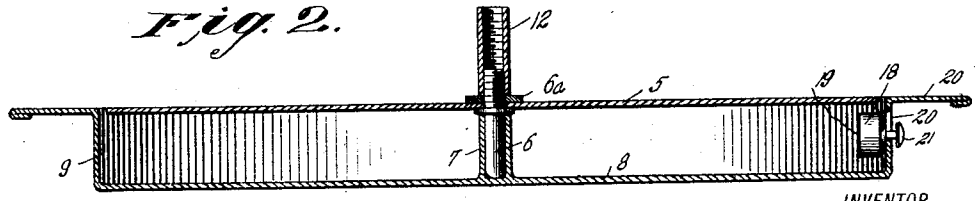


Fig. 2.



WITNESSES

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, PATRICK D. RIORDAN, a citizen of the United States, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

The object of my invention is to provide—by means of a series of regular geometrical figures outlined, preferably, in the national colors of a designated country, or territory, and representing, as in the present case, the States, foreign possessions, Presidential electoral system and the central Government of the United States; by means of specially devised mechanical devices and of a specially devised arrangement of the admission numbers of the several States in a definite order of numerical sequence—an interesting game of pastime, instructive in its geometrical illustrations of circles, radii, arcs, and sectors of concentric circles; as well as in its political and historical information and in the patriotic motive of its color scheme.

Additional objects of the invention will appear in the following specification in which the preferred form of my invention is described.

Similar reference characters refer to similar parts in the two figures of the drawings, Figure 1 of which being a plan view illustrating my invention, and Figure 2 being a sectoinal elevation showing the construction of the parts.

The geometrical figures comprise some fifty-six sectors of three rings formed by about five pairs of concentric circles, the arcs of the sectors forming the ends of the sectors, while the radical dividing lines of the sectors form their lateral boundaries. Of these fifty-six sectors forty-eight are inscribed in the hereinafter described wheel or disk 5 of the apparatus and represent and bear the names of the present forty-eight States of the Union; the circle 11 of the disk 5 represents the White House and the seat of national government, and contains a star whose angles represent the important Government departments. Within the circle 11 there is a space 11^a having a star 11^b, the arms or pointers 11^c of which are numbered 1 to 8 and are referred to as cabinet numbers, there being one arm or pointer for each cabinet department. These cabinet numbers serve like state numbers in playing the game. The sixteen sectors 13 lying between the two inner pairs of alternate red and blue concentric circles 22 and 26 and bounded laterally by the radial line 15 and containing the thirteen original States or colonies, are together designated the "revolutionary circle"; the remaining thirty-two sections 14 of the wheel, lying between the second and third pairs of alternate red and blue concentric circles 23 and 24 and bounded laterally by the radial line 16, represent the evolution of the thirteen original colonies to the present area and magnificence of the Union, and is therefore designated the "revolutionary circle"; the 8 sectors, or sections 25, lying between the alternate red and blue concentric circles 27 and 28 in the horizontal border of the plate, and bounded laterally by the radial line 17, hereinafter described, are similarly bounded in the national colors and contain the names of the foreign possessions of the United States in the numerical order of their acquisition and are collectively designated the "territorial circle."

The mechanical devices of the game comprise a circular base, or plate 8, having an upwardly projecting side wall 9 terminating in an outwardly projecting horizontal border 10, an upwardly projecting bearing 7 affixed at about the centre of the bottom of the plate; a circular wheel or disk 5 which fits loosely into the circular opening at the top of the plate, and is supported at its center by a pivot 6 adjustable therein and insertable in said bearing; the pivot is threaded at its top, a loose washer 6^a is placed over the top of the pivot 6 and over the disk for the purpose of holding down the said disk and any printed material that may be placed thereon, upon a similar washer firmly affixed to the pivot beneath the disk. This mechanical device, may of course, be simplified by soldering the pivot to a metal disk, but since it is proposed to construct the disk of aluminum which resists soldering, some such mechanical device becomes necessary. This aluminum disk, however, presents, by its gray color, an argument for adapting a "southern gray" as an appropriate unifying background to the red and blue colors of the Union. A threaded tube, or member 12, is now firmly turned over the threaded top of the pivot and over the loose washer and becomes the direct means of rotating the disk, and may be put away into

the bottom of the plate for safety and economy in transportation. The game apparatus is preferably provided with a brake having a roller 18 rotatably mounted on a pin 19 which is slidably disposed in a vertical slot 20 in the side wall 9, it being possible to move the roller 18 into engagement with the bottom of the disk 5 by pushing upwardly the button 21 which is integral with the pin. This brake may be operated by the president on his own initiative or on the request of one of the other players. The brake effect may also be produced by firmly inserting the end of a writing pencil into the open threaded member 12.

