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L. BIGMAN

2,232,046

GAME

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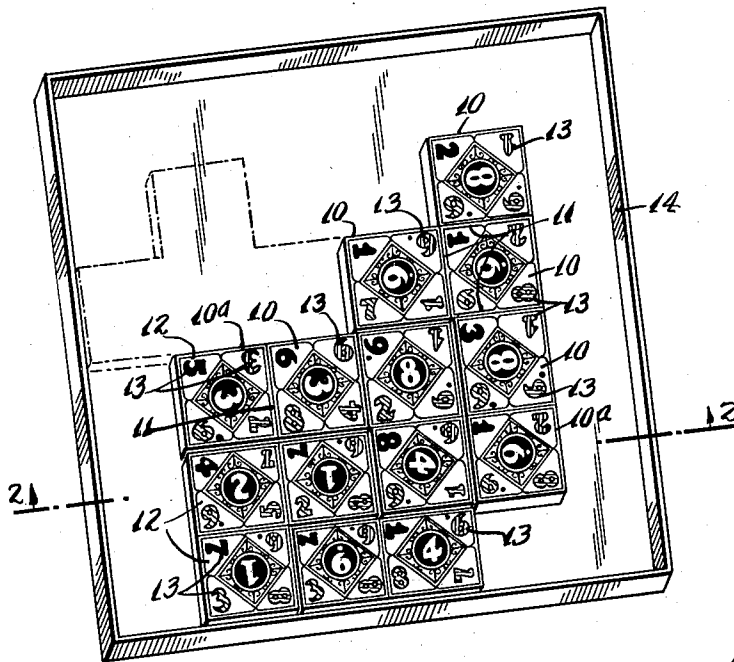


Fig. 1.

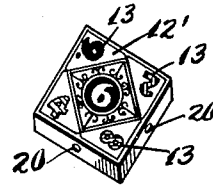


Fig. 5.

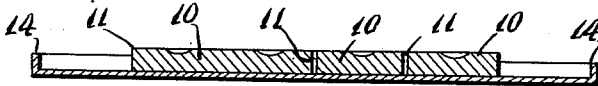


Fig. 2.

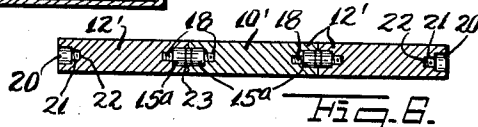
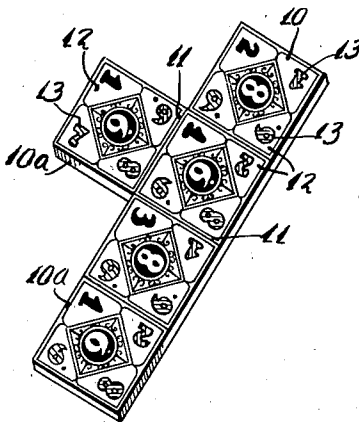
Fig. 6.

Fig. 3.

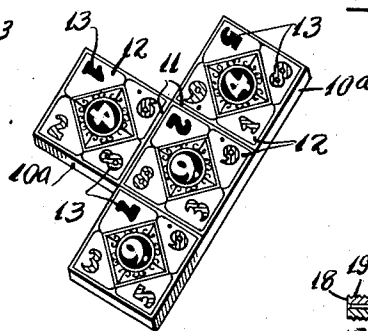


Fig. 4.

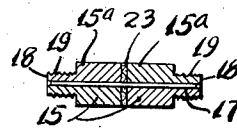


Fig. 2

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## UNITED STATES PATENT OFFICE

2,232,046

GAME

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4 Claims. (Cl. 273—137)

This invention relates to new and useful improvements in a game.

More specifically, the invention proposes the construction of a plurality of game pieces each having square areas divided off on one of their faces and which are adapted to be positioned together to form one large square or a plurality of small squares.

Another object of the invention is to provide each of the square areas with numbers adjacent each of the sides so that each of the numbers will be in an upright position from its adjacent side so that regardless of how the game piece is turned, one number will be in an upright position from any one side.

Another object of the invention is to print each of said numbers in a different color to facilitate the identification of proper numbers when it is desired to total the numbers to determine a winner of any one play.

A still further object of the invention is to releasably connect the square areas together in order to form the game pieces so that the square areas may be separated and different combinations of numbers formed by individuals playing the game in order to vary each play.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawing, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawing forming a material part of this disclosure—

Fig. 1 is a perspective view of the game box having a few of the game pieces positioned therein.

Fig. 2 is a sectional view taken on the line 2—2 of Fig. 1.

Fig. 3 shows a perspective view of one of the game pieces.

Fig. 4 shows a perspective view of another game piece.

Fig. 5 illustrates a modification of the invention.

Fig. 6 is a sectional view showing a plurality of square areas releasably connected together.

Fig. 7 is an enlarged sectional view of the peg used for connecting the square areas together.

