

C. W. WING.
GAME APPARATUS.

APPLICATION FILED AUG. 27, 1903.

NO MODEL.

Fig. 1.

