(No Model.)

T. E. PARFITT.

PARLOR GAME.

No. 355,947. *Fig. 1.* Patented Jan. 11, 1887.

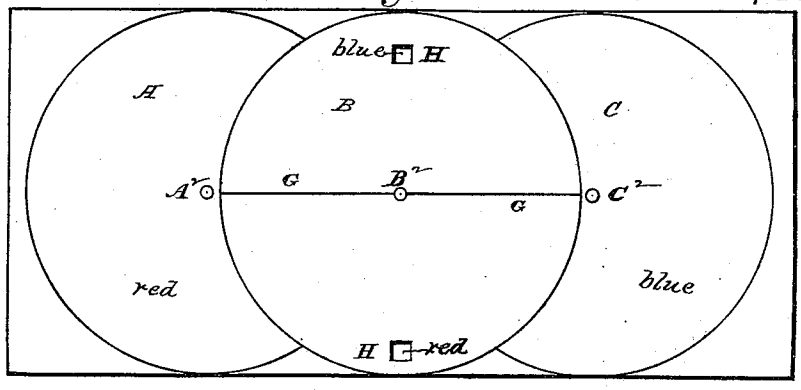


Fig. 2.

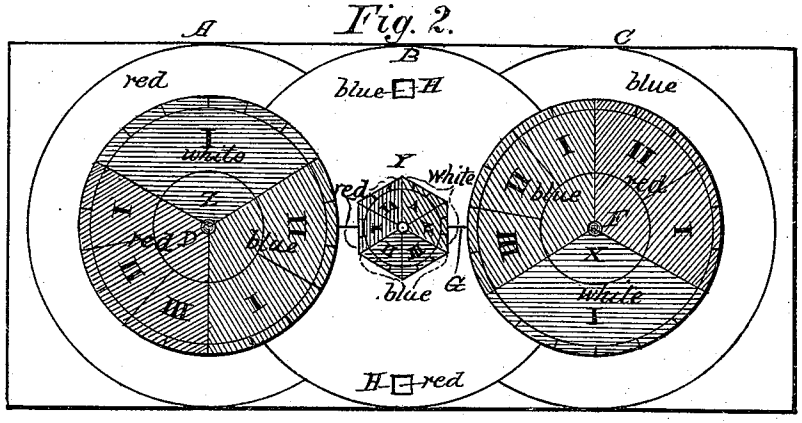


Fig. 3.

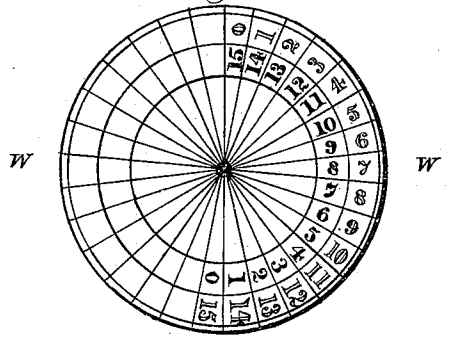
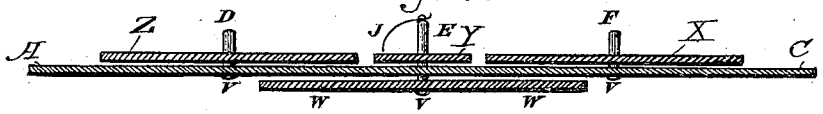


Fig. 4.



WITNESSES

J. L. Stuart

INVENTOR

T. E. Parfitt

N. PETERS. Photo-Lithographer, Washington, D. C.

UNITED STATES PATENT OFFICE.

THOMAS E. PARFITT, OF OMAHA, NEBRASKA.

PARLOR GAME.

SPECIFICATION forming part of Letters Patent No. 355,947, dated January 11, 1887.

Application filed February 5, 1886. Serial No. 190,943. (No model.)

To all whom it may concern:

Be it known that I, THOMAS E. PARFITT, of Omaha, in the county of Douglas and State of Nebraska, have invented a new and Improved Parlor Game, of which the following is a full, clear, and exact description.

The object of my invention is to provide an amusing and instructive parlor game; and to this end it consists in the peculiar construction and arrangement of parts, which I will now proceed to describe, reference being had to the accompanying drawings, in which—

Figure 1 is a face view of the board. Fig. 2 is a face view of the entire device. Fig. 3 is a face view of the score-wheel. Fig. 4 is a longitudinal section of the entire device.

The device consists of a board, A B C, made of card-board or other suitable material, to which the dials Z, Y, X, and W are attached by pegs in a manner leaving them free to turn.

