Feb. 19, 1929. 1,702,246

C. M. BLATTNER

GAME APPARATUS

Filed Oct. 8, 1926

Fig.-1

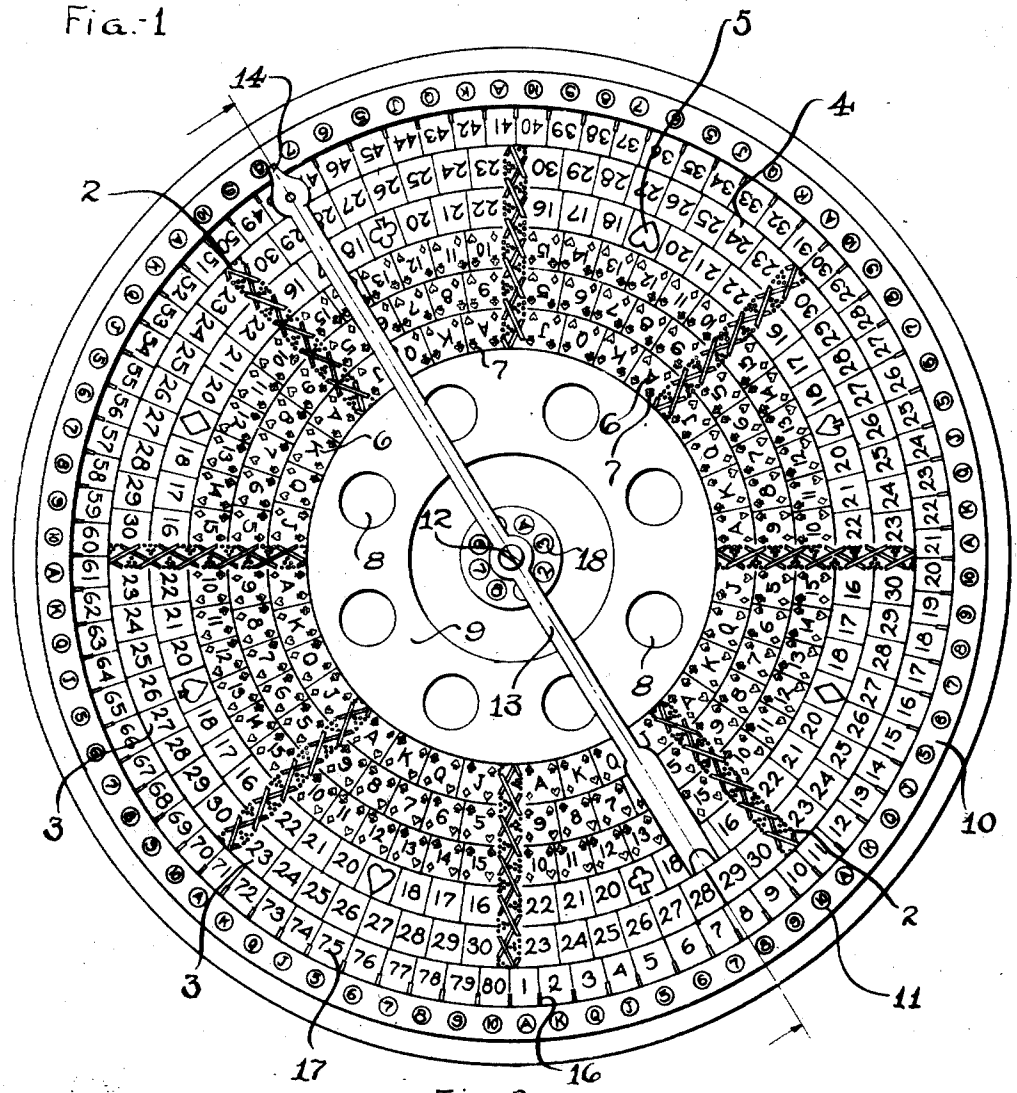

Fig.-2

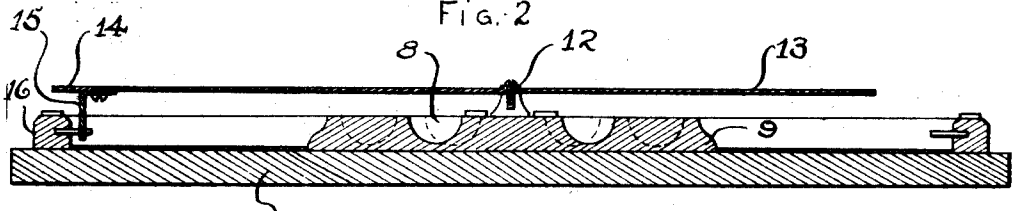

Fig.-3

Eight sets of different colors

Fig.-4

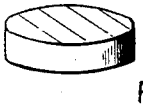

Fig.5

Ⓐ Ⓚ Ⓠ Ⓙ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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The present invention relates to a game apparatus, and an object thereof is to provide a game apparatus of simple form which will permit the playing thereon of a large number of games.

To this and other ends, the invention consists of certain parts and combinations of parts, all of which will be hereinafter described; the novel features being pointed out in the appended claims.

In the drawings:

Fig. 1 is a plan view of a game apparatus constructed in accordance with this invention;

Fig. 2 is a vertical axial section through the apparatus;

Fig. 3 is a perspective view of a body which is used as a marker;

Fig. 4 is a perspective view of a body which is used as a counter;

Fig. 5 shows a series of characterized bodies which are used in connection with some games played with this apparatus.

In the illustrated embodiment of the invention, there is employed a board or base member 1 which is divided into a number of different fields by dividing elements 2 in the form of illustrations of rail fences. Each field which is designed for use by a single player has a number of sub-divisions 3, each, in this instance, in the form of a square. These squares are each provided with a character distinguishing the square or sub-division from the other sub-divisions in the same field. Most of these characters are in the form of numbers 4. The numbers progress, in this instance, from 5 to 30, except that the number 19 is omitted and for said number a figure or character indicated at 5 is used, which in some games such as card games, act as part of the chance devices. These characters 5 are preferably a heart, a spade, a diamond, or a club, of which there are two complete sets. Some of the sub-divisions are also provided with characters 6 in the form of letters A, K, Q, J, representing the ace, king, queen and jack of a pack of cards and taking the place also of the numbers 1 to 4 in some games which may be played with this apparatus. Those sub-divisions provided with the characters A, K, Q, J and 5 to 15, inclusive, may be each provided with figures 7 indicating hearts, spades, clubs and diamonds used in the card playing. Adjacent each field is a pocket 8. In this instance, these pockets are arranged in a centrally projecting disk 9 about which the fields are situated in an annular series and from which they radiate.

