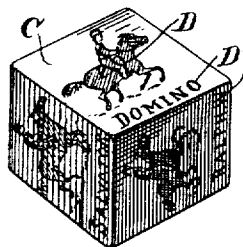
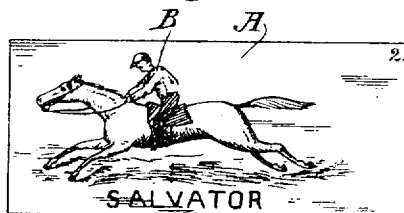


(No Model.)

R. M. NACHMIAS.
GAME APPARATUS.

No. 563,507.

Patented July 7, 1896.

Fig. 1.*Fig. 2.*

Witnesses,
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UNITED STATES PATENT OFFICE.

RAPHAEL M. NACHMIAS, OF SAN FRANCISCO, CALIFORNIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 563,507, dated July 7, 1896.

Application filed August 20, 1895. Serial No. 559,931. (No model.)

To all whom it may concern:

Be it known that I, RAPHAEL M. NACHMIAS, a citizen of the United States, residing in the city and county of San Francisco, State of California, have invented an Improvement in Game Apparatus; and I hereby declare the following to be a full, clear, and exact description of the same.

My invention relates to a game adapted to be played by children or adults.

It consists of cubical blocks having pictorial representations upon their sides and in conjunction with these of a series of cards corresponding with the figures upon the blocks.

Referring to the accompanying drawings, Figure 1 is a view of one of the blocks. Fig. 2 is a view of an accompanying card.

The object of my invention is to provide a game which is played by the use of the blocks and the cards.

The cards may be made of any suitable size, shape, or material, preferably of sufficiently stiff cardboard, and each card A has one of the figures B which is represented upon one of the blocks.

In playing the game any desired number of blocks may be used. For instance, there may be three of the cubical blocks C, and as each has six sides there will be a different figure D imprinted upon each of the sides, and for the three blocks there will be eighteen different figures.

In the present illustration I have shown the blocks as employed to indicate a horse-race. Upon one of the blocks will be imprinted the figures of six of the well-known horses in the country, with their names, as shown at D'. These may be printed in black or any other suitable or desired color. Corresponding with these will be six of the cards A, each having one of the figures and its name imprinted upon it to correspond with those upon the blocks or cubes. The second block may have the figures of six other horses imprinted upon it and in a different color—as, for instance, red—or the names may be imprinted in red or some other distinguishing feature used, and in conjunction with this block will be six more cards having the names and identifying mark or color imprinted upon them. The third block will have six other horses im-

printed upon its sides and still another color or with other-colored names or identifying-marks to distinguish it from the first two blocks, and the corresponding cards A with the pictorial representations of the horses or their names or other identifying-marks to show that these cards belong to the third block.

The blocks may be made of ivory, celluloid, or other suitable or desired substance and the figures and names imprinted upon them in any suitable or desired manner which will render them permanent.

In playing the game there should be as many people as there are figures—as, for instance, if one block is to be used six people may play the game; if two, twelve people; if three, eighteen people. The cards are then shuffled and dealt around, one to each individual, and after this is done the cubes are either thrown along the floor if they are made of considerable size or if small they may be shaken in a box and turned out upon the table. When the cubes come to a state of rest, one of the figures on each of the cubes will lie uppermost. The cube showing the first horse in black is considered the winner, the cube showing the second horse in its distinguishing color or mark represents the second horse, and the cube showing the third represents the third horse in the race, and the persons holding the corresponding cards will be the winners.

It will be manifest that a less number of persons may play the game, either by using one or two of the winning blocks or cubes, or each person may have dealt to him two or more of the cards, if desired, giving him a greater number of chances. It will also be manifest that a greater number of the blocks or cubes may be used, only three of which will be marked to show the horses which are winners or which secure a place.

If six people are playing with one of the blocks, the chances are as five to one. If twelve are playing with two of the blocks, the chances for the first horse may be as seven to one, the second horse three to one. If eighteen are playing and three of the blocks are used, the chances of the first horse may be as ten to one, the second three to one, and the third two to one, or any other desired ra-

tion may be employed, according to the number of blocks, the number of players, or the manner of dealing the cards.

It will be manifest that many variations may be made in the game without departing from its essential features.

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

- 10 1. A game for indicating the winning and relative positions of a number of horses in a race, consisting of a number of cubical blocks, each having the figure or name of a different horse upon each of its six sides, distinguish-
15 ing-marks to indicate the relative position of the uppermost horse on each of the blocks, and a series of cards to be distributed to the players, each having the name or distinguish-
20 ing-mark of one of the horses upon it.
2. A game for indicating the winning and relative positions of a number of horses in a race, consisting of cubical blocks, each hav-
ing the figure or name of a different horse
upon each of its six sides, and a series of cards

for each block used, to be distributed to the 25
players, each series corresponding in number to the number of sides of the blocks and each of the cards of such series having one of the figures or its name on one of the sides of the blocks placed or imprinted upon it so as to 30
identify it with that block.

3. A game for indicating the winning and relative positions of a number of horses in a race, consisting of cubical blocks each hav-
ing the figure or name of a different horse, 35
of one color, upon each of its six sides, and a series of cards for each block used, with each series corresponding in number to the number of sides of the block, and each card of the same series having one of the figures 40
or its name of a color corresponding with one of the blocks.

In witness whereof I have hereunto set my hand.

RAPHAEL M. NACHIMIAS.

Witnesses:

JESSIE C. BRODIE,
S. H. NOURSE.