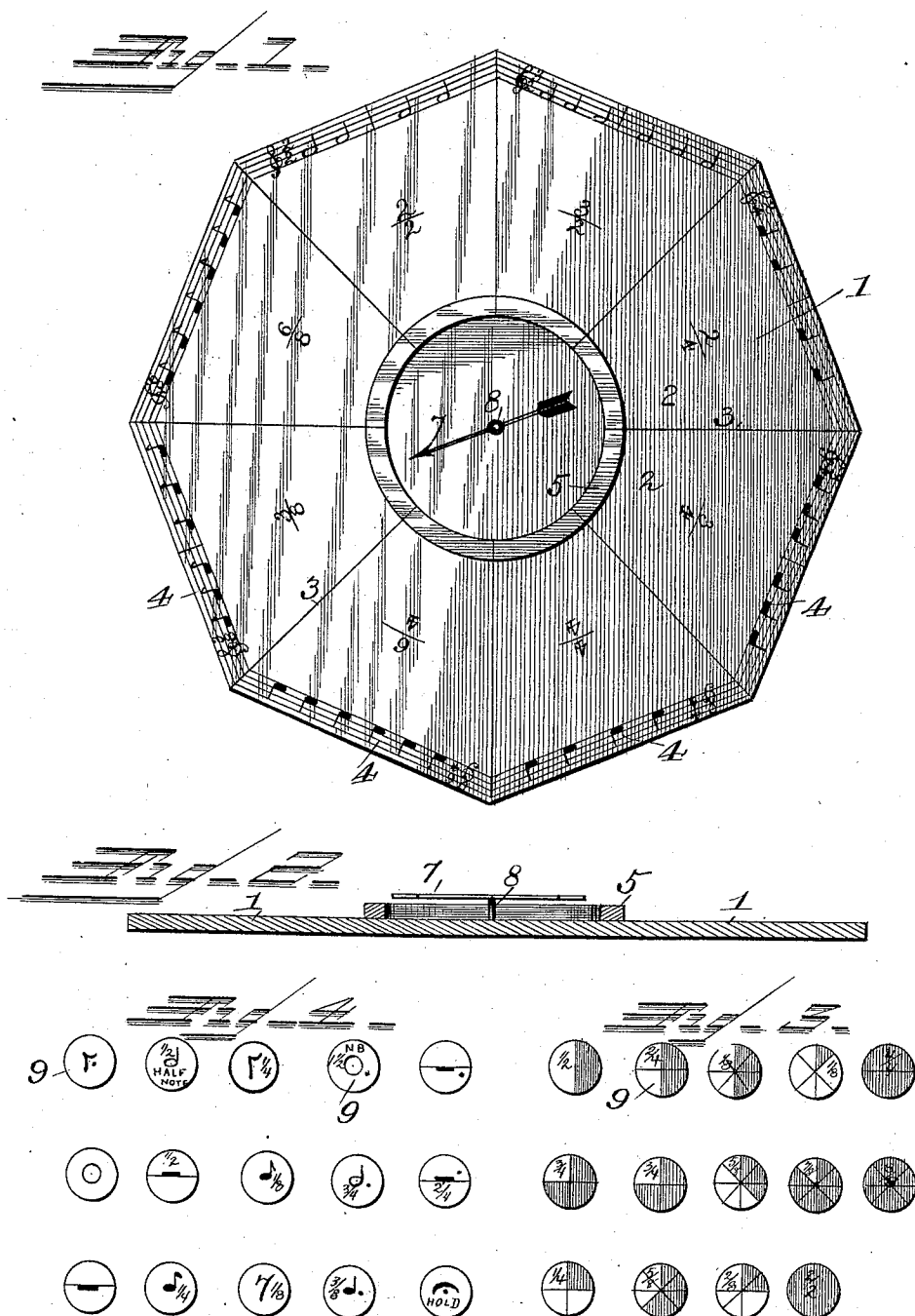


(No Model.)

S. W. FEATHERSTONE.
GAME APPARATUS.

No. 555,213.

Patented Feb. 25, 1896.



WITNESSES
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UNITED STATES PATENT OFFICE.

SARAH W. FEATHERSTONE, OF TOLEDO, OHIO.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 555,213, dated February 25, 1896.

Application filed May 20, 1895. Serial No. 549,929. (No model.)

To all whom it may concern:

Be it known that I, SARAH W. FEATHERSTONE, a citizen of the United States, residing at Toledo, in the county of Lucas and State of Ohio, have invented certain new and useful Improvements in Game Apparatus; and I do 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.

My invention has relation to apparatus for the game called "Nota Bene," and among the objects in view is to provide a novel apparatus by means of which several games may be played, all of which are designed to interest both young and old persons; and the invention consists in the novel apparatus, as hereinafter described, illustrated in the drawings, and pointed out in the claims.

In the drawings, Figure 1 is a plan view of the game-board. Fig. 2 is a central vertical section thereof. Fig. 3 is a plan view of the chips used in playing the games. Fig. 4 is a reverse view of the same.

In carrying out my invention I provide a board 1, which may have any desired configuration, and may be constructed of any desired or suitable material, as heavy pasteboard. Upon the face of this board I provide a number of divisions or spaces, as indicated at 2, separated by radial division-lines 3. There are eight of these divisions or spaces, as shown.

Joining the outer ends of the lines are parallel lines 4, representing the staff used in music, while joining the inner ends of the lines and forming a central space or well is an annular wall or strip 5, designed to receive and hold the various chips used in playing the game. Of course said strip 5 may be omitted, if desired, though I prefer to use it, as the chips may then be more readily kept within the central space or well.

