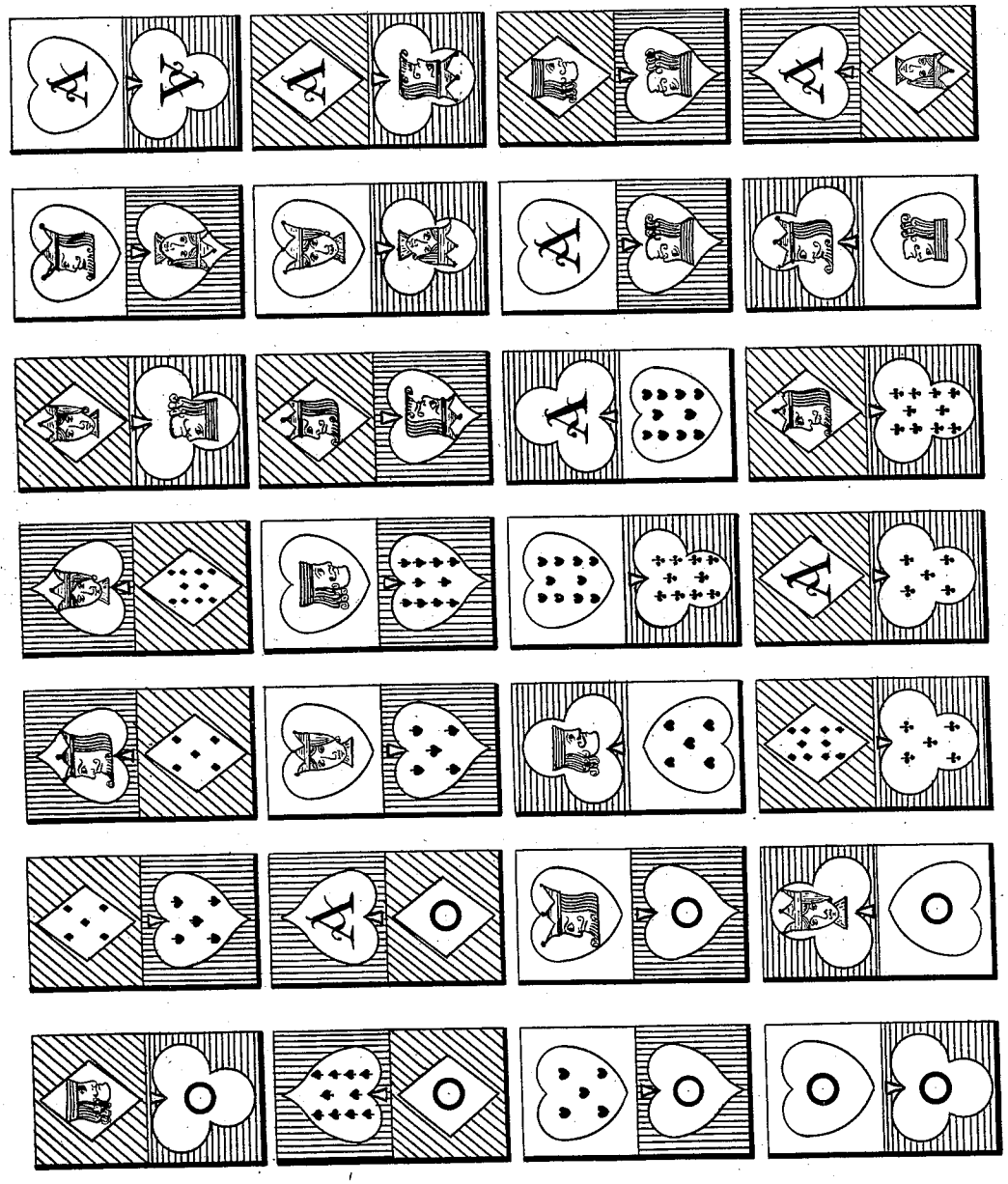
(No Model.)

R. G. CLARKE.

GAME PIECES.

No. 599,767. Patented Mar. 1, 1898.



