Feb. 24, 1925.

1,527,219

J. S. POTTER

GAME

Filed Oct. 4, 1923

2 Sheets-Sheet 1

Fig. 1.

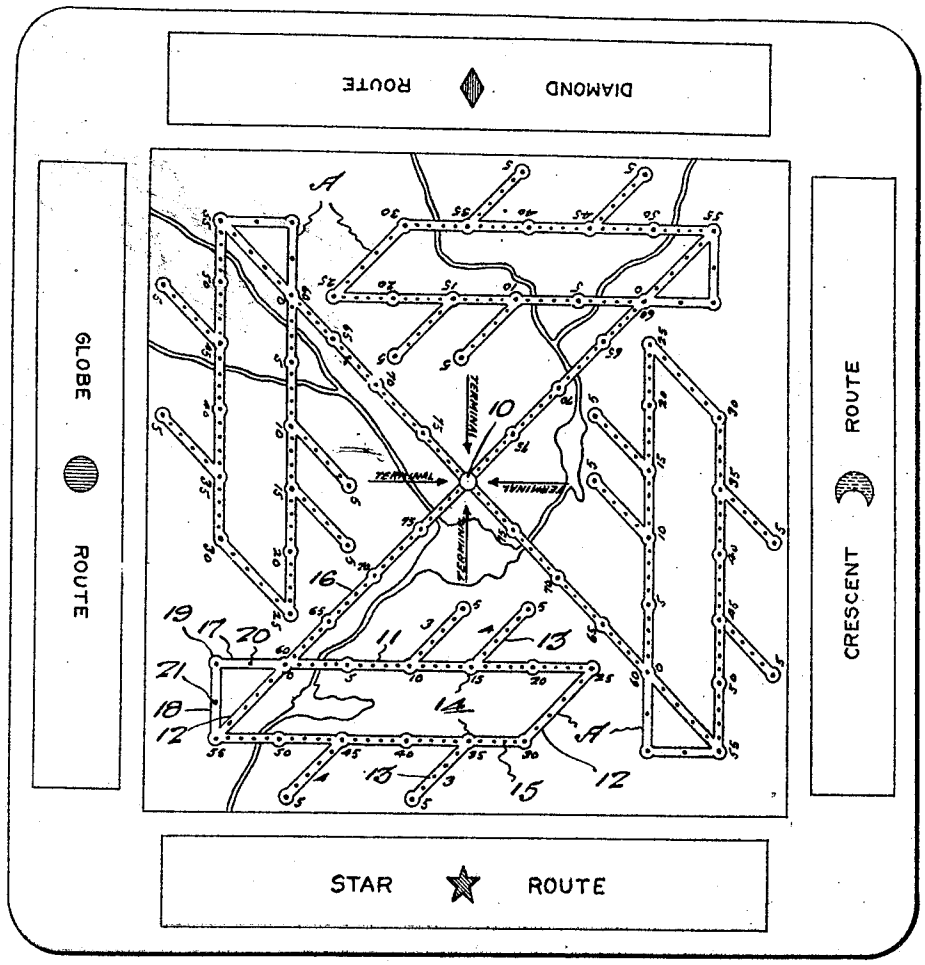
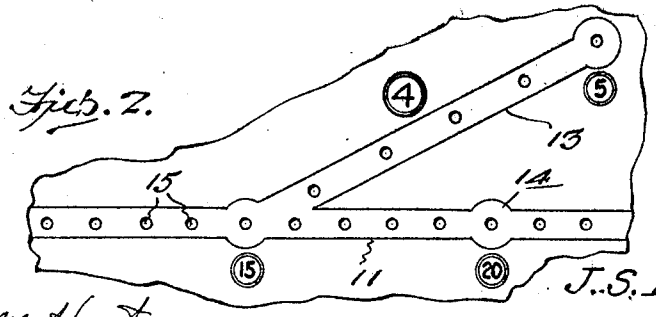


Fig. 2.



