

W. A. HATCHER.
 GAME APPARATUS.
 APPLICATION FILED JULY 7, 1910.

994,256.

Patented June 6, 1911.

2 SHEETS—SHEET 1.

Fig. 1.

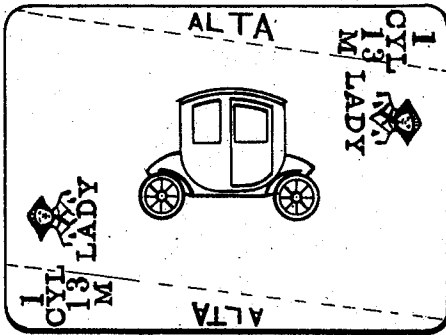


Fig. 2.

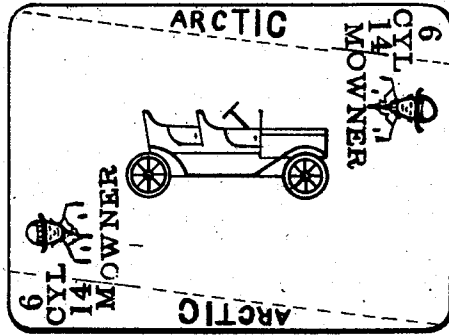


Fig. 3.

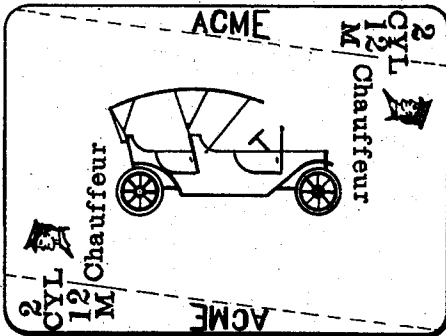


Fig. 4.

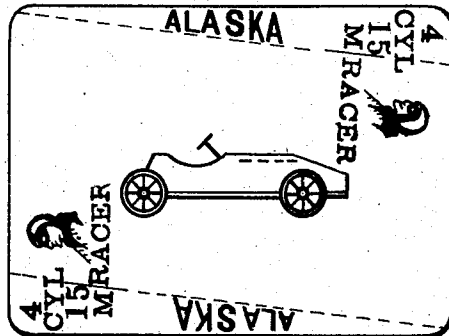


Fig. 5.

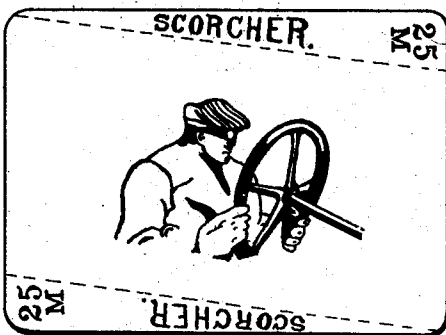
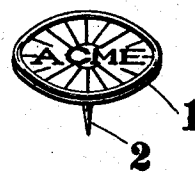


Fig. 7.



WITNESSES:

Charles W. Dake.