For use with the board or fields chance devices are employed. The chance devices, in this instance, embody a ring or annulus 10 surrounding the fields and provided with a plurality of sets of characters 11 on its uppermost surface. Each set is arranged adjacent one of the fields and its members are distinguished from each other, but are duplicated on each set. It is preferred to have the characters of each set duplicates of some of the characters on the sub-divisions 3 of the fields as A, K, Q, J and 5 to 10 inclusive. Mounted to turn about an axis 12 is an indicator or pointer 13 which has its indicating end 14 arranged to travel over the annulus 10 in order to cooperate with the characters 11. With the end in view of preventing any disagreement among the players as to the stopping point of the character, the pointer may have a depending flexible element 15 adapted to ride over pins or projections 16 extending inwardly from the inner face of the annulus 10 between the characters 11, the position of this flexible member between two pins indicating the character pointed to. Also arranged concentric with the characters 11, is an annular series of characters 17, numbered consecutively from 1 to 80 and having the pins 16 serving as the dividing line between them. Either of the characters 11 or the characters 17 may be used in connection with the pointer of the chance devices. Still another set of characters 18 may be associated with the indicator or pointer 13, and, in this instance, is in the form of numbers 1 to 8 inclusive, corresponding in number to the number of fields on the board.

The different fields provide playing fields for different players of the game and the radial arrangement provides for a comfortable seating about the game board.

The characters 18 have numerous functions. They identify the fields and also show the order of the players. Their values can be changed by multiplying them by the characters 11 or 17 as determined by the pointer or index 13. For example, if the end 14 of the pointer would extend to any character, any one of the characters 11 or any one of the characters 17, then this character multiplied

by the character 18 overhung by the index would give a number not obtainable by the characters 17 or 18.

