

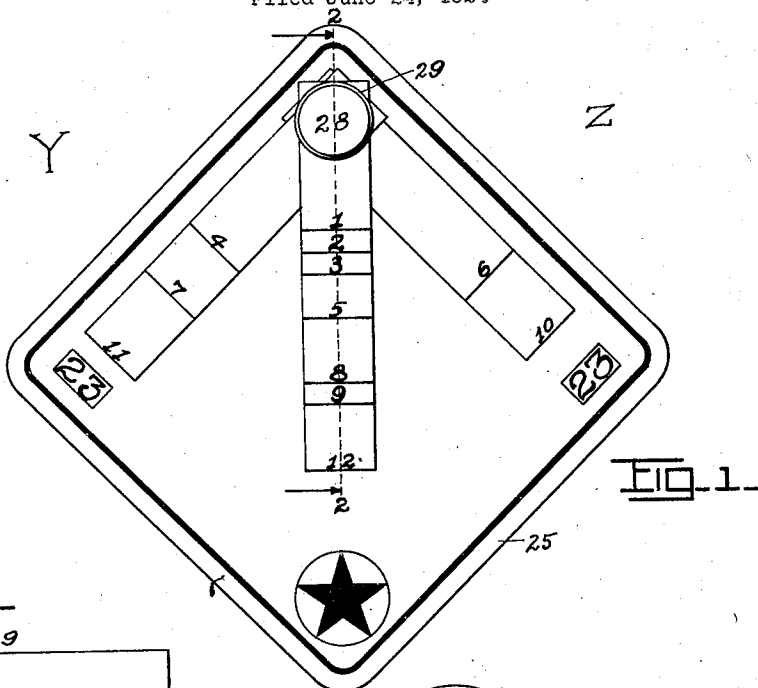
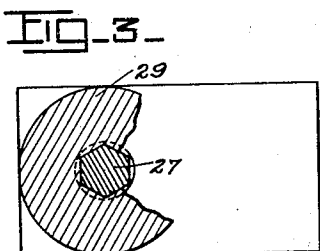
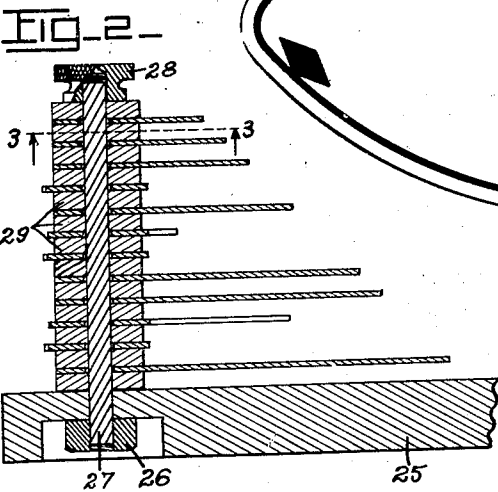
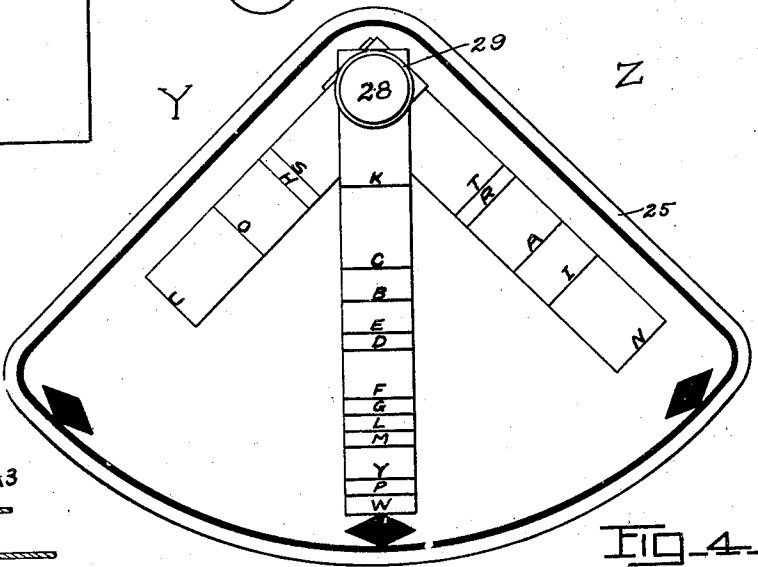
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L. A. PRIESS

GAME

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UNITED STATES PATENT OFFICE.

LOUIS A. PRIESS, OF MINNEAPOLIS, MINNESOTA.

GAME.

Application filed June 24, 1924. Serial No. 722,027.

To all whom it may concern:

Be it known that I, LOUIS A. PRIESS, a citizen of the United States, residing at Minneapolis, in the county of Hennepin and State of Minnesota, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games and the main object is to provide an ingenious, interesting and highly instructive game in which two opposing players may exercise and match their wits and skill, the degree of skill and resourcefulness required being limited only by the exactness and limitations of the rules which are adopted and agreed upon before the playing of each game is commenced. For purpose of illustration and explanation it is assumed that the game is to be played by only two persons. It is to be understood, however, that arrangements may be made whereby more than two persons may play in one game.

In the accompanying drawing, wherein is illustrated the device embodying the invention—

Fig. 1 is a top or plan view of a device showing a preferred embodiment of the invention.

Fig. 2 is a sectional elevation on the line 2—2 in Fig. 1.

