

(No Model.)

W. E. CASTELOW.  
GAME APPARATUS.

No. 522,704.

Patented July 10, 1894.

Fig. 1.

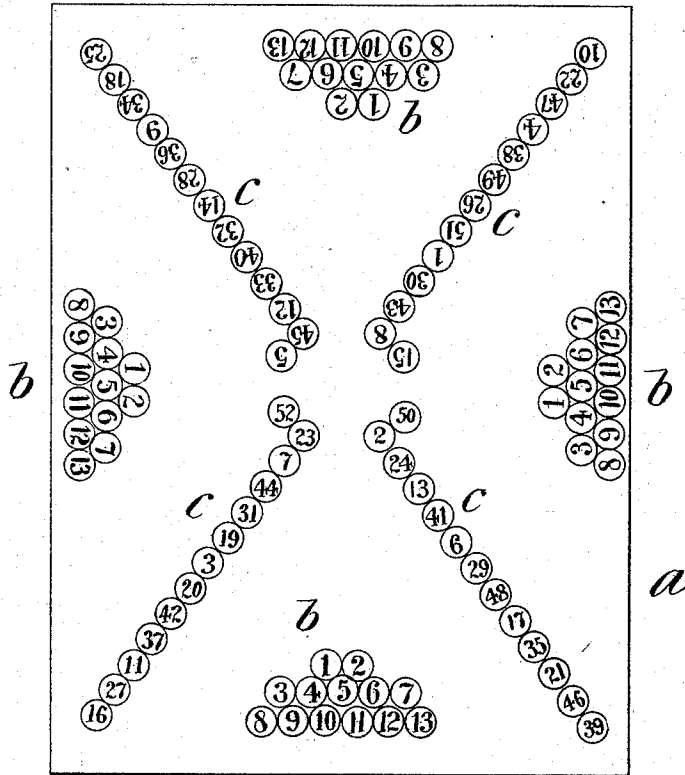


Fig. 2.



Fig. 3.



Witnesses:  
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# UNITED STATES PATENT OFFICE.

WILBUR E. CASTELOW, OF MERIDEN, CONNECTICUT.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 522,704, dated July 10, 1894.

Application filed November 1, 1893. Serial No. 489,693. (No model.)

*To all whom it may concern:*

Be it known that I, WILBUR E. CASTELOW, of Meriden, in the county of New Haven and State of Connecticut, have invented certain new and useful Improvements in Game Apparatus, of which the following is a full, clear, and exact description, whereby any one skilled in the art can make and use the same.

The object of my invention is to provide a new and interesting game involving all the elements of chance in the matching and arrangement of the numbered counters.

My invention consists in a game board provided with a series of entry spaces, of numbered matching spaces and of numbered counters, and the combination of such features as more particularly hereinafter described and pointed out in the claims.

Referring to the drawings: Figure 1 is a detail plan view showing the lay out of the game board. Fig. 2 is a detail edge view of a counter, on enlarged scale. Fig. 3 is a detail bottom view showing the figures, on enlarged scale.

In the accompanying drawings the letter *a* denotes a game-board or like plain surface that is divided into series or groups of spaces bearing numerals or equivalent characters. The entry spaces *b* in the form shown are located near the edge and midway of each of the four sides of the board, a series of these spaces being located on each side. The matching spaces *c* are arranged in lines running obliquely to each other across the board from corner to corner, that portion of the line extending from the center to the corner in each instance forming a series.

The letter *d* denotes the counters that are preferably circular in form having a flat base and somewhat smaller at the top than at the bottom. These may be made in the form shown or of any desired shape. There should be as many of these counters as there are matching spaces on the entire board, and each of these counters bears on the bottom surface a number corresponding to a number in the matching spaces on the board.

In the form of game herein shown thirteen entry spaces are provided on each side of the board, this being the preferred form, but any number of these entry spaces may be provided in each of the series, or the entry

spaces may be dispensed with. Each of the series of matching spaces should contain as many spaces as there are entry spaces or as there are counters to be used in connection with each of said series of matching spaces, or the entry spaces may be lettered if desired or other characters used by means of which the counters may be systematically removed therefrom.

The matching spaces may be arranged as herein shown or any other desired arrangement may be used so long as they are kept in series. The numbers on these matching spaces are preferably arbitrarily arranged, although the numbers in each of the series may be consecutively arranged if desired, it being preferred, however, that each counter shall bear a number corresponding with a number in one of the series of said matching spaces.

The game is played as follows: A number of counters equal to the number of entry spaces in each series are arbitrarily distributed to each of the players, these counters being placed on the entry spaces without observing the numbers thereon. Each player then systematically removes a counter from the entry spaces, turns it up to display the number and the player having the counter bearing the largest number takes the counter of his opponent bearing a smaller number. When all of the counters have been removed from the entry spaces in this manner all of the counters of each player bearing a number corresponding to a number in the series of matching spaces set apart for said player are placed on said matching spaces, and the player having the greater number of counters placed on the matching spaces scores as many points as the number of said counters exceeds those of his opponent. The counters are then mixed up and again distributed and the game proceeds as before, any desired number of points constituting a game.

I claim as my invention—

1. In combination with a game-board having entry spaces, numbered matching spaces appurtenant to the entry spaces and counters numbered in series and equal in total to the total number of matching spaces and corresponding therewith, all substantially as described.

2. In combination with a game-board having numbered entry spaces, numbered matching spaces appurtenant to the entry spaces, and counters numbered in series and equal in total to the total number of matching spaces and corresponding therewith, all substantially as described.
3. In combination with a game-board having numbered entry spaces arranged in series, numbered matching spaces arranged in series equal in number to the entry spaces, and counters numbered in series and equal in total to the total number of matching spaces and corresponding therewith, all substantially as described.
4. In combination with a game-board having entry spaces arranged in series, numbered matching spaces also arranged in series, the number of spaces in each of said series being equal, and counters numbered in series and equal in total to the total number of matching spaces and corresponding therewith, all substantially as described.
5. In combination with a game board, numbered matching spaces, and counters numbered in series and equal in total to the total number of matching spaces and corresponding therewith, all substantially as described.

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Witnesses:

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