The game, according to this invention, is to be played with a plurality of separate bodies 10 each of which has a plurality of straight sides 10<sup>a</sup> with adjacent sides at right angles to each other, and lines 11 formed on one of the faces of the body 10 for dividing said face into a plu-

ality of square areas 12. Each of the areas 12 has a number 13 imprinted thereon adjacent each of the sides of the square area 12 and are of a different color and arranged so as to be in an upright position with relation to its adjacent side 10<sup>a</sup>.

A large box 14 is supplied with the bodies 10 and the bodies are adapted to be inter-engaged with one another in order to form a large square or a plurality of smaller squares. This formation of the square may be done within the walls of the box 14 or upon any other substantially flat surface, as desired. The bodies 10 are formed of wood, metals, composition materials, or any other substance having a face upon which numbers may be imprinted.

There are four numerals 13 for each of the square areas 12 and each of these numerals is so positioned that regardless of how the body 10 is turned only one number will be in a position to be read from any one side of the square area. Each of the numbers are imprinted with a different colored ink or other coloring substance, and a suggested method is to use blue, green, black and red ink for the numbers appearing around the edge of the square area 12, and any other ink differing from the ones mentioned above for the large number which appears in the center of the square area. The remainder of the square area 12 may be imprinted with any suitable design, and that shown on the drawing is merely for the purpose of illustration and has no particular effect upon the playing of the game.

The rules for playing various forms of this game is as follows:

The games of Nummies are both varied and numerous and may be played by from 1 to 9 persons. Nummy consists of 31 pieces so cut as to contain from 1 to 6 perfect squares printed on each piece. On each individual square there is printed 5 numbers, each number on a different color. Numbers are so arranged that when any one piece is placed before a player there will be but one color on which the figures will be readable at the left hand of the player in an up and down position. The entire 31 pieces of the game may be fitted together to form one complete large or two blocks of equal dimensions, or 5 smaller blocks of uniform size.

The method of adding totals is optional with the player. Figures on the Nummy squares may be added as they are, or for quick totals the player may add every number as a five, with the exception of the number five which shall be called a 10.

*Solonommie (A—1 player)*

The player shall make a box 9 x 9 squares; having done this he shall add up the total of the figures in all columns which are before him and in an upright position at his left hand regardless of colors. Now he may try and add to this total by rearranging the pieces so that figures of a larger denomination shall appear in these columns. There is always a better score for each new move one makes. Every time one plays Solonommie a record should be kept of the best score, and the next time the game is played, this score should try to be bettered.

*Solonommie (B—1 player)*

Choose a color (red for example) and remember that in this game the figures in this color shall appear only in the columns at the left hand of the player and be readable in an up and down position. Make two complete blocks using all the 31 pieces; add the total of your color in each block and retain the highest. From the lesser, choose those pieces which you think will boost your score and work them into the retained block by discard. Keep a record of the scores—you'll never get the same one twice.

*Duonummie (2 players)*

All pieces are placed face downward on the table and each player chooses a color. The players then draw one piece in rotation and each start building a block 7 x 7 squares. Both blocks are to be of equal dimensions, always building so that the chosen color is at the left hand and in an upright position. It is seldom that both players can complete their block, and in this case, one will be complete and have pieces to spare while the other will lack some. Each player adds up the figures in his color columns at his left hand, and in case of leftovers the player having them subtracts the figures of his color from his score. Both scores are recorded. Each player now examines his opponent's block and chooses from it as many pieces as will give him ten squares. He will then work them into his own block and add his total to his original; one—minus his left-overs in figures in his chosen color. High score wins.

*Trinummie (3 players)*

All pieces are placed face downward and colors chosen. Pieces are drawn in rotation and each player builds a block to contain 25 squares. Every block must be of equal dimension and the players' color must be in upright columns at the left. Pieces which cannot be fitted into a player's block may be traded with another player for a piece containing an equal number of squares. When a block is completed by one player the game is over—totals to be made by each player of the numbers in his color on the pieces in place in his block and those not in place shall be tallied and deducted from his score.

*Auction Nummie (3 players)*

|                |     |
|----------------|-----|
| <i>Honors:</i> |     |
| Black          | 225 |
| Red            | 225 |
| Green          | 200 |
| Blue           | 175 |
| Purple         | 150 |

All pieces are placed face down and each player draws seven pieces, each player to build a block of 5 x 5 squares. Bids for color are then made and the player shall from his seven pieces estimate

the amount he can total in his color in the block. High bid takes the remaining pieces, and if he completes his block his score is added to the honors given with his chosen color—consideration of the amount of auctioned pieces and the amount of honors should influence his bid.

*Check Nummie (5 players)*

Each player chooses a color and draws a piece. First player places his piece to build a block of 7 10 squares on all sides. Pieces are then laid as drawn to make the complete block. A player may replace any piece on the block with one of his own but must retain the exchanged piece until such time as he wishes to add it to the block or until the block is complete. These pieces are then tallied and taken from the total score of his chosen color in the block.

*Arithmo Nummie (for children)*

Player chooses a color and builds a rectangle block of any dimension, always keeping chosen color at the left and its figures in an upright position. When block is finished total is made and the block turned completely around so that figures which were upside down are now right side up. A second total is made of these and subtracted from the first. Answer is multiplied by the number of squares in the top line of block. Record is kept until score of entire game reaches 1,000.