The characters 17 may have a number of functions. They may be used to determine the field positions to be occupied by the players, also for deciding tie games, and to change the values of the characters 18.

The characters 10 have a number of functions. They may be used to point out positions on the fields, to determine the extent of moves on such fields, to vary the values of the characters 18, or to determine the card to be drawn or played when used in connection with the suit characters 5 in the adjacent fields.

The pockets have a number of functions. They may be used for starting or home positions for movable marker bodies, as receptacles for counters in take, and put, and other games.

The suit characters 5 on the field 4 have a number of functions. They may act as safety spots, forfeit spots, retarding spots, return spots, or advance spots for marker bodies moved over the fields. They may also act in card games as showing the suits as when combined with one of the characters 11 to point out a card drawn or played.

Card games of various kinds may be played, especially those games where numbers below 5 are thrown out. In the card games, the suit characters or figures 5 indicate the suit, while the pointer points out the card of a suit on the annular series of characters 11. Movable marker bodies 19 may be employed for placing upon the sub-divisions of a field or fields to indicate the card drawn or played.

It will be noted that each set of characters 11 in the annular series corresponds to the number of cards in any one suit of a pack of playing cards with the exception of the numbers 2, 3 and 4 which are discarded in playing many card games, so that it is possible to obtain through the characters 5 on the fields with the set of numbers 11 adjacent the fields any card in any suit, the characters distinguishing the sub-division of the field including the characters found on the set of characters 11 so that with the movable bodies placed on the field, it is possible to lay out a hand.

When more than two are playing, each player takes a separate field and the suits are distinguished by markers of different colors, but when only two are playing each player may use four fields each of the four different suits.

The rim or annular projection 10 holds the counters on the board and, at the same time, by being situated beyond the radial divisions, it is possible to obtain a greater number of characters on the rims.

When the game board is used for playing games of the "Parchesi" type, that is to advance one or more marker bodies successively over a field, then the ace, king, queen and jack take the place of the numbers 1 to 4 respectively and show the number of spaces the marker body or bodies are to move.

In connection with one card game (an example only) which may be played with this apparatus, there is employed the following chart:

In case of a tie hand, see suggested value of suits.			
1st Hearts	2nd Diamonds	3rd Spades	4th Clubs

Order	Name	Am.	Cards	Suits
1	Royal flush	5	A-K-Q-J-10	Same
2	Straight flush	5	In sequence	Same
3	4 of a kind	4	Same	Different
4	Full house	5	3 of a kind and 1 pr.	Any
5	Flush	5	Any	Same
6	Straight	5	In sequence	Any
7	3 of a kind	3	Same	Different
8	2 pair	4	2 different pair	Any
9	4 flush	4	Any	Same
10	1 pair	2	Same	Different

Remarks
4 flush does not count in draw
In a straight or flush etc. high card wins
Ace can be counted as 1 spot
King can be counted as 2 spot
Queen can be counted as 3 spot
Jack can be counted as 4 spot

The number of players which may take part in this card game is eight or fewer. Each player swings the pointer 13 over the face of the board and the one obtaining the highest numbers in the characters 17 has first play and the next highest number second and so on. The players then take positions opposite the fields drawn by them, the highest taking field 1, the next highest field 2 and so on.

In connection with this card game, the small counters 19 are used for markers, the large disks 20 are used for counters for points. The ten disks or bodies 21 shown in Fig. 4 with the characters A, K, Q, J, 5 to 10, inclusive, are mixed up and one picked out by each player. The number on the selected chance bodies is kept hidden by each player, as it represents the fifth card in the hands of the player. As each selected chance disk 21 is partly wild, it can be used by the possessor for any suit, not shown on the board. The players then successively spin the pointer 13 adding a counter or counters to his pocket before each spin. The number indicated by the pointer end 14 on the characters 11 shows

the value of the card, while the suit character 5 in the field adjacent the number shows the suit of the card. Each player plays on the divisions of his field or fields, the four bodies 19 corresponding to four spins of the pointer 13. In the event that two players draw the same card, the second has an additional spin. Any player may drop out at any time in the game. It is apparent that the hidden number on a body 21 which is known only to the possessor makes the complete hand and the value of this hand is determined from the chart above set forth. The party having the best hand takes all the counters.