Harry Johnson

INVENTOR

William A. Hatcher

BY

Wilson, Wilson & Rice

ATTORNEYS

W. A. HATCHER.

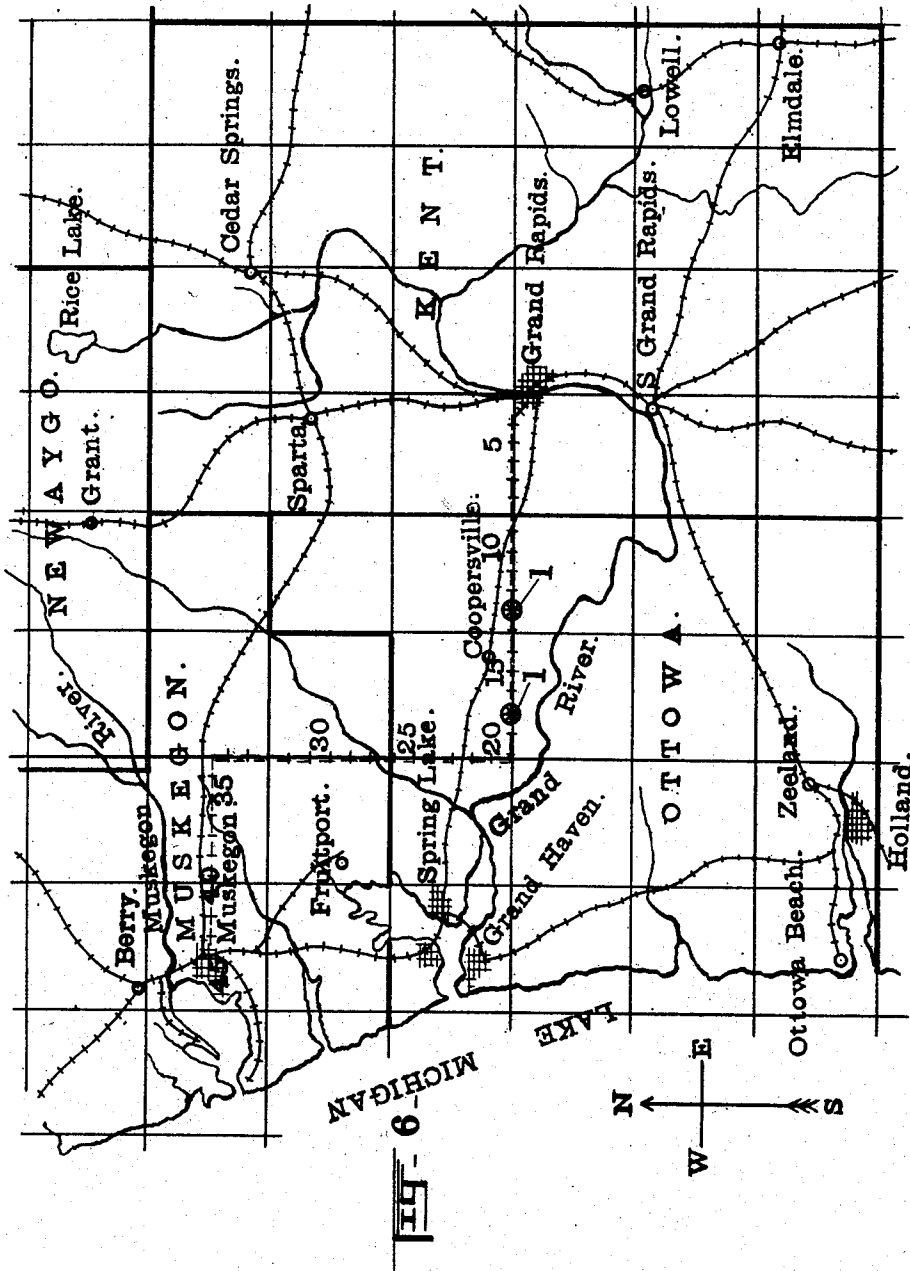
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UNITED STATES PATENT OFFICE.

WILLIAM A. HATCHER, OF GRAND RAPIDS, MICHIGAN.

GAME APPARATUS.

994,256.

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To all whom it may concern:

Be it known that I, WILLIAM A. HATCHER, a citizen of the United States, and resident of the city of Grand Rapids, in the county of Kent and State of Michigan, have invented a certain new and useful Game Apparatus, of which the following is a specification.

The object of my invention is to provide an improved game apparatus whereby amusement may be afforded, and also the same in combination with a tallying device having a certain educational value, etc. This object is attained by the apparatus hereinafter described and illustrated by the accompanying drawings.

My game apparatus comprises a pack of cards, preferably of the same material and size as ordinary playing cards, and the same in combination with tallying devices. These cards are divided on three or more bases of division and are distinguished by suitable face markings. Preferably the cards are sixty, or, with the "joker" or "scorcher" card, sixty-one in number, and, for my new game, which I call "automobling", are divided on the following bases of division, and are distinguished by the following described markings: "Books" of four cards each making in a pack of sixty cards fifteen books in all, are distinguished—each book—by the name of some manufacturer of, or of some "make" of automobiles. Such books respectively I refer to hereinafter for convenience, by the words and capital letters "Arctic", "Acme", "Alta", "Alaska", "A", "B", "C", "D", "E", "F", "G", "H", "I", "J" and "K". The four cards of each book are, in reference to the cylinders of automobiles, distinguished from each other by the words "1 cylinder", "2 cylinders", "4 cylinders" and "6 cylinders" (or by abbreviations thereof), marked thereon respectively. In each book, two of these, as the "1 cylinder" and the "2 cylinders" cards, are printed in a color (as black) different from the color (as red) in which the other two, viz., the "4 cylinders" and the "6 cylinders" cards, are printed, thus forming throughout the pack four card "suits" of fifteen cards each, in a pack of sixty, and similar to the suits of playing cards, that is, the "1 cylinder" suit and the "2 cylinders" suit both printed in black correspond to the black suits, the clubs and spades, while the "4 cylinders" suit and the "6 cylinders" suit, both printed in red, cor-

respond to the red suits, the diamonds and hearts of playing cards. The cards, fifteen in number of each such cylinder suit, are distinguished from each other by markings in "miles", or the abbreviation "M", each of said fifteen cards being marked respectively "1 mile", "2 miles", "3 miles", and so on consecutively to and including "15 miles". These markings as to "miles", are, however, so distributed throughout the pack that the number of "miles" of the four cards composing each automobile book total the same number, as thirty-two miles.