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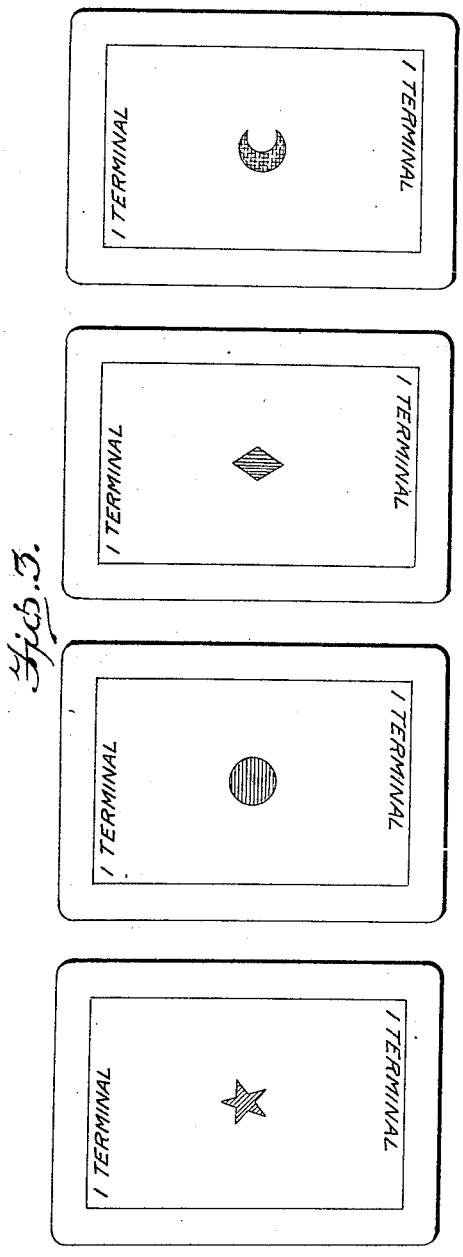


Fig. 3.

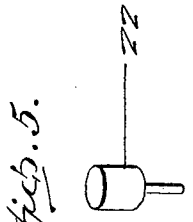


Fig. 5.

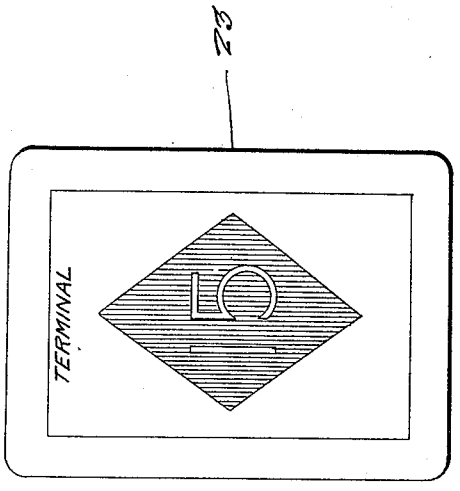


Fig. 4.

24

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UNITED STATES PATENT OFFICE.

JOHN S. POTTER, OF ADDISON, KENTUCKY.

GAME.

Application filed October 4, 1923. Serial No. 666,569.

To all whom it may concern:

Be it known that I, JOHN S. POTTER, a citizen of the United States, residing at Addison, in the county of Breckenridge and State of Kentucky, have invented new and useful Improvements in Games, of which the following is a specification.

This invention contemplates the provision of a game apparatus, embodying a playing surface or board provided with a plurality of routes, all of which are connected with a final station known as terminal, and which is reached by following a particular route with game pieces, the latter being moved along predetermined lines and predetermined distances by the value given to cards of a deck, and in conformity with certain rules which not only affords considerable interest and pleasure to the participants, but which is particularly advantageous in the development of mental calculation.

The nature and advantages of the invention will be better understood when the following detailed description is read in connection with the accompanying drawings, the invention residing in the construction, combination and arrangement of parts as claimed.

In the drawings forming part of this application, like numerals of reference indicate similar parts in the several views, and wherein:

Figure 1 is a plan view of a playing surface.

Figure 2 is an enlarged fragmentary view thereof.

Figure 3 is a view showing one card of each of the various suits which make up the deck of cards.

Figure 4 is a view showing one of the king cards of each suit.

Figure 5 is a detail view of the game pieces.