What I claim as my invention and desire to secure by Letters Patent is:

1. A game apparatus comprising a base having a plurality of sets of characters, each set having its characters a duplicate of the characters in the other set, the characters of all the sets being arranged in an annular series, a set of characters each of which distinguishes one of the first named sets from the others of said first named sets, and a rotary index arranged to cooperate with the annular series of characters and with the distinguishing characters.

2. A game apparatus comprising a plurality of sets of characters, each set having its characters duplicates of the characters in the other set, said characters being arranged in annular series, an annular series of consecutively arranged numbers, one for each of the characters in all of the sets, and a rotary index arranged to cooperate with both annular series of characters.

3. A game apparatus comprising a base having a plurality of radially arranged fields, each field having sub-divisions, distinguishing characters for the sub-divisions of each field, such characters being duplicates of the characters in each of the other fields, an annular series of characters arranged about the fields and divided into sets, the characters of each set being distinguished from each other but being duplicates of the characters of the other sets of the annular series, and each set being arranged opposite one of the fields, and a rotary index arranged to move over said annular series of characters.

4. A game apparatus comprising a base, an index mounted to turn on the base, an annular series of pockets formed in the base, a plurality of fields radiating from the axis of turning of the index, each field having subdivisions, distinguishing characters for the sub-divisions of each field, such characters being duplicated in each field, an annular series of characters surrounding the field and divided into sets, each set being common to one of the fields, the characters in any one set of the annular series being distinguished from the other, but being duplicates of the characters in the other sets, and annular series of consecutively arranged numbers surrounding the fields, one number being provided for each of the characters in the first mentioned annular series.

5. A game apparatus comprising a base, a centrally projecting portion, a pointer mounted to turn on said centrally projecting portion, an annular series of pockets concentrically arranged around the axis of the pointer, an annular ring projecting upwardly from the base, fields radiating from the central projecting portion and provided with sub-divisions, distinguishing characters for the subdivisions of each field, the characters in one field being substantially duplicates of the characters in each of the other fields, an annular series of characters on the annular projection divided in different sets, each set being common to one of the fields and having its members distinguished from each other, but being duplicates of the characters in the other sets of the annular series, pins projecting inwardly from the annular projection between the characters thereon, and a flexible device depending from the pointer and cooperating with said projections in order to define the position of the pointer with reference to the characters on the annular projection.

6. A game apparatus comprising a base, a centrally projecting portion, a pointer mounted to turn on said centrally projecting portion, an annular series of pockets concentrically arranged around the axis of the pointer, an annular ring projecting upwardly from the base, fields radiating from the central projecting portion and provided with subdivisions, distinguishing characters for the sub-divisions of each field, the characters in one field being substantially duplicates of the characters in each of the other fields, an annular series of characters on the annular projection divided in different sets, each set being common to one of the fields and having its members distinguished from each other, but being duplicates of the characters in the other sets of the annular series, pins projecting inwardly from the annular projection between the characters thereon, a flexible device depending from the pointer and cooperating with said projections in order to define the position of the pointer with reference to the characters on the annular projection, and an annular set of consecutive numbers arranged between the radial fields and the annular projections, each number being common to one of the characters on the annular projection so that the pointer will simultaneously point to one of the numbers on the last named annular set and one of the characters on the annular projection.

7. A game apparatus comprising a base, a centrally projecting portion, a pointer mounted to turn on said centrally projecting portion, an annular series of pockets concentrically arranged around the axis of the pointer,

an annular ring projecting upwardly from the base, fields radiating from the central projecting portion and provided with sub-divisions, distinguishing characters for the sub-divisions of each field, the characters in one field being substantially duplicates of the characters in each of the other fields, an annular series of characters on the annular projection divided in different sets, each set being common to one of the fields and having its members distinguished from each other but being duplicates of the characters in the other sets of the annular series, pins projecting inwardly from the annular projection between the characters thereon, a flexible device depending from the pointer and cooperating with said projections in order to define the position of the pointer with reference to the characters on the annular projection, an annular set of consecutive numbers arranged between the radial fields and the annular projections, each number being common to one of the characters on the annular projection so that the pointer will simultaneously point to one of the numbers on the last named annular set and one of the characters on the annular projection, and consecutive numbers arranged in an annular series, one number being provided for each of the fields.

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