Witnesses.
Robert Gault
Alex. Scott

Inventor:
Richard G. Clarke
By Percy B. Hills,
Atty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE

RICHARD G. CLARKE, OF NEW YORK, N. Y.

GAME-PIECES.

SPECIFICATION forming part of Letters Patent No. 599,767, dated March 1, 1898.

Application filed June 3, 1897. Serial No. 639,223. (No model.)

To all whom it may concern:

Be it known that I, RICHARD G. CLARKE, 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-Pieces, of which the following is a specification.

This invention relates to games, and has for its object to provide certain novel embodiments in that class of game-pieces known as "dominoes," whereby an opportunity will be afforded to cultivate a quick perception of opportunity and possibility, as well as to provide a prolific source of amusement.

The invention consists of a set of pieces analogous to dominoes and marked in a peculiar and novel manner, whereby they are rendered suitable for use in the new games which I have devised. To these games I have given the generic name of "court domino," and some of the various games comprised under this head I have specifically named "court domino," "casino domino," "cribbage domino," "vingt et un domino," "poker domino," "penuchle domino," &c. These various games are played with the same game-pieces and each in accordance with its own particular rules. To play these games, I provide a set of game-pieces, generally twenty-eight in number, each game-piece being divided on its playing-surface into two equal sections, thus affording fifty-six spaces for delineation. These fifty-six spaces are divided into groups—say four groups of fourteen spaces each—and all the spaces of a group have a common mark, this common group-mark being different for the various groups. The fourteen spaces of each of said groups have also duplicate value-marks, seven in number, which are different from the duplicate value-marks of all the other duplicated spaces in its group, but similar to the value-marks in duplicated spaces in each of the other groups.

The group-marks which I prefer to employ are the suit-marks of playing-cards, which, when twenty-eight dominoes divided on their surfaces in half-spaces and comprised in four groups are employed, may be heart, club, diamond, and spade. These would constitute, as shown in the drawing, a group of fourteen hearts, a group of fourteen diamonds, a group of fourteen clubs, and a group of fourteen spades. I prefer also to use different colors as additional group-marks—making, for example, the heart-spaces crimson, the diamond-spaces orange, the club-spaces green, and the spade-spaces blue. It is of course obvious that my purpose of arranging the spaces in groups will be accomplished by employing the suit-marks alone or the color-marks alone, or both kinds of marks together.

The value-marks for the spaces within the group-marks may be of any suitable character; but I prefer to employ the value-marks used in playing-cards, as "ace," "king," "queen," "jack," "ten," and "five," and a "cipher," ("0,") these marks constituting a predetermined sequence of values. The spaces of each group will then have the value-marks "ace," "king," "queen," "jack," "ten," "five," or "cipher" in addition to its group-mark.

In order to prevent any of the group-marks from appearing in duplicate on any one game-piece, I use the combinations heart and club eight times, diamond and club six times, diamond and spade eight times, and heart and spade six times, which provides fourteen spaces each of hearts, clubs, diamonds, and spades, at the same time showing eight value-marks each of "aces," "kings," "queens," "jacks," "tens," "fives," and "ciphers," two of each within duplicate group-marks.

I have formulated various sets of rules to govern the play in the specific games comprised under the general head of "court domino," and in order to illustrate the general method of play I will proceed to describe the rules governing the game of "casino domino," which are as follows:

Rule 1. With two or three players draw four dominoes each and four for the lay from the stock; with four players draw six dominoes each and four for the lay.

Rule 2. The dominoes are played by mating dominoes of like value, such as king to king, queen to queen, &c.

Rule 3. He whose turn it is makes the lay from the four exposed dominoes, counting as many casino-points as he can make appear in view on either end of the lay as he proceeds, mating domino to domino by their values, but using no domino from his hand.

Rule 4. Such of the four dominoes as are not used by the first player are left as an "open stock" to be used by each player in turn, but only in conjunction with a domino from his hand, and a failure to use a domino

from said open stock when it can be done shall count one for the player detecting the omission.