Referring to the drawings in detail, and particularly to Figure 1, it will be noted that the playing surface is provided with a plurality of routes indicated at A, the routes being identical in size and configuration, and connected by diagonally disposed lines at a common point 10 centrally of the playing surface. This point 10 represents a station known as Terminal, which must be arrived at by following a particular route in conformity with prescribed rules of the game, and of course the player who first reaches the terminal station is the winner of the game. It will be noted that each route consists of a parallelogram, the sides and ends 11 and 12 respectively constituting the main lines, while leading from the opposed sides or main lines 11 at particular points in their length are divergently disposed lines 13. It might here be stated that the playing surface may embody any number of such routes, such as two, three or four, depending upon the size of the game apparatus, which controls the number of persons who may play the game. In the present instance, I have shown four of such routes, which of course allows four persons to play the game at one time, the routes being distinguished from each other by indicating characters of any preferred form. As illustrated one of these routes is provided with a star, and is known as the star route, another with a crescent shaped figure, known as the crescent route, a third known as a diamond route, and a fourth to be known as a globe route having corresponding indicating characters. Each route is divided into stations 14 marked from zero to eighty. These stations are spaced equidistantly apart and are arranged five points or intermediate stations apart. These intermediate stations are indicated at 15 but are not marked, the only stations marked being the divisional stations zero to seventy-five inclusive. The main lines 11 and 12 of each route provide for twelve of these stations, while the diagonal lines 16 above referred to, which connect the various routes with the terminal station 10 provide for four of such stations, this diagonal line extending from the zero station of each route to the center of the playing surface or terminal station 10. It will be noted that each diagonal line 16 where it joins the main line is marked 60, thereby constituting the twelfth station of the route, but the proximity of station 60 to the point marked zero has no particular significance. It will be further observed that the division station 80 above referred to is not so marked because this in reality constitutes the end of the route or terminal station above referred to and indicated at 10 in the drawings. Each route further includes the two lines 17 and 18 respectively arranged at one end of the parallelogram, which lines are connected at station 19. Each of these lines has an intermediate station, the intermediate station of line 17 being indicated at 20,

while that of line 18 is indicated at 21. However, the course of any route starts at zero and is continued over the main lines until station 60 is reached from where the course is pursued over the diagonal line 16 to the terminal station 10. Moves or progress is recorded by the use of game pieces 22 which may vary in size and configuration, but which are preferably in the nature of disks shown in Figure 5. Each player is provided with two of such game pieces which are used alternately, the last one used remaining at a particular station arrived at during the playing of the game until the next game piece is brought into use for advancement or retardment according to the rules covering the play.

The divergent lines 13 extend from certain stations on the main lines, as for instance stations 10, 15, 35 and 45, and each of these divergent lines include five intermediate points or stations as shown. Then again, these divergent lines have different values marked by numerals along side the various lines. For instance the divergent line leading from station 10 has a value of three, the divergent line leading from station 15 having a value of four, the line leading from station 35 having a value of three, while the divergent line leading from station 45 having a value of four.

The plays are controlled by certain rules to be hereinafter described, and also by the use of a deck of cards, the deck including fifty-two cards divided into four suits of thirteen cards each. In other words there is one suit for each route, and ten cards of each suit are marked from one to ten, and includes a symbol similar to the designating character for the particular route after which the suit is named. For instance, one suit is provided with a star, another with a diamond, a third with a crescent, and the fourth with a globe, and the cards of each suit from one to ten having a corresponding valuation. The remaining three cards of each suit are called king cards and are also marked with a large symbol in the center, and across which symbol is marked a number, such as —15—, —45— and —60—, it will be also noted that the symbols in the center of these king cards are larger than the symbols on the remaining cards of each suit. All of which king cards 23 having a marking value of four. The entire 13 cards of each suit also have a running value, for instance, the card two is greater than the card one, indicated at 24, in the drawing and so on in consecutive order. The large symbol card —60— is the highest in value. All of the cards also having a second value if they are played in pairs, three of a kind, or four of a kind, or in runs of three, or in runs of four. These pairs or threes, fours or runs cover the numbering from one through to and including ten. The king cards do not admit of runs but only of pairs, or threes or fours of a kind. The value of a pair is two, three of a kind six; four of a kind ten; a run of three is three; and a run of four is four. As above stated, the run cards are limited to the cards 24 numbering from one to ten in each suit, while the king cards 23 numbering three in each suit admitting only of pairs, three of a kind and four of a kind.

