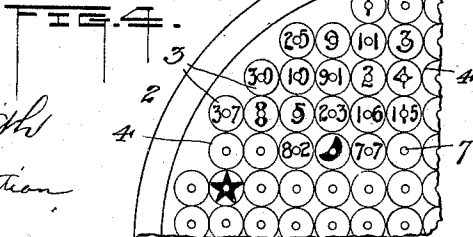
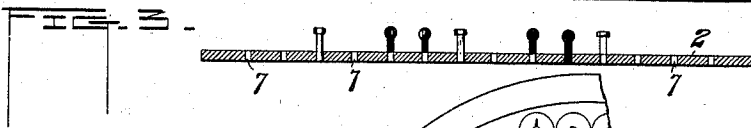
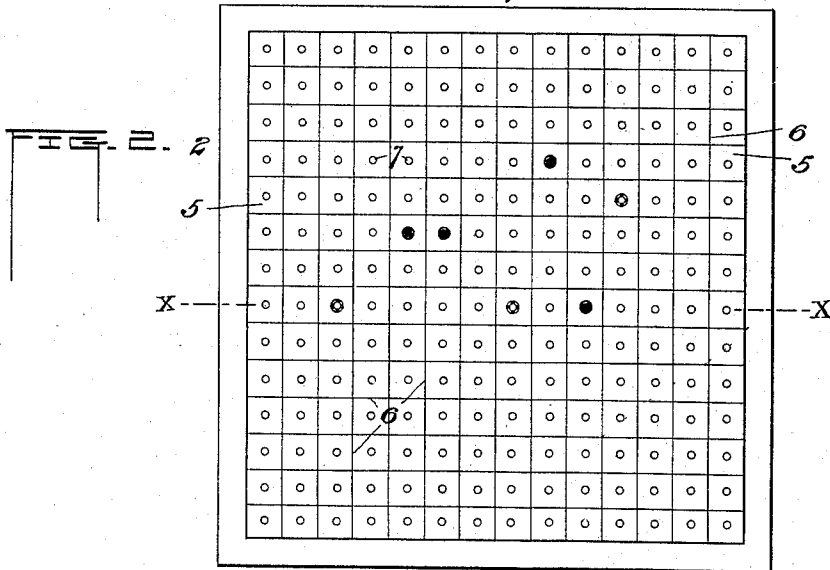
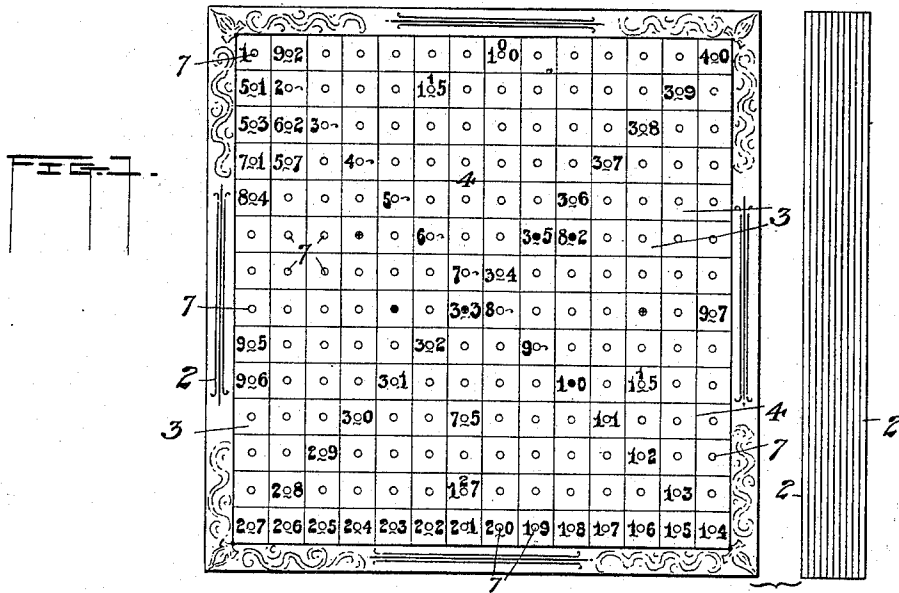


(No Model.)

C. M. COEN.
GAME APPARATUS.

No. 535,194.

Patented Mar. 5, 1895.



Witnesses
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UNITED STATES PATENT OFFICE.

CHARLES M. COEN, OF NEW YORK, N. Y.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 535,194, dated March 5, 1895.

Application filed October 16, 1894. Serial No. 526,087. (No model.)

To all whom it may concern:

Be it known that I, CHARLES M. COEN, a citizen of the United States, residing at New York, in the county of New York and State of New York, have invented certain new and useful Improvements in Game Apparatus; 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, reference being had to the accompanying drawings, and to the figures of reference marked thereon, which form a part of this specification.