Rule 5. But one domino may be used at a play from a hand, though any or all of the dominoes left in the open stock may be used.

Rule 6. If a contestant cannot play, he passes and the next contestant plays. If none can play or he whose turn it is has no dominoes left, all draw four more dominoes from the stock, and he whose turn it was plays.

Rule 7. The game shall be twenty-one points, and shall be counted when casino-points show at either or both ends of the lay after a domino has been set. Big casino (ten of diamonds) shall count two points. Little casino (five of spades) shall count one point. Each ace shall count one point. Each sweep shall count two points, a sweep being when a player has run out of dominoes, leaving an opponent with more than one domino in hand, though after the last draw or when there is no draw sweeps do not count. The player who plays his last domino shall count three, and also all points remaining unplayed in the other hands.

Rule 8. When the lay is blocked, so that no one can play, the player having the least number of dominoes shall count three, and also all points remaining unplayed in the other hands, though in case of a tie no count shall be scored.

In the drawing forming part of this specification the figure shows a set of twenty-eight game-pieces embodying my invention, the value-marks thereon being the conventional marks used in playing-cards to denote the "ace," "king," "queen," "jack," "ten," "five," and a "cipher." The horizontal, vertical, and diagonal shade-marks on the various spaces of said game-pieces are intended to indicate, respectively, blue, green, and orange colors, and the absence of such shade-marks on some of said spaces is intended to represent crimson color, these colors covering the top surfaces of said game-pieces except where the group-marks are located. The heart-spaces will therefore be crimson, the diamond-spaces orange, the club-spaces green, and the spade-spaces blue. When the suit-marks of playing-cards are employed in addition to the colors as group-marks for the spaces, the value-marks are generally superposed on said suit-marks and may be in the shape of the letters "A," "K," "Q," and "J" and the numbers "10," "5," and "0" or in the shape of the symbolic heads to denote "kings," "queens," and "jacks," and the "ten-dots" and "five-dots" used in cards, two spaces in each group having their suit-marks left blank to denote the "aces" of that suit and two spaces in each group using a "cipher" to denote the lowest-value spaces of that group, all as shown in the drawing.

The game-pieces are otherwise preferably constructed the same as are the ordinary dominoes—that is to say, in such manner that when reversed on the table they will afford no opportunity of ascertaining their values.

In play the game-pieces are placed on the table face downward and mixed by shuffling, the players then taking from the lot as many game-pieces as the particular game they are playing entitles them to and proceeding according to the particular rules of that game.

While I have shown and described the use of twenty-eight game-pieces divided into two spaces each and having such spaces classified into four groups, I desire it to be understood that I do not limit myself either to this number of game-pieces, their division each into two spaces, or their classification into four groups, as any or all of the same may be varied as desired.

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

1. A series of game-pieces, each having its playing-surface divided into a plurality of sections bearing value-marks thereon, said sections being separately classified into groups and distinguished from each other, each group comprising a plurality of said sections, and all the sections of a group bearing a common or group mark that is different from the common or group marks of the other groups, substantially as set forth.

2. A series of game-pieces, each having its playing-surface classified into a plurality of sections bearing value-marks thereon, said sections being divided into groups, each group comprising a plurality of said sections, all the sections of a group bearing a common or group mark that is different from the common or group marks of the other sections, and no two sections on the same game-piece bearing the same group-mark, substantially as set forth.

3. A series of game-pieces, each having its playing-surface divided into a plurality of sections bearing value-marks thereon, said value-marks being classified into groups, and said sections being separately classified into groups and distinguished from each other, the value-marks being such as are used in playing-cards, substantially as set forth.

4. A series of game-pieces, each having its playing-surface divided into a plurality of sections bearing value-marks thereon, said value-marks being classified into groups, and said sections being separately classified into groups and distinguished from each other, the group-marks and value-marks for the sections being the suit-marks and value-marks used in playing-cards, substantially as set forth.

In testimony whereof I have hereunto set my hand in the presence of two subscribing witnesses.

RICHARD G. CLARKE.

Witnesses:
JOS. W. TANTUM,
WM. H. FABER.