Assuming that a four handed game is being played, the game is played as follows:

The choosing of the routes should be optional. The four players take positions at the side of the table or board opposite the route chosen by them. The ordinary method of cutting high or low for dealing can be followed out. The cards are dealt singly and face down to each player until the entire deck of fifty two cards has been distributed, each player holding thirteen cards. The cards are then held by the players and played in proper turn, beginning with the player to the left of the dealer around the board to the left, the dealer having the last play. All cards played are placed face up in front of the player playing the card until the four cards have been played, when the four cards will be turned face down or placed to one side, and the second round begun. This will be continued for each round of plays until the thirteen cards of each player have been tabled, when the deal will pass to the next player at the left and the cards dealt over. All cards will count over the route they symbolize. A card played by a player, the symbol of which is the player's own route, will advance that player over his own route to the value of the card played. A card played by a player, the symbol of which is an opponent's route, will set that opponent back the value of the card played. The diverging lines 13 are of no moment to the player over his own route, for division stations, as intermediate stations are only points on the main route from 0 to 80; but diverging lines are all important to an opponent. A player playing a card, the symbol of which is an opponent's route, may advance or set back the opponent to a diverging line at stations 10, 15, 35, 45, or at the station 19 on the lines 17 and 18 respectively.

An opponent who is advanced or set back to station 10 by a player playing a card, the symbol of which is the opponent's route, will be further penalized, and will move his peg or marker three stations toward the end of the diverging line; if to station 15, four statons; if to station 35, three stations, and if to station 45, four stations toward the end of the diverging line. An opponent so set back will, on his turn to play, advance by stations to the end of the diverging line,

and again by stations to the main line, and along the main line, if the value of his count over his own route warrants. An opponent, who is advanced or set back to station 60 will be forced to station 20 on line 17. An opponent so advanced or set back will, on his next turn to play, advance only one station without claiming any value by reason of the number value of his card, or by pairs, or runs. He will move to station 19. On his next turn to play, he will move to station 21, and on the next to station 55, where he will be ready to progress over the main line. This however, does not prohibit a player, so set back over the line 17, or any of the four diverging lines, from ignoring the position of his peg or marker, and playing a card whose symbol is over an opponent's route. An opponent, who is set back and forced along a diverging line, or line 17 is safe from further setback until he has again reached the main line. But a player playing a card, the symbol of which is an opponent's route with the opponent upon a diverging line, or line 17 can progress over his own route the value of the card played, but only if such player has run out of cards, the symbol of which is over his own route. This same rule holds good as a protection to a player who has scored ten or less than ten, and no opponent can be set back farther than station 5, even though the player against the opponent holds a card with value sufficient to set the opponent beyond station 5. However, the player playing such a card will advance over his own route to the value of the number of points denied him over the opponent's route beyond station 5 limit. A player playing a card to form a pair with the last card played by the player to his right, or three of a kind, or a run of three, if the player is the third to play; or four of a kind, or a run of four, if the player is the fourth to play, the value of such a play will be added to the face value of that player's card to constitute his advancement over his own route, or to advance or set back an opponent, if the card played is the symbol of an opponent's route. A player playing a king card over his own route will progress along any portion of the route to the value of the card played—face value four—together with any additional value by pairs, three of a kind and four of a kind. However, king cards can be used against an opponent only under the following conditions:

A player playing king card —15—, the symbol of which is an opponent's route, can use it only against an opponent when the opponent is between division station 10 and intermediate station 19; otherwise, if such a card is played it will be tabled with no count. King card —45—, under the same conditions, is good only when an opponent is between division station 35 and intermediate station 49; and king card —60—, when the opponent is between division station 55 and intermediate station 64. A player playing a king card, the symbol of which is an opponent's route, can advance or set back the opponent to the value of the card played; provided, however, the opponent is within the bounds of the stations, as above set forth. But in no case can an opponent be set back, or advanced by a king card beyond the limit of the jurisdiction of the king card, the limit of which is set forth in the preceding explanation; nor will the player playing the king card be allowed to score over his own route the difference denied him by the limit of his card's jurisdiction; nor with such a card can he score at all against his opponent, or advance over his own route.