At the point A^2 is secured the dial Z, and at the point C^2 the dial X, both left free to revolve by the fingering of the pegs D and F, which are attached to their respective dials, which latter are mounted pivotally on the board A B C at V.

Under the board, controlled by the peg E passing through the center B^2, is the scoring-dial W, doubly numbered on one-half the dial from 1 to 15, inclusive, in one row each of red and blue figures, the former represented on Fig. 3 by open, and the latter by black, figures, and designed to indicate the score of the leading player only by showing the number of his points in the color of his dial through the one of the apertures H which is at his right hand. In order to do this each player in his turn merely revolves the peg E from right to left, either reducing his adversary's lead or increasing his own, as the case may be.

Loosely attached to the same peg E, but revolving independently of it, is the dial Y, representing the center or neutral wheel and common to both players.

For the purposes of the game the dials Z, Y, and X are called, respectively, the "red," "white," and "blue" wheels or dials. The red dial Z is divided into three sections by three lines running at equal distances from its center. These sections are colored, respectively, red, white, and blue. The white division is marked I, and is subdivided into six spaces on the outer edge of the circle. The blue division is divided into two equal parts, marked I and II, each of these subdivided on the outer edge of the circle into three spaces. The red division is divided into three equal parts, marked, respectively, I, II, and III, each subdivided into two spaces on the outer edge, the spaces so left on the outer edge of the circle thus forming six scoring points or lines to each color. The blue dial X is divided up in the same manner as Z, except that the red third is subdivided into two portions, marked I and II, and the blue third into three portions, marked I, II, and III. Each of these dials takes its name from the color upon it, which is divided into three sections. The small center dial, Y, called the "white" or "neutral" dial, is subdivided into six equal sections, figured from 1 to 6, in Roman or Arabic figures. Two of these sections are colored red, two white, and two blue, in such manner that one color only can remain over the center line, G, at one time.

Attached to the peg E by a pin or rivet, and free to revolve rapidly by a flip of the finger, is a small bent steel index, J, the point of which travels over the figures of the dial Y, and indicates by the figure over which it stops the number of points to be taken by the player who has set it in motion.

The line G G stretches between the centers of the two disks Z and X and constitutes what I call the "score-line," since the counting of the game is computed by the relation which the subdivision of the disks bears to this line when they come to a stand still.

The game I call "tricolor," by reason of the three colors employed. I prefer red, white, and blue; but it is obvious that any other three colors may be used.

Tricolor is played by two players, who determine choice of wheels by flipping the register J, the board having previously been set to their mutual satisfaction. The party who in this test-score gets the larger numbers is entitled to commence the game. The object of the game is now to apply the points that the register indicates, to make the greatest possible score that the following combinations may bring within the player's reach.

A "flush" is formed by bringing into connection with each other over the score-line the same color of each of the three wheels. The player who makes it is entitled to take on the recording-wheel the value said flush represents according to the number of the division over the score-line. Thus, if the 3 division of blue in the blue wheel, the blue of the white wheel, and the 2 of the blue in the red wheel be all over the score-line, the player advances his score on the recording-wheel W, as follows: 3+1+2=6, the white wheel never entitling to more than one point.

A "full flush" is formed by setting the three wheels in such a manner that the score-line shall show at the center of the same color on each of the three wheels, thus bringing the desired color on each of the two large wheels entirely within the full score-board and leaving the center wheel so that the full line dividing the red from the blue shall be at right angles to the score-line. A player succeeding in this adds 8 to his score on the recording-wheel, and may set the center wheel to any point he may deem most disadvantageous for his adversary to play to.

A "run" is formed by bringing the colors red, white, and blue, in their order, on the wheels over the score-line, white being necessarily the color represented by the center wheel, whence it derives its name "white wheel," the other colors at the option of the player.

A "liner" is formed by setting the three full radial lines to the score-line, making a continuous line from the center of the red wheel to the center of the blue wheel. It is worth four points to its maker. When a short line in the red or blue wheel, or in each of them, makes part of this line, it is called a "short liner," and counts only as 2 to its maker.

Having thus described my invention, what I claim as new is—

The parlor game apparatus herein described, consisting of the board A B C, having openings H H, the pivotally-connected disks Z Y X, divided into differently-colored spaces, as described, and the subjacent register-wheel W, having two series of figures for counting, adapted to show through the openings H, substantially as and for the purpose described.

T. E. PARFITT.

Witnesses:
M. A. UPTON,
J. L. STUART.