

UNITED STATES PATENT OFFICE.

THERESA F. RABOLD, OF MONTCLAIR, NEW JERSEY.

GAME.

Application filed April 23, 1925. Serial No. 25,423.

To all whom it may concern:

Be it known that I, THERESA F. RABOLD, a citizen of the United States, and resident of Montclair, in the county of Essex and State of New Jersey, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to a game and to means for playing the same.

An object of the invention is to provide a game which will be peculiarly interesting to players of different ages and social standings and which may be played by various numbers of players from 3 to 6 or more.

A further object is to provide pieces by which the game is played and which are of attractive and ornamental design, and which may be readily stacked and otherwise manipulated and placed in different positions as may be suggested during playing of the game.

A further object is to provide a game which will be educational and instructive to the players.

Other objects and aims of the invention, more or less specific than those referred to above, will be in part obvious and in part pointed out in the course of the following description of the elements, combinations, arrangements of parts and applications of principles, constituting the invention, and the scope of protection contemplated will be indicated in the appended claims.

In the accompanying drawings which are to be taken as a part of this specification, and in which I have shown merely a preferred form of embodiment of the invention:—

Fig. 1 is a perspective view of a stack of game pieces as proposed by this invention.

Fig. 2 is a similar stack and the pieces forming said stack taken with the pieces forming the stack Fig. 1 comprising the total number of pieces employed in the playing of the game, and

Fig. 3 is a detail perspective view of one of the pieces.

Referring to the drawings for describing at length the game pieces and the manner of their use in accordance with this invention, it will be seen the game pieces, as indicated by the reference character L, each

consists of a suitably shaped block, preferably triangular, one of which is clearly seen in Fig. 3. The complete game includes 192 of these blocks.

These are divided into two main groups, namely "men" and "women," and in each of these groups some are known as "common" pieces and the others as "honors."

In the "men" common group there are four of each of twenty different "men," and in the "women" common group there are four each of twenty different "women." These are intended to be typical of certain callings in life and for each calling of one of the "men" there is a corresponding calling for one of the "women." Setting these down in parallel columns they may appear for instance as follows:

Men.	Women.
1. Clerk.	1. Manicure girl.
2. Farmer.	2. Farmer's wife.
3. Musician.	3. Singer.
4. Banker.	4. "Vamp."
5. Professor.	5. Teacher.
6. Doctor.	6. Nurse.
7. Grocer (or delicatessen).	7. Housewife.
8. "Stage door Johnny."	8. Chorus girl.
9. Chauffeur.	9. Waitress.
10. Army officer.	10. Belle.
11. Steward.	11. Maid.
12. Business man.	12. Stenographer.
13. Policeman.	13. Cook.
14. Mechanic.	14. Salesgirl.
15. Politician.	15. Modiste.
16. Laborer.	16. Shop girl.
17. College boy.	17. Flapper.
18. "Sport."	18. "Merry widow."
19. Artist.	19. Model.
20. Tailor.	20. Seamstress.

Each of these game pieces bears a number, as for instance that indicated by the reference character G in Fig. 3, which numbers correspond with the numbers in the foregoing list.

It is to be particularly noted that for each of the "men" there is among the "women" a congenial mate as for instance for the "clerk" there is the "manicure girl" for the "chauffeur" there is the "waitress," for the "policeman" there is the "cook," for the "college boy" there is the "flapper," etc., the "men" and "women" in each of these congenial couples always bearing like numbers, and here it will be noted that one of the rules of the game, as will be presently more particularly pointed out, is for each player to get together as many congenial couples as possible.

In the "honors" group there are four each

of four different "honorable men" and four each of four different "honorable women" as follows:

5	<i>Men.</i>	<i>Women.</i>
	1. Nobleman.	1. Princess.
	2. Clergyman.	2. Heiress.
	3. Judge.	3. Actress.
	4. Diplomat.	4. Social leader.

The "honorable men" and "honorable women" comprise congenial couples as with the pieces already described. The mates in all cases bear like numbers as for instance the "princess" mate of the "nobleman" bears the same number as the "nobleman", the "social leader" mate for the "diplomat" bears the same number as the "diplomat" etc.

Each game piece preferably has a central space as H defined thereon in which appears an ornamental picture of the character which the piece is to represent.

The three corners of each common piece are colored or otherwise made identifiable to indicate the different principal activities of life. There are four such different activities, namely "church", "social", "political" and "business", and three of these are indicated on the three corners of each game piece. Colors are preferably used for this purpose and in this case purple is intended to be symbolic of "church", blue is intended to be symbolic of "society", yellow is intended to be symbolic of "politics", and green is intended to be symbolic of "business". In the illustration Fig. 3 the uppermost corner as 25, being yellow, is symbolic of the "politician", the lower left hand corner as 26, being green, is symbolic of "business activities" and the lower right hand corner as 27, being blue, indicates "social activities".

On the other game pieces other combinations of the four colors will be present as may be most desirable or interesting and appropriate.