Fig. 3 is an enlarged detail section as seen on the dotted line 3—3 in Fig. 2.

Fig. 4 is a plan view similar to Fig. 1, but showing certain modifications, later to be described.

Referring to the drawing more particularly and by reference characters, 25 designates a base, near one corner of which is detachably secured, as by a nut 26, a rod or standard 27 having a thumb nut 28 at its upper end. Rotatably secured upon the standard 27 is a series of horizontal playing pieces of various lengths, which pieces will hereafter be referred to by the characters which they respectively carry, for playing purposes, as shown in Figs. 1 and 2. Each piece is longer than the piece immediately above it, so that when arranged in a vertical column, all the piece designating characters may easily be read. The playing pieces are spaced apart, for convenience in manipulation, by a series of intermediate washers or spacers 29, which have hexagonal apertures through which the standard 27, which is also hexagonal in cross section (see Fig. 3), extends, so that

the spacers cannot rotate on the rod when the playing pieces are turned. This also prevents all the playing pieces from turning except the one which is manually and independently being played or turned. The hexagonal portion of the rod extends into the base so that the rod cannot be rotated when the playing pieces are turned, and the spacers are preferably made of a composition material so that by turning the nut 28 the frictional resistance to the turning of the playing pieces may be regulated.

In Fig. 1 the playing pieces are numbered from 1 to 12, consecutively, while in Fig. 4 the playing pieces are lettered and a greater number of pieces is employed so that all of the more commonly used letters of the alphabet may be utilized. In Fig. 4, also, a sector shaped base is shown. The mechanical features of both devices, however, are essentially the same.

As previously indicated the game may be played in a large number of different ways, depending entirely upon what predetermined set of rules or directions are to be followed. For purpose of illustration, however, a comparatively simple set of rules will be followed out in describing the playing method on the device shown in Fig. 1, the players being referred to as X and Z, who play to opposite sides of the board.

The pieces 1 to 12, inclusive, are first placed in vertical or column alignment, the device being arranged between the two players. In the present instance the number to be played for is "23", as indicated, although any other suitable number may be agreed upon and used, or the two players may use different numbers.

The players play alternately, a play consisting of moving one of the pieces from the central column to the player's column or from each of the respective player's column back to the central column. The primary object of each player is to secure to himself any of the numbers the total of which will be "23." In attempting to do this, however, he must carefully watch the opposing player's column so that he can prevent the desired total in that column. Thus, as the game stands in Fig. 1, assuming that it is Z's play, Z needs 7 to make his total 23, but 7 is not available, except as 5 plus 2, as Y has the 7 piece. Instead of drawing either the 5 or the 2, however, Z will, if he is observing enough, draw the 1 piece in,

stead, because if he does not do so then Y will do so in his succeeding play and thus will win the game (or round), as 1 is all he needs to complete the total of 23. Taking
 5 the game a step further, if Z does draw the 1 piece (as he should) it will give him a total of 17. Y will now probably return his 7 piece in the hope that he can win by a different series. Assuming that he does so
 10 it would then be advisable for Z to take the 7, giving him a total of 24, but as he already has the 1 piece he can return it on his next play, which will leave him the desired total and he wins the game or round, and is
 15 credited accordingly.

In playing the game as shown in Fig. 4, it is the object of each player to draw letters which will form a word, or to draw letters which will prevent his opponent from first
 20 forming a different word. In this case the particular word which each player is attempting to complete will be unknown to the other player until the word has been completed. As the game is here shown Z has
 25 won, his letters spelling out the word Train. Supposing, however, that Z had only the letters T, A, I and N, (and the rules under which the players proceed call for any word of five letters). If it is then Y's play he
 30 might assume that Z's objective was the word Stain. He would therefore prevent this from being accomplished by drawing the S himself, but might overlook the T, which Z could then draw to complete the
 35 word Train, as shown. The rules might give Z two points to his credit as he has built a word in which the letters are consecutively arranged, while if Z had not won by this move and on the succeeding move Y had
 40 drawn the E, he might be credited with one point as his letters, though not consecutively arranged, would spell the word House. As the players become familiar with the game

it can be made more difficult and interesting by restricting the words to be completed to
 45 six, seven or eight letters, or by limiting the words permissible to be used to nouns, verbs, animals, plants, names of cities, States, etc., or by placing limitations on the sequence or arrangement of letters.
 50

It is understood that suitable modifications may be made in the general design and structural arrangement of the game, as herein disclosed, provided, however, that such
 55 modifications come within the spirit and scope of the appended claims. Having now therefore fully shown and described my invention, what I claim to be new and desire to protect by Letters Patent is:

1. A game consisting of a base, a standard
 60 secured with its lower end therein, a series of playing pieces pivotally secured in spaced relation upon the standard, said pieces each having an identifying character, and adjustable means for frictionally resisting the
 65 playing pieces from swinging movement with respect to the standard.

2. A game consisting of a base, a standard
 70 secured with its lower end therein, a series of playing pieces pivotally secured upon the standard, means for spacing the pieces one above the other, an adjusting member at the upper end of the standard, said playing
 75 pieces having identifying characters at their outer ends.

3. In a game, a series of playing pieces arranged in a normal column and having
 80 unit characters arranged thereon, said characters being exposed and said playing pieces being movable with respect to the normal column to a player's column, whereby the
 85 player's column may be composed of pieces having characters the total of which are to form a predetermined composite character.

In testimony whereof I affix my signature.
 LOUIS A. PRIESS.