A description of my specially devised arrangement of the State admission numbers previously referred to, follows: The usual abbreviations of the names of the several States are inscribed at the heads of the forty-eight States or sectors, into which the wheel or disk 5 is divided and, at the bottom of every State is entered the year of the State's admission to the Union. In the middle of every State, in large figures, and in the direct consecutive order of the State's admission, are entered the State, or admission, numbers. The territorial sections are similarly numbered in the direct order of their acquisition. These numbers are designated section numbers in order to distinguish them from the State numbers, and are inscribed in the middle of each section. The State numbers are reproduced in the territorial sections of the horizontal border of the plate in the following order: the State numbers from one to twenty-four, in direct consecutive order, commencing at section one and finishing at section eight; the odd State numbers from twenty-five to forty-seven are similarly entered in consecutive order, always only one number in every section, commencing again at section one but ending at section four; the even numbers from twenty-six to forty-eight are entered in similar consecutive order, commencing at section five and again finishing at section eight. All these State numbers are finally arranged in two columns in each of the territorial sections in the order of their magnitude and for the mental convenience of the players.

Playing the game.

Members of the family or social circle gather around a table upon which this Presidential game is placed. The players provide a tally sheet, choose a president for the first game and every player selects a territorial section 25 at which to play. The president or some other person enters at the top of the tally sheet the names or initials of the players and the numbers of the sections at which they play. A long or a short game is agreed upon. A long game being twelve rounds of the wheel, a short game being six rounds of the wheel, a round of the wheel consisting of its rotation from the time it is turned and let go to the time it stops. The stake to be played for is the presidency of the next following game. The players may impersonate candidates for a public office such as the Presidency, in which case the impersonation is written under their names in the tally sheet. All having been thus prepared for the game the president—who, by the way, settles all disputes between the players—turns the wheel and whenever its rotation is undesirably prolonged he, with the consent of the players, applies the brake sufficiently to gradually retard but not to abruptly stop the rotation of the wheel. When the wheel stops it may be found that the radial boundary lines 17 of the territorial sections are not in line with the red radial lines 15 of the disk 5. It shall then be the immediate duty of the president to effect such an alignment by turning the disk 5 to the right, so that the boundary lines 17 of his section are in a straight line with the next red boundary line 15. Whenever a radial line 17 aligns with one of the radial lines 16, but not with one of the radial lines 15, the wheel shall be turned to the right to effect the required alignment. This action brings six States fully inside the alignment thus effected, and gives each player six chances out of the forty-eight in the game. Every player now quickly memorizes the six State numbers opposite his territorial section 25 and at once scans the numbers in his section in search of numbers like the memorized State numbers. It will be found, however, that not more than one of the State numbers on the disk 5 will agree with any of the numbers in any territorial section. This singular condition is secured by a definite overlapping of the final States of the revolutionary circle, (Kentucky and Tennessee), by the first States of the evolutionary circle, (Ohio, Indiana, Louisiana and Mississippi). The players are credited in the tally sheet with fifty points, or electoral votes, for every number in their territorial sections 25 that agrees with a State number in any of six sectors of disk 5. So, should a State number on the wheel agree also with the player's section number he is similarly credited with fifty more points, or electoral votes. The section numbers of the plate, 1, 2, 3, 4, 5, 6, 7 and 8, are therefore designated "lucky numbers" and greatly enhance interest in the game. So, the value of fifty points, or electoral votes, in the game is assigned to every number in a territorial section 25 of the plate which has a like number in any of the six States wholly in front of such section. This arbitrary value is based on the present electoral vote of the

State of New York—forty-eight—which, for convenience sake is set down in round numbers at fifty. When the number of rounds constituting the length of the game agreed upon have been played the tally sheets of the players are added up and the player having the highest total of votes is the winner of the game and is thus elected to the presidency of the next game. Should any totals tie the winner may be decided by "the best two out of three" rounds. After the president starts a game with the first round of the disk 5 every player plays the disk 5 in turn for one round—from left to right.

Figure 1 of the accompanying drawings may be taken for an illustration of a game. The player at territorial section one wins fifty votes with the corresponding plate and wheel numbers 17—17; the player at section two wins fifty votes with the corresponding plate and wheel numbers 2—2 and another fifty votes with the "lucky" section and wheel numbers 2—2; the player at section three wins fifty votes with the plate and wheel numbers 3—3 and another fifty votes with lucky section and wheel numbers 3—3; the player at section four wins with the corresponding numbers 31—31; the player at five with 33—33, while the players in sections six and seven lose, or fail to win, there being no corresponding numbers in their plate and wheel sections. The player in section eight also wins with the corresponding plate and disk numbers 48—48.