In carrying out the object of the game, namely of completing congenial couples, it will be now understood that certain couples of congenial pieces may be formed, the congeniality being based upon the eligibility of the persons to a particular group as designated by the colored corners, this being true whether the persons happen to be congenial mates, "man" or "woman" or not.

On the game pieces known as "honors" each of their three corners are alike, and if colored they are of the same color and are preferably conspicuous as for instance a bright red.

The "honor" pieces may be used to complete any set.

In playing this game the blocks are all placed face down on the table and after being thoroughly mixed they are arranged, without being inspected, in stacks of eight and the stacks are nested together to form a

single hexagonal prism in the center of the table.

Each player then draws the top block from one of the stacks, the player drawing the piece of highest number being thereafter termed the dealer.

The dealer then gives to himself and to each of the other players one of the broken stacks and also an unbroken stack. Assuming that four persons are playing, each player now has 16 pieces and these he stands on edge so that their values are seen by himself but are concealed from the other players. "Honor" pieces are laid face up in front of each player as are also any "congenial couples" a player may be able to form, or "meld".

Credit is now given on the score for the pieces thus laid face up and the pieces are again stood on edge ready for the play to begin.

To start the play the dealer draws one piece from the prism. If he finds he can combine this with another piece in his hand he retains it and passes one of his other pieces face down to the player at his left. If he can not combine it he discards it face up on the table and draws another from the prism. He must retain the second and must always complete his play by passing one of his pieces to his left hand neighbor.

The second player may retain the piece received from the first player, or after discarding it he may draw from the prism. He too must retain the second piece and complete his play by passing a piece to the player at his left.

The game will continue in this manner until one player has succeeded in providing congeniality for all of his sixteen pieces in one of the following manners:

1. By forming eight congenial couples, that is eight couples in which each couple bears a like number.
2. By forming eight congenial couples in which at least six of the couples have mating numbers and in which the remaining couples are congenially paired because of having similarly colored corners which indicates their common connection with a single activity of life.
3. By having all of his pieces identified with one of the main activities of life as by each bearing a blue corner indicative of the "social" equality by the persons represented by the pieces.
4. By having all of his pieces "women".
5. By having all of his pieces "men".

"Honor" pieces may be employed to complete any of these combinations.

The winner will be the player having the largest number of points to his credit at this time, and these points may be awarded, in addition to the points awarded at the time of the "meld", in accordance with how many

congenial couples each player has succeeded in arranging or to what extent he has otherwise obtained congeniality for the pieces in his hand, by the time the first player has secured complete congeniality. Eight congenial couples for instance may be given 150 points, sixteen pieces, each having a similar colored corner may justify 125 points, and sixteen different "men" or sixteen different "women" may earn a credit of say 50 points.

It will be apparent that while playing this game the players will have always before them the task of providing congeniality between pieces, or persons, in different walks of life and that this congeniality may be obtained in several ways. A player has opportunity to select which is the most likely way congeniality may be secured from the material originally dealt to him. His pieces are always interesting and attractive, and in the shifting of his pieces, due to the passing of pieces from one player to another, to the drawing of pieces from the prism, and to the discarding of pieces, he may at any time change his plan for securing complete congeniality.

The game is also educational and instructive in that it gives to the player a well defined insight into the matter of social equality which must always be contended with through life.

As many changes could be made in the form of the pieces employed as well as in the rules of play without departing from the scope of the invention as defined in the following claims, it is intended that all matter contained in the above description or shown in the accompanying drawings, shall be interpreted as illustrative only and not in a limiting sense.

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

1. A game comprising a plurality of pieces each having three spaces defined thereon, and said spaces each having means therein to indicate one of the four principal activities of life.

2. A game comprising a plurality of

pieces each having three spaces defined thereon, said spaces each having means to indicate one of the four principal activities of life, three selected ones of said four activities being indicated on some of said pieces and three other selected ones including the fourth activity being indicated on others of said pieces.

3. A game comprising a plurality of pieces each being triangular in shape and thus providing three corners, and means in each of said three corners to indicate one of the four principal activities of life.

4. A game comprising a plurality of pieces, said pieces comprising two main groups namely "men" and "women", and there being one of the "women" pieces for each of the "men" pieces arranged to provide congenial pairs, and each of said pieces having a pictorial representation thereon of the type of person likely to make congenial mates for the respective couples.

5. A game comprising a plurality of pieces, said pieces comprising two main groups namely "men" and "women", and there being one of the "women" pieces for each of the "men" pieces arranged to provide congenial pairs, each of said pieces having a pictorial representation thereon of the type of person likely to make congenial mates for the respective couples, and each of said pieces also having means thereon to indicate certain of the four principal activities of life.

6. A game comprising a plurality of pieces, said pieces comprising two main groups namely "men" and "women", and there being one of the "women" pieces for each of the "men" pieces arranged to provide congenial pairs, each of said pieces having a pictorial representation thereon of the type of person likely to make congenial mates for the respective couples, each of said pieces also having three spaces defined thereon, and said spaces each having means therein to indicate one of the four principal activities of life.

In testimony whereof I affix my signature.

THERESA F. RABOLD.