All pairs, runs, etc., are from right to left, and cease when the fourth card has been played, it is therefore, important that each player watch his opponent's route, retarding his progress for his own advancement, for all players are against the route of an opponent. All cards from one, up to and including ten, when played against an opponent who has passed station 70, will have a pegging value of two, but all combinations as pairs, etc. on cards from one up to and including ten will cease to exist. King cards, which have ceased to score against an opponent outside of the jurisdiction of the card, will come again into play against the opponent who has passed station 70 in value of their combinations, but their face value will cease to exist. A player must finish the run and enter the terminal by exact station count.

When three persons play the game it is played as follows:

The players will discard one of the routes, the game will follow in the same order as in four handed terminal. There can be no four of a kind, nor a run of four. The pegging will be limited to pairs, three of a kind, and a run of three, together with the face value of the card played, as in four handed terminal.

When two persons play the game, it is played as follows:

The players will discard two of the routes. The game will follow in the same order as in a four handed game. Pairs only will count in pegging, together with the face value of the card played, as in the four handed game.

Draw terminal is played by four persons, over the main lines only and is played as follows:

The dealer shuffles the cards and holds the deck face down. The player to his left draws a card and tables it face up. The score is made over the route symbolized by the card. Each player draws a card and scores as the first player, the dealer being

last to draw. A card played, the symbol of which is over the dealer's route, advances or retards the dealer twice the value of the card played. When all cards are tabled, the deal passes to the left. The cards played are advancing and retarding in count. 1, 3 and 5 are retarding cards and are of face value; 1 is one, 3 is three and 5 is five. All other cards are advancing cards. Cards from 4 up to and including 10 have each a value of four; king cards —15—, —45— and —60— have each a value of five. No retarding score can be counted beyond station 5. Any such card drawn will be tabled with no count. The terminal must be reached by exact count; otherwise the card drawn will be tabled with no count.

Trick terminal is also played by four persons over the main lines only; and is played as follows:

Three cards are dealt face down to each player until twelve cards are delt. The thirteenth card is turned face up. This card constitutes the trump card until twelve cards have been played. The dealer will deal the next twelve cards and turn the twenty-sixth card for a new trump, and so on to the fourth deal, when the last card will be the final trump. All of the cards just mentioned, which are turned up after each deal, are used only for the purpose of determining what the trump shall be and has no other value after the particular hand has been played. At the end of the fourth round, the cards go to the next dealer. The player to the left of the dealer will play a card. The next player is forced to follow in suit or trump. The score goes to the player taking the trick. That player will score over his own route the value of the card played. A card played, which is neither suit nor trump, will be tabled without count. If the highest card is tied, the tie card whose symbol is trump takes the trick. However, if neither card is a trump card, no trick is counted. A player taking a trick, the symbol of which is over an opponent's route, will score over his own route the value of the card played, and will set such opponent back an equal value. In trick terminal, as in four handed terminal, the terminal must be reached by exact count; otherwise the players' cards will be tabled with no count to the player or against an opponent. The pegging value of the cards are the face value from 1 up to and including 6, a straight value of three for 7, 8, 9 and 10; and a value of four for all king cards. The trick value of the cards is denoted by the face value in consecutive order from 1 to 10 and through to 60; 2 is greater than 1; 5 is greater than 4; king card 60 is the highest card. All cards throughout the game are tabled in front of the player playing them. Terminal must be reached by exact count; otherwise the card drawn will be tabled with no count.