Within the several divisions 2 are contained the fractions $\frac{1}{2}$, $\frac{2}{3}$, $\frac{3}{4}$, $\frac{4}{5}$, $\frac{5}{6}$, $\frac{6}{7}$, and $\frac{7}{8}$, while printed upon the sections of staffs 4 are musical notes forming bars corresponding in length to the fractions represented in the corresponding space 2, as represented in the drawings.

Within the central space is arranged an index hand or pointer 7, designed to be rotated upon a suitable support 8, fixed to the board.

9 indicates a series of chips made of any suitable material and of any desired configuration. The size of these chips may of course be varied, though in practice I make each of them about three-fourths of an inch in diameter. Upon one side of each of the chips I provide the musical notes (and fractions corresponding therewith) and characters represented in the drawings, while the reverse side of each chip is divided into fractional parts or divisions, each chip being of a different color or combination of colors from the other chips and accompanied by fractions corresponding to the colored fractional part of the chips, all as shown. In practice I provide twenty-five chips, divided as follows: One each of the chips having the fractions $\frac{1}{2}$, $\frac{1}{4}$, and $\frac{2}{8}$ and two each of the remaining eleven chips $\frac{1}{8}$, $\frac{3}{8}$, $\frac{5}{8}$, $\frac{7}{8}$, $\frac{1}{16}$, $\frac{3}{16}$, $\frac{5}{16}$, $\frac{7}{16}$, $\frac{9}{16}$, $\frac{11}{16}$, and $\frac{13}{16}$.

As many as six persons can play the game, and before beginning to play all the chips should be placed within the central space face downward, (the face having the musical notes and characters.) Each person draws four chips from the center well and the first one to play twirls the pointer and when it stops notices the fraction in the space it points to. This number indicates the time value to be made with the notes and rests. For example, if $\frac{2}{3}$ is in the space indicated the player must try to make one measure of $\frac{2}{3}$ time with his notes and rests. ($\frac{1}{2}$ note and $\frac{1}{6}$ rest; four $\frac{1}{8}$ notes and rests; eight $\frac{1}{16}$ notes and rests; a dotted $\frac{1}{8}$ note and $\frac{1}{16}$ note, &c.) If he cannot make it with the chips in hand he may draw one from the center and have another trial. If he still cannot make it the next person in turn plays. When there are no chips in the well, each may draw from his right-hand neighbor without seeing the face of the chip drawn. If one has the "stop" or "hold" chip (∞) and is unable to make any value he may place the same in the space containing the fraction he is trying to form and this will hold it for him till his next turn, or until he wishes to use it, when he can make this value first and then have his regular play. No one can twirl the hand more than once in each turn.

The game may be one hundred, or whatever those playing may decide upon.

One may keep tally or each may keep his own account, one of the players being chosen monitor to see that all are correct.

When one makes a value with the chips he may set down to his account the sum of the two numbers of the fraction indicating the time he has been trying to make.

Another game may be played with the apparatus (which I term the game of "Fractions") by using the side of the chips having the colored divisions or parts, and this may be played as follows: Divide the chips evenly between the players. If any chips are left over leave them in the well and the first to draw may take one. Each in turn twirls the pointer and when it stops notices the fraction indicated. The player tries to make this fraction or its equivalent, and if unable to do so with his chips he draws one from the right-hand player. No one is allowed to draw more than once at a turn, but he may twirl the pointer and play as long as he is able to find the equal of fractions pointed to. Every fraction he is able to make is credited to him. When he cannot make a fraction and has drawn once, the next in turn (on the left) plays. At the end of game each one adds up his fractions. The one making ten first wins. A monitor may look over each list to see that it is correct.

A simple game for little folks, which I term the "Adding" game, may be played as follows: Each in turn twirls the hand in center. When it stops notice the number it points to, and add the two numbers together and draw as many chips as their sum. The game ends when all the chips are drawn. The one having the most wins the game. The players (if there are an even number of them) may choose partners and the partners who win two out of three games will have the game. Any number can play this game.

Still another game, which I term the "Give Away" or "Subtraction" game, may be played as follows: Divide the chips equally among the players. Twirl the pointer and notice the

number indicated. Subtract the smaller number of the fraction from the larger and give your right-hand neighbor as many chips as their difference. For instance, if $\frac{3}{8}$ is pointed take 3 from 8 and give away 5. The one disposing of his chips first wins the game.

If desired, a suitable cover may be used to fit over the strip 5 when the board is not in use.

What I claim, and desire to secure by Letters Patent, is—

1. In game apparatus, a board provided with a series of radiating lines forming a series of spaces, a central space or well surrounding the center of the board, a series of parallel lines joining the outer ends of the radiating lines and forming musical staves, a series of fractions within the spaces formed by the radiating lines, musical notes arranged upon the staves and corresponding to their respective fractions as described, a revoluble pointer within the central space of the board, and chips provided upon one face with musical notes and characters, all as and for the purpose specified.

2. In game apparatus, a board provided with a series of radiating lines forming a series of spaces, a central space or well surrounding the center of the board, a series of parallel lines joining the outer ends of the radiating lines and forming musical staves, a series of fractions within the spaces formed by the radiating lines, musical notes arranged upon the staves and corresponding to their respective fractions as described, a revoluble pointer within the central space of the board, and chips provided upon one face with musical notes and characters, and upon the opposite face with colored fractional parts or spaces and corresponding fractions, as described.

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

SARAH W. FEATHERSTONE.

Witnesses:

C. W. F. KIRKLEY,
ADOLPH REMMELE.