The cards of each suit rank in value in the order of the number of their miles, the highest number of "miles" being the highest card. The four highest, viz., the 15, 14, 13 and 12 miles cards, are further distinguished as "face cards", by suitable faces pictured thereon, and called in reference thereto "Racer", "Owner", "Lady" and "Chauffeur", and correspond respectively to the ace, king, queen and jack of playing cards. The remaining card, the sixty-first of said pack, corresponding to the "joker" of playing cards, I call the "Scorcher" or "25 miles" card, which may display a suitable and characteristic picture.

Automobiles of the particular makes after which the books are called, may be pictorially represented on the cards of such books respectively, thus serving to further distinguish the books. In my said pack the sixty-one cards are preferably marked as follows:

Acme 1 Cyl. 4 M: Acme 4 Cyl. 12 M.
Chauffeur: Acme 2 Cyl., 12 M Chauffeur:
Acme 6 Cyl. 4 M.

A 1 Cyl. 2 M: A 2 Cyl. 14 M Owner: A 4
Cyl. 10 M: A 6 Cyl. 6 M:

Alaska 1 Cyl. 7 M: Alaska 2 Cyl. 9 M:
Alaska 4 Cyl. 15 M Racer: Alaska 6 Cyl.
1 M:

B 1 Cyl. 11 M: B 2 Cyl. 5 M: B 4 Cyl. 4
M: B 6 Cyl. 12 M Chauffeur.

C 1 Cyl. 14 M Owner: C 2 Cyl. 2 M: C 4
Cyl. 7 M: C 6 Cyl. 9 M:

D 1 Cyl. 15 M Racer: D 2 Cyl. 1 M: D 4
Cyl. 8 M: D 6 Cyl. 8 M:

Alta 1 Cyl. 13 M. Lady: Alta 2 Cyl. 3 M: 105
Alta 4 Cyl. 6 M: Alta 6 Cyl. 10 M:

E 1 Cyl. 5 M: E 2 Cyl. 11 M: E 4 Cyl. 13
M Lady: E 6 Cyl. 3 M:

Arctic 1 Cyl. 9 M: Arctic, 2 Cyl. 7 M:

Arctic 4 Cyl. 2 M: Arctic 6 Cyl. 14 M Owner: 110

F 1 Cyl. 12 M Chauffeur: F 2 Cyl. 4 M:
F 4 Cyl. 5 M: F 6 Cyl. 11 M:

- G. 1 Cyl. 1 M: G. 2 Cyl. 15 M. Racer: G.
 4 Cyl. 9 M: G. 6 Cyl. 7 M:
 H. 1 Cyl. 3 M: H. 2 Cyl. 13 M Lady: H. 4
 Cyl. 11 M: H. 6 Cyl. 5 M:
 5 I. 1 Cyl. 10 M: I. 2 Cyl. 6 M: I. 4 Cyl. 3 M:
 I. 6 Cyl. 13 M Lady:
 J. 1 Cyl. 6 M: J. 2 Cyl. 10 M: J. 4 Cyl. 14
 M Owner: J. 6 Cyl. 2 M:
 K. 1 Cyl. 8 M: K. 2 Cyl. 8 M: K. 4 Cyl. 1 M:
 10 K. 6 Cyl. 15 M Racer, and Scorchers 25 M.

In the accompanying drawings, Figure 1 illustrates the card marked "Alta 1 Cyl. 13 M, Lady"; Fig. 2 the card marked "Arctic 6 Cyl. 14 M Owner"; Fig. 3 the card
 15 marked "Acme 2 Cyl. 12 M Chauffeur"; Fig. 4 the card marked "Alaska 4 Cyl. 15 M. Racer"; and Fig. 5 the "Scorchers" card. The cards shown in Figs. 1 and 3 should be
 20 printed in black, and those shown in Figs. 2 and 4 in red. From these illustrations the manner of marking all the cards will be readily understood. Fig. 6 represents a
 25 tally board for certain games to be played with such cards; and Fig. 7 illustrates a marker button therefor.

The words "Alta", "Arctic", "Acme", "Alaska", etc., indicating the book or class to which the cards shown belong, are printed
 30 near the edge of the cards in letters of gradually increasing length, as shown, so that, as a number of cards are held in the hand in the usual position, the wedge-shaped exposed
 35 edge of each card may be employed to the best advantage to display the face markings of the card.

