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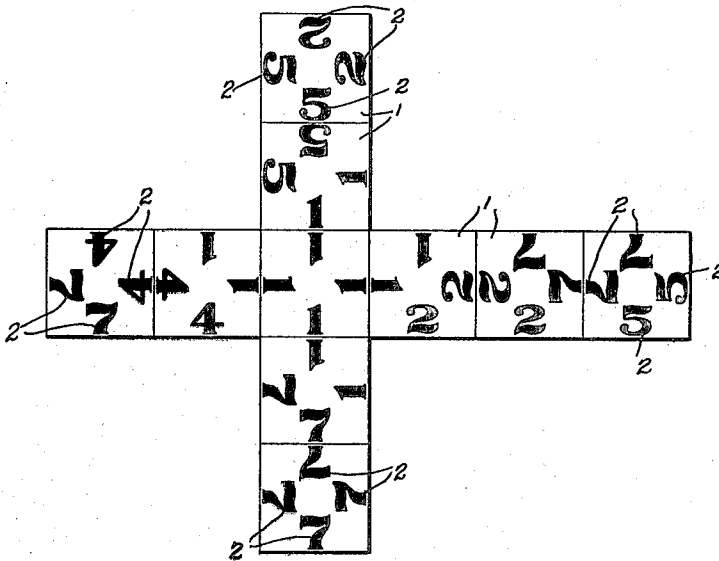
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K. O. STROME

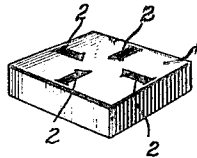
GAME APPARATUS

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*Fig. 1.*



*Fig. 2.*



WITNESSES

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# UNITED STATES PATENT OFFICE.

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## GAME APPARATUS.

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To all whom it may concern:

Be it known that I, KARL O. STROME, a citizen of the United States, and a resident of San Bernardino, in the county of San Bernardino and State of California, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

This invention relates to improvements in game apparatus, an object of the invention being to provide a game apparatus consisting of blocks or rectangular game pieces having numerals thereon arranged in an improved manner, whereby a game or games may be played which exercise the mental faculty in problems of arithmetic and which constitutes a game of skill as well as of chance.

A further object is to provide a game apparatus of the character stated, which can be employed in the playing of a game by children or adults, and which apparatus lends itself to a wide variety of play to exercise the ingenuity of the players and vary the results obtained.

With these and other objects in view the invention consists in certain novel features of construction, and combinations and arrangements of parts as will be more fully hereinafter described and pointed out in the claims.

In the accompanying drawings—

Figure 1 is a plan view illustrating one assemblage of my improved game apparatus.

Figure 2 is a perspective view of one of the game pieces or blocks.

My improved game apparatus comprises a series of game pieces or blocks which may be of any desired thickness and of any desired material. Each block or game piece is preferably rectangular in form having sides of equal length, although the invention is not limited to the particular dimensions or proportions of the game pieces or blocks.

On one face of each game piece or block I provide four numerals, a numeral being provided preferably at the center of each side with its base adjacent the side indicated by the numeral. Certain of these game pieces or blocks will contain four numerals which are alike, and these game pieces will be known in the game as "quads." The other game pieces or blocks will contain four numerals arranged in pairs, or, in other words, two of the numerals being alike and

differing from the other two numerals which are also alike.

These game pieces or game apparatus can be employed in a great many different ways in the playing of a game or games. I have illustrated in Figure 1 a lay-out or plan of play in one particular instance, which will serve as an illustration.

The invention is not limited to any particular number of game pieces or blocks, but I believe a preferable number to be forty-five of such pieces or blocks, each block having four figures and all in different combinations ranging from "0" to "8."

My invention is not limited to any particular rules for playing the game, nor to any particular game played by the game pieces, but is broadly to the use of the game pieces for any game in which they may be utilized.

The invention is not limited to the rules of play, but for purposes of illustration I shall give a very simple outline of one manner of utilizing the game pieces. All of the game pieces are located face downwardly upon the table or other support, and each player draws a certain number for his own use. The game pieces remaining may be known as the "boneyard" and from this boneyard each player may turn up in succession one piece until a quad piece is located, on which all the numerals are alike. This piece is then placed face upward on the table and is the starting point for the game. The players in turn then place pieces against the sides of the quad piece, always using a game piece in which the numeral registers with the numeral at the side of the quad, as indicated in Figure 1.

The points in the game are preferably in units of "5" so that if the numerals on the exposed sides of the end game pieces total a number which can be divided by "5", the player adds to his score such a number of points, as, for example, it will be noted in Figure 1 that the sum total of the end game pieces amount to "65" and as this is divisible by "5", it counts thirteen for the player.

It is possible with this game apparatus to play solitaire or to play with different numbers of players, and as I do not wish to be limited to any particular rules for playing the game, it is not necessary to limit myself thereto as I desire to cover broadly the game apparatus and to secure claims thereon which will cover the use of said apparatus

for any games in which they may be utilized as game pieces.

Various slight changes might be made in the general form and arrangement of the parts described without departing from the invention, and hence I do not limit myself to the precise details set forth, but consider myself at liberty to make such changes and alterations as fairly fall within the spirit and scope of the appended claims.

I claim:

1. A game apparatus, comprising a plurality of rectangular blocks, each provided on one face with four numerals, one at the center of each of its sides, the numerals of certain of the blocks being all alike and the

numerals of each of the other blocks being different and arranged in pairs, the numerals of the pairs being alike and the numeral of one pair being different from the numerals of the other pair.

2. A game apparatus, comprising a plurality of polygonal pieces, each provided on one face with four numerals each at one edge of the piece, certain of the pieces having numerals all alike and each of the other pieces having different numerals and arranged in pairs, the numerals of the pairs being alike and the numerals of one pair being different from the numerals of the other pair.

KARL OTTO STROMEER.