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

1. In a game apparatus, a plate having a circular opening, and divided radially into sections on which are indicated the names of out-lying possessions of the United States, the dates when they were acquired by the United States, and numerals indicating the order of their acquisition, a disk rotatable in the opening and divided into a greater number of sections than the sections on the plate, so that a plurality of sectors on the disk may register with a single section on the plate, the names of the States of the United States being indicated in the sectors on the disk with the dates when they entered the Union, and numerals indicating the order of their admission, there being numerals in the sections on the plate similar to the numerals on the disk.

2. In a game apparatus, a plate having a circular opening and divided radially into sections on which are indicated the names of out-lying possessions of the United States, the dates when they were acquired by the United States, and numerals indicating the order of their acquisition, and a disk rotatable in the opening divided into a greater number of sectors than the sections on the plate, so that a plurality of sectors on the disk may register with a single section on the plate, the names of the States of the United States being indicated in the sectors on the disk with the dates when they entered the Union, and numerals indicating the order of their admission, there being numerals in the sections on the plate similar to the numerals on the disk, the numerals on the sections on the plate being arranged so that in the sequence when each number is indicated on a section on the plate the following numeral is indicated on another section on the plate.

3. A game apparatus of the character described, comprising a border or plate divided by lines into sections inscribed with figures and educative information concerning a given country or State, a disk rotating in an opening in the said plate and divided by straight and circular lines into sections representing divisions of the said country or State and inscribed with figures like those on the plate and with educative information concerning the history and division of said country or State, there being an emblem shown in the disk and inscribed with figures indicating governmental departments of said country or State, the said figures in the said emblem and in the said sections of said disk constituting factors in playing the game when they register in a given alignment with similar figures in the said plate or border.

4. In a game apparatus, a plate having a circular opening and divided radially into sections on which are indicated the names of out-lying possessions of the United States, the dates when they were acquired by the United States, and numerals indicating the order of their acquisition, and a disk rotatable in the opening divided by circular and radial lines into sectors, the names of the States of the United States being indicated in the sectors on the disk with the dates when they entered the Union, and numerals indicating the order of their admission, there being numerals in the section on the plate similar to the numerals on the disk.

5. In a game apparatus, a plate having a circular opening and divided radially into sections on which are indicated the names of out-lying possessions of the United States, the dates when they were acquired by the United States, and numerals indicating the order of their acquisition, and a disk rotatable in the opening divided by circular and radial lines into sectors, the names of the States of the United States being indicated on the disk with the dates when they enter the Union, and numerals indicating the order of their admission, there being numerals in the sections on the plate similar to the numerals on the disk, the numerals in the sections on the plate being so arranged that

in the sequence when each numeral is indicated on a section on the plate, the following numeral is indicated on another section on the plate.

6. In a game apparatus, a plate having a circular opening and divided radially into sections on which are indicated the names of out-lying possessions of a country, the dates when they were acquired, and numerals indicating the order of their acquisition, and a disk rotatable in the opening divided into a greater number of sectors than the sections on the plate so that a plurality of sectors on the disk may register with a single section on plate, the names of the divisions of the country being indicated in the sectors on the disk, there being numerals on the sectors on the disk and similar numerals on the sections on the plate.

7. A game comprising a rotatable member and a non-rotatable surrounding member, spaces in both members outlined in the national colors of a given country, the spaces in the rotatable member indicating the chief political divisions of said country and the approximate time of their establishment, the spaces in the non-rotatable member indicating the foreign possessions, or nationally related territories of the said country or other correlative information, consecutive numerals in the spaces of the rotatable member, consecutive numerals in the spaces of the non-rotatable member, the consecutive numerals of rotatable member being repeated in the spaces of the non-rotatable member in the following order: one-half of the numerals in direct consecutive order, the odd numerals of the remaining one-half also in direct consecutive order, the even numerals of the said remaining half being similarly repeated in consecutive order, said numerals being further arranged in columns in the spaces of said non-rotatable member in the order of their magnitude.

8. A game comprising a plurality of concentric rings divided into a number of definite geometrical spaces, said spaces being numbered in consecutive order in the said rings, the inner rings being rotatable, the outer ring being non-rotatable, the numbers of the spaces in the two inner rings being repeated in definite columnar and rotational order in the spaces of the outer ring, a plurality of the numbered spaces of the inner rings registering in alignment with the borders of the spaces of the outer ring, identical numbers appearing in both rotatable and non-rotatable spaces of the said alignment being the winning numbers in the game.

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