According to the modification shown in Figs. 5-7 inclusive, a means is provided for releasably connecting the square areas 12' together in order to form the bodies 10'. This means consists of a peg 15 comprising separate sections 15<sup>a</sup> connected together by means of a pin 17 engaging therethrough. The ends of the pin 17 are milled over to prevent the sections 15<sup>a</sup> of the peg 15 from sliding off the pin. However, the sections 15<sup>a</sup> are free on the pin 17 so as to be rotated relative to each other. Each of the sections 15<sup>a</sup> is provided with a reduced end 18 upon which threads 19 are formed. The edges of the square areas 12' are formed with openings 20 having reduced end portions 21 provided with threads 22 which are adapted to cooperate with the threads 19 when the pegs 15 are positioned within the openings 20 for holding the sections 12' in their connected positions in order to form the bodies 10'. These members are connected together by passing the reduced ends 18 through the large opening 20 until they engage into the smaller openings 21. The threads 19 and 21 are then engaged in order to hold the section 15<sup>a</sup> in position within the opening 20, and the next piece 12' is engaged upon the peg 15 in the same manner.

A means is provided for permitting the adjacent square areas 12' to be moved to a position in which they will lay in substantially the same plane after they have been connected together by the pegs 15, and consist of a washer or similar spacing element 23 formed of felt or similar material which is interposed between the sections 15<sup>a</sup> of the peg 15 for frictionally holding the sections 15<sup>a</sup> in their adjusted position. After the peg 15 is in position between the adjacent sides of the square areas 12' and it is impossible to turn the threaded portions in order to align the adjacent square areas, the sections 15<sup>a</sup> will rotate with relation to each other on the peg 17 so that the sections 12' may be brought into substantially the same planes. In other respects this form of the invention is similar to that illustrated in Figs. 1 to 4, and corresponding parts may be identified

by the same reference numerals, with the exception that in the playing of the game, the same rules prevail, but it is possible to change the form of the bodies 10' in order to create different number combinations to create a wider range of playing possibilities.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise constructions herein disclosed and the right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claims.

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

1. In a game, a plurality of bodies having straight sides contacting each other and aligned openings extended inwards from the contacting sides, a peg adapted to have its ends engaged into the aligned openings of said pieces for connecting said pieces together as a unit, reduced end portions formed on the ends of said peg, and threads formed on said reduced end portions and engageable with complementary threads formed in reduced recesses extended inwards from the inner ends of said openings for preventing said pieces from becoming accidentally disengaged from said peg.

2. In a game, a plurality of bodies having straight sides contacting each other and aligned openings extended inwards from the contacting sides, a peg adapted to have its ends engaged into the aligned openings of said pieces for connecting said pieces together as a unit, reduced end portions formed on the ends of said peg, and threads formed on said reduced end portions and engageable with complementary threads formed in reduced recesses extended inwards from the inner ends of said openings for preventing said pieces from becoming accidentally disengaged from said peg, said bodies being imprinted on their top faces with printed matter, said peg being formed of separate sections, and means for turnably connecting said sections together in end alignment permitting relative movement between said sections, whereby said bodies may be moved relative to each other to cause their top faces to be in substantially the same plane after said peg has been completely screwed into said openings.

3. In a game, a plurality of bodies having

straight sides contacting each other and aligned openings extended inwards from the contacting sides, a peg adapted to have its ends engaged into the aligned openings of said pieces for connecting said pieces together as a unit, reduced end portions formed on the ends of said peg, and threads formed on said reduced end portions and engageable with complementary threads formed in reduced recesses extended inwards from the inner ends of said openings for preventing said pieces from becoming accidentally disengaged from said peg, said bodies being imprinted on their top faces with printed matter, said peg being formed of separate sections, and means for turnably connecting said sections together in end alignment permitting relative movement between said sections, whereby said bodies may be moved relative to each other to cause their top faces to be in substantially the same plane after said peg has been completely screwed into said openings, comprising a pin freely extended coaxially through said sections and having its ends milled over to prevent said sections from sliding off said pin.

4. In a game, a plurality of bodies having straight sides contacting each other and aligned openings extended inwards from the contacting sides, a peg adapted to have its ends engaged into the aligned openings of said pieces for connecting said pieces together as a unit, reduced end portions formed on the ends of said peg, and threads formed on said reduced end portions and engageable with complementary threads formed in reduced recesses extended inwards from the inner ends of said openings for preventing said pieces from becoming accidentally disengaged from said peg, said bodies being imprinted on their top faces with printed matter, said peg being formed of separate sections, and means for turnably connecting said sections together in end alignment permitting relative movement between said sections, whereby said bodies may be moved relative to each other to cause their top faces to be in substantially the same plane after said peg has been completely screwed into said openings, and frictional means for restricting the movement of said sections to prevent accidental movement when said bodies are in a position in which their top faces are in the same plane.

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