

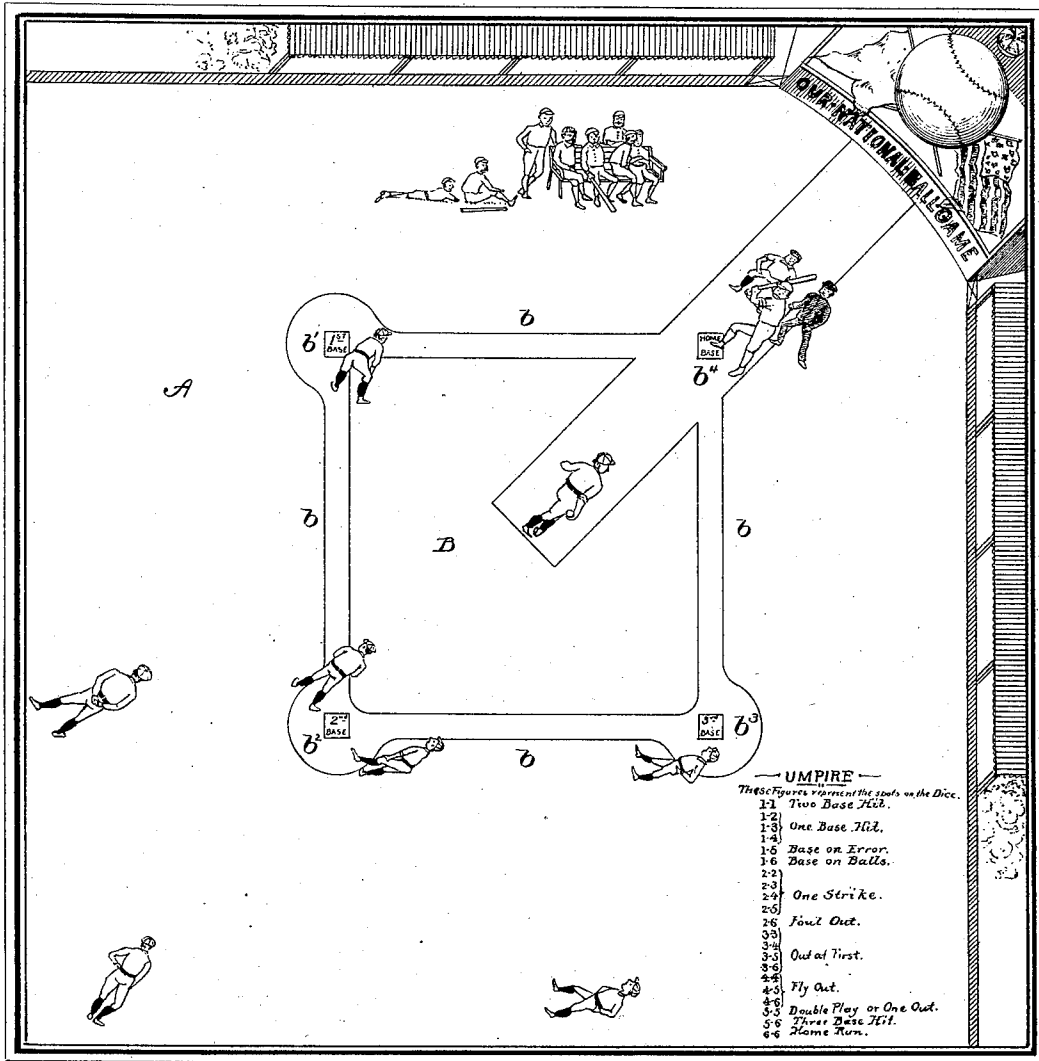
(No Model.)

E. K. MCGILL.

GAME.

No. 367,991.

Patented Aug. 9, 1887.



Witnesses:

W. H. P. Riley

Inventor :

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UNITED STATES PATENT OFFICE.

EDWARD K. MCGILL, OF PHILADELPHIA, PENNSYLVANIA, ASSIGNOR OF
THREE-FOURTHS TO GEORGE W. DELANY AND THOMAS WATTSON,
BOTH OF SAME PLACE.

GAME.

SPECIFICATION forming part of Letters Patent No. 367,991, dated August 9, 1887.

Application filed February 4, 1887. Serial No. 226,522. (No model.)

To all whom it may concern:

Be it known that I, EDWARD K. MCGILL, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Games; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

The invention relates to games and game apparatus.

The object is to provide a game easily learned, to be played with dice by a large or a small number of persons, that shall closely resemble the game of base-ball as played in the field—in fact, be a counterpart of the professional game, one wherein the terms used in the game of base-ball will be employed, and which will hold the interest of the players until the finish.

With these objects in view the invention consists in a device hereinafter described, pointed out in the claims, and illustrated in the drawing.

In the accompanying drawing I have shown a plan view of a game-board embodying my invention.

A designates the game-board, in the center of which is placed a diamond-shaped field, B, composed of the sides *b b*, at each point of juncture of which is placed a square or base, *b' b' b' b'*, representing, respectively, first base, second base, third base, and home base, the sides of the diamond being the runs between the bases.

The game may be engaged in by from two to eighteen persons, divided into two sides or clubs of equal number, and is played with two dice and a proper number of counters or disks, each person being represented by a single disk.

I find that the different combinations resulting from the throws of two dice amount to twenty-one in number, and these I arrange thus: 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, 5-5, 5-6, 6-6.

Having selected a series of professional games played by professional clubs and find-

ing the number of hits, fouls, errors, strikes, balls, flies, two-base hits, three-base hits, home runs, double plays, &c., that are made during the games, the twenty-one combinations above referred to were then divided proportionately, according to the above plays, into two-base hits, base-hits, bases on errors, bases on balls, strikes, foul-outs, out at first, fly-outs, double plays, three-base hits, and home runs. By so doing I arrange the combination forming the following list, which I call the "Umpire:"

UMPIRE.

1-1	Two base hit.	
1-2	One-base hit.	65
1-3		
1-4		
1-5	Base on error.	
1-6	Base on balls.	
2-2	One strike.	70
2-3		
2-4		
2-5		
2-6	Foul out.	
3-3	Out at first.	75
3-4		
3-5		
3-6		
4-4	Fly out.	80
4-5		
4-6		
5-5	Double play or one out.	
5-6	Three-base hit.	
6-6	Home run.	

To begin the game, decide by throwing the dice which side shall take the first inning, this being taken by the side making the lowest throw. The players having inning must throw each in turn, each placing his counter or disk upon the board at such point indicated in the umpire list above given, according to the value of his throw. If, for example, the dice thrown by the first player form the combination 1-2, this would constitute a one-base hit, and the player would place his counter upon the point indicated upon the board as first base. The second player of the club holding the inning then plays, the persons playing each in turn until three are declared out, according to the following points: Base-hit or

base on error moves player to first base and advances any on bases each one base. Two-base hit moves player to second base and advances any on bases each three bases. Home run, player and any on bases score one run each. Base on balls moves player to first base and only moves others on bases when forced to advance. Out at first puts the player out, but any on bases advance each one base, unless the player makes three out. Fly-out or foul-out puts player out, but does not advance any on bases. Strike, player throws again, three successive strikes counting player out. Double play, player out, and if any on bases the one nearest the home also goes out. Others on bases advance one base each, unless the play makes three out.

When three players are out on one side it completes an inning. A record is kept of the number of runs made. All players having made a circuit of the bases should be credited with a run. The other side or club then takes its inning, this being repeated until nine innings have been played, when the game is completed, the side having the largest number of runs winning.

The game-board herein shown is to be distinguished from any one in which the movement of the players is indicated by a dial and pointer, from the fact that in this case dice are substituted for the dial and pointer, and the board itself is a simple outline of the game, all of which renders the construction more

simple and the game more realistic and attractive.

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

1. A game apparatus consisting of a game-board provided with lines and squares, and an assemblage of figures forming an umpire list, said list being produced by the different combinations resulting from the throws of dice, substantially as described.

2. The herein-described game apparatus, consisting of a game-board provided with lines and squares, an umpire list formed by the different combinations resulting from the throws of dice, and disks or counters designed to represent the players, substantially as described.

3. The herein-described game apparatus, consisting of a game-board provided with lines and squares, an umpire list formed by the different combinations resulting from the throws of dice, disks or counters designed to represent the players, and ordinary dice, the numbers on said dice being designed to determine the move of each player on the board, substantially as and for the purpose described.

In testimony whereof I affix my signature in presence of two witnesses.

EDWD. K. MCGILL.

Witnesses:

EDWIN A. DUGAN,
GEO. W. DELANY.