Various games may be played with my cards, among others my said new game "Automobling", which is played as follows: Several may play; but, if there are
 40 only two players, a "dummy hand" must be dealt, and the game is improved if a dummy hand is dealt in any case. The entire pack is dealt to the players and the dummy, giving each player an equal number
 45 of cards and as near as may be the same number to the dummy. Each player, in order beginning to the left of the dealer, may "bid" for the privilege of naming the trump suit, viz., the number of "cylinders",
 50 whether the 1, 2, 4 or 6 cylinder suit. The number bid corresponds to the number of "tricks", i. e., cards played each round the bidder expects to be able to take. The player thus bidding highest announces the trump
 55 suit, 1 cylinder, 2 cylinders, 4 cylinders or 6 cylinders, as the case may be, and leads any card in his hand. Should he fail to take tricks to the number of his bid, the cards he takes count for nothing. The game proceeds as in euchre so far as right to lead, following suit led, playing trumps, etc.,
 60 is concerned. The top card of the dummy hand is played last each round, and the dummy may take the trick if such card is
 65 highest, whereupon the dummy leads its

next top card. After the cards first dealt are all played and the tricks taken, each player distributes the cards he has taken into their several incomplete books and determines which particular book he will endeavor to complete, announcing the name
 70 thereof, as "Acme", or "Alaska", or "B", etc. Should two players select the same book to complete, he is entitled thereto whose number of "miles" (as shown by the
 75 cards he holds of such incomplete book) totals the highest number. The cards of each incomplete book so selected for completion, are laid face down beside the player who has taken the same, and the rest of the
 80 cards are dealt again. The cards of the tricks taken this time by each player belonging to his selected book are by him added to such incomplete book, and the balance of the cards are dealt again and so on
 85 until some player has completed his book. The "Scorchers" card may or may not be used. The game preferably includes also, as one of its points to be attained, the number of "miles" which the cards taken by
 90 each player total, he winning this point whose "miles" total the highest number. These "miles" may be tallied on a tally board representing an automobile race course over which the automobiles represented
 95 by my cards are supposed to travel. Preferably such tally board is an accurate map of some section of the country on which distances are marked, as shown in Fig. 6 of the drawings, whereby a certain educational
 100 feature, as well as a mere amusement, is afforded by my game apparatus.

The course to be run on the map is selected, as that shown in dotted lines on Fig. 6, which course is divided into miles marked
 105 thereon, every five miles being indicated by a numeral, as shown. The point on the course corresponding to the total "mileage" of the cards taken by each player is marked, as by a button 1, thus tallying the game.
 110 Each player has a different button marked with the name of the automobile book "Acme", "Alaska", etc., he has selected to complete. Two such buttons, 1, one for each of two players, are shown on Fig. 6, respectively
 115 at the 13 and 17 mile points of the course. These buttons 1 may be in form or appearance an automobile wheel, as shown in Fig. 7, and may have a downwardly extending pin point 2 to hold them in position
 120 on the map.

Various other games may be played with my pack of cards, as the well-known game of "Authors", each book, "Acme", "Alaska",
 125 etc., representing a book or author in said game. By discarding the lowest two cards of each cylinder suit, viz., the 1 mile card and the 2 mile card, thus reducing the number of cards in each such suit to thirteen, any game
 130 may be played with my cards which can be

played with an ordinary pack of playing cards.

Not confining myself to the details of construction shown and described further than as set forth in the claims, I claim:

1. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards, and also on another basis of division into "suits", each comprising an equal number of cards, the cards of each suit being characterized according to their relative value, and the cards of each book totaling the same in value.

2. A game apparatus comprising a pack of cards distinguishingly divided into "books", each comprising an equal number of cards, and also on another basis of division into "suits", each comprising an equal number of cards, the cards of each suit being characterized according to their relative value corresponding to distances, the cards of each book totaling the same in value, and a tally board in form a race-course with distances indicated thereon.

3. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and named respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to their relative value, and the cards of each book totaling the same in value.

4. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and names respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to

their relative value, the cards of each book totaling the same in value, and a tally board in form a geographical map with distances indicated thereon.

5. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and named respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to their relative value, the highest in value in each suit being called "Racer", the next "Owner", the next "Lady" and the next "Chauffeur", each distinguished by face pictures thereon, and the cards of each book totaling the same in value.

6. A game apparatus comprising a pack of cards distinguishingly divided into "books" each comprising an equal number of cards and named respectively after makes of automobiles, and also on another basis distinguishingly divided into "suits" comprising an equal number of cards and named respectively a different number of "cylinders", the cards of each suit being characterized by a different number of "miles" according to their relative value, and the cards of each book totaling the same in value, a tally board in form a geographical map with distances indicated thereon, and markers for said tally board simulating automobile wheels and marked respectively to correspond with the makes of automobiles distinguishing the card books.

In witness whereof, I have signed my name to this specification in the presence of two subscribing witnesses.

WILLIAM A. HATCHER.

Witnesses:

MARY SCHULTE,
HARRY F. JOHNSON.