My invention relates to an improvement in a game board and has for its object the provision of a cheap and durable game apparatus, which may be conveniently carried about, and played by any convenient number of players.

With these ends in view my invention consists in making a set of game cards or boards and a set of markers adapted to be used in connection therewith.

In the accompanying drawings Figure 1 is a plan view of the front side of the game board, and edge view of pack. Fig. 2, is a back view of one board. Fig. 3, is a sectional view on X—X. Fig. 4, is a modification of the shape of the board and the arrangement of the spaces.

In the accompanying drawings 2 represents the game board which may be of any suitable material such as card board, paste board, celluloid or wood of suitable size and thickness. I prefer to make the board of a size which may be conveniently shuffled, as it is proposed to furnish these boards in sets or packs, which are to be shuffled after each game, for reasons which will more fully hereinafter appear.

Upon the front side I prefer to divide the surface of the board into small divisions or spaces 3, by suitable boundary lines 4, which may be of any convenient form or shape and arranged in columns or not as may be desired. These boundary lines 4, which separate the divisions or spaces, may be made ornamental if desired. The number of these divisions or spaces and their location is arbitrary. To each of the divisions or spaces a certain numerical value is given, and preferably no two

have the same value, and for instance the numbering may begin with the numeral 1, at the upper left hand corner as shown in Fig. 1 and run diagonally across the board toward the lower right hand corner, thence to the left across the lower row of spaces to the lower left hand corner, thence diagonally to the upper right hand corner in consecutive order and the other spaces may be filled in with the numbers in any desired order. The numbering of the different boards will be varied. The reverse side of the board, I propose to mark with boundary lines 6 to form spaces corresponding with the divisions or spaces upon the front, but these spaces are left blank. The several spaces are each provided with a perforation 7, which extends through the board. Suitable markers such as pegs or pins are inserted in these holes or perforations 7, and each will be provided with a distinctive mark such as color, number, or the like so that each player can keep account of his markers.

The game is played as follows: A pack of these boards are shuffled as ordinary cards are shuffled, and one is drawn from the pack, the numbered side being held downward. The number of players is not limited, or the number of markers. The first player places his marker in one of the perforations and the second his in another and so on until the number of markers in each player's possession is exhausted. The board is then turned over and the protruding end of the marker with its distinctive mark will show which spaces were selected. A tally is then made of the aggregate sum of the numerical value of each of the spaces designated belonging to the several players. For example one player might choose 3, 17, 50, 62, 120, and another 27, 10, 15, 175, 42, and so on. The one reaching the total agreed upon as the limit of the game wins the game. Partners may play together, and the aggregate of their combined plays would be added. If it be desired to shorten the game the person having the highest aggregate for a single game might be considered the winner.

The game may be made more intricate by causing certain spaces to be deducted from the sum of the numerical value of several spaces; for example, for every number hav-

ing 5 in it, as 15, 25, &c, thus making a very interesting game. The players not knowing the value of the several divisions into which the markers were inserted, and no two boards 5 in the pack having the same order of numerals, and which board was being used, being unknown, the location of divisions is impossible.

It is obvious that if the perforations are 10 used, and a certain numerical value is given to each that the boundary lines are not essential, and it is also obvious that the perforations may be dispensed with, if a new set of boards were used for each game, the selection 15 being made by perforating the divisions or spaces in some distinctive way, or by other means.

It is obvious that other slight changes might suggest themselves without departing from 20 the spirit and scope of my invention. As shown in the modification Fig. 4, where a round board is used and circular spaces are shown. Other arbitrary symbols may be used than numbers.

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

1. A game apparatus consisting of a pack of game boards having numbers of different 30 value and order of their position arranged upon one side, the unnumbered reverse side

having suitable marks designating the location of the numbers on the opposite side, the game being played upon the unnumbered side, said boards being of such size and thickness as to permit shuffling, substantially as 35 set forth.

2. A game apparatus consisting of a pack of game boards which may be shuffled, having numbers upon one side, of different order 40 of arrangement on the several boards in the pack, and perforations adjacent to the numbers, the reverse side being without numbers, and markers adapted to be used in connection with said boards, substantially as described. 45

3. A game apparatus consisting of a pack of game boards having arbitrary symbols arranged upon one side, of different values or advantage, the reverse side being without 50 said symbols, but having suitable marks upon the reverse side corresponding with the position of said symbols on the opposite side, and suitable means for designating the symbol chosen, the symbol designating the value or advantage of the symbol selected, substantially 55 as described.

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

CHARLES M. COEN.

Witnesses:

WOODVILLE FLEMING,
L. BURKET.