In skip station terminal; all king cards are discarded. The remaining forty cards are dealt face down, ten cards to each player. Progress along the route will be made by skip stops; that is stations 5, 10, 15, 20 and so on to terminal will be used, intermediate stations and all branch lines abandoned. Players will progress one or two stations, or will be set back two stations. The value of the cards played will denote the progress or set back. The face value of the cards runs in consecutive order. 1 is a value of one, 10 has a value of ten. Immaterial as to symbols, progress is made by single or accumulated values divisible by five, as each player tables his card. Explanatory to this—the first player tables the 2 of crescent and does not score, for the single value of his card is not divisible by five. The second player tables the 3 of star and scores, for the accumulated value of his card, which is five is divisible by five. The third player tables the 10 of diamonds and scores, for the accumulated value of the card, which is fifteen is divisible by five. The fourth player tables the 10 of star and scores, for the accumulated value of his card, which is twenty-five is divisible by five. The second, third and fourth players cannot claim single values on their cards tabled. The accumulated value reaches its highest count when four cards have been played, or one round has been tabled. Each player, whose single or accumulated value is divisible by five, will score one station. The player with an accumulated value of twenty-five will not score more than the player, whose accumulated value is fifteen. The quotient is of no moment. Further progress or retardation will be made by tricks. Explantory of this; symbols will not be considered as having a greater value one over the other. However, a player playing a card, the symbol of which is over his own route, will at the end of the round score two stations, and set his three opponents back two stations, if he takes the trick. Each player, whether first or fourth to play, must count division values as soon as his card is tabled, in order that the pegging for the trick will not be confusing should the fourth player take the trick with an accumulated value divisible by five. A count of one, will be given a player taking a trick with a card, whose symbol is over an opponent's route. The player taking the trick, will lead for the next round. In cases of tie, no count will be made and the lead remains with the player last leading. All cards are tabled face up in front of the player playing them. No player can be set back beyond station 0, nor will a player forced back to 0 be barred from progressing

at his turn to play. A player must enter terminal by exact count. A player at station 75, who takes a trick with a card whose symbol is over his own route, or the trick is forced on him by the plays of the other three players, thereby making his score two, cannot enter terminal. Such a player's score will not count, nor will the opponents be set back.

In all the different forms of the game, the cards are tabled in front the player and the terminal must be reached by exact count.

While it is believed that from the foregoing description, the nature and advantages of the invention will be readily apparent, I desire to have it understood that I do not limit myself to what is herein shown and described and that such changes may be resorted to when desired as fall within the scope of what is claimed.

Having thus described the invention, I claim:

1. In a game apparatus, a playing surface having a plurality of geometrical figures thereon, each constituting a route, divisional stations arranged along each route, and equidistantly spaced from each other, intermediate stations arranged between the divisional stations, a terminal station arranged centrally of the playing surface and common to all routes, a single line leading from each route to the terminal station and having a plurality of divisional and intermediate stations thereon, diverging lines leading from the main lines of each route and from predetermined divisional stations, each diverging line having a plurality of intermediate stations and a divisional station at the terminal of said line, game pieces for each route, and a deck of cards each having a different valuation from the remaining cards of the deck, said cards when played controlling the play or movements of the game pieces over the various routes.

2. In a game apparatus, a playing surface provided with a plurality of geometrical figures, each constituting a route, divisional stations arranged along each route and equidistantly spaced apart, intermediate stations arranged between the divisional stations, a terminal station arranged centrally of the playing surface and common to all routes, a line leading from each route to connect the latter with the terminal station, each of said lines having divisional and intermediate stations, diverging lines leading from each route and from particular divisional stations thereon, each of the latter mentioned lines having intermediate stations and a divisional station, a game piece for each route, a deck of cards used for controlling the play or the movements of the game pieces over the various routes, designating characters distinguishing the various routes one from the other, said deck of cards being divided into suits, providing one suit for each route, the cards of each route having designating characters corresponding to the characters of the particular route which it represents, and each suit including ten cards of running valuations, and a series of three cards known as king cards of varying valuations.

3. In a game apparatus, a playing surface having a plurality of parallelograms, each constituting a route, divisional stations arranged along the various sides of each route and equi-distantly spaced apart, a terminal station arranged centrally of the playing surface and common to all routes, diagonal lines leading from particular points on the various routes to the terminal station connecting the latter with said routes, each of said diagonal line having divisional and intermediate stations, a pair of right angularly disposed lines arranged at one end of each route and in juxtaposition to the diagonal line leading therefrom, a divisional station at the point of juncture of said lines, an intermediate station arranged centrally on each line, diverging lines leading from the opposed sides of each route and from particular divisional stations thereon, each diverging line having a particular valuation, intermediate stations arranged on each diverging line, a main station arranged at the end of said lines, a deck of cards having different valuations to control the play of the game, a game piece adapted to be moved over each route in accordance with the valuation of the card played, and said deck being divided to provide a suit for each of said route, each route and its particular suit of cards having corresponding designating characters to distinguish the same from the remaining routes and suits of the deck.

In testimony whereof I affix my signature.

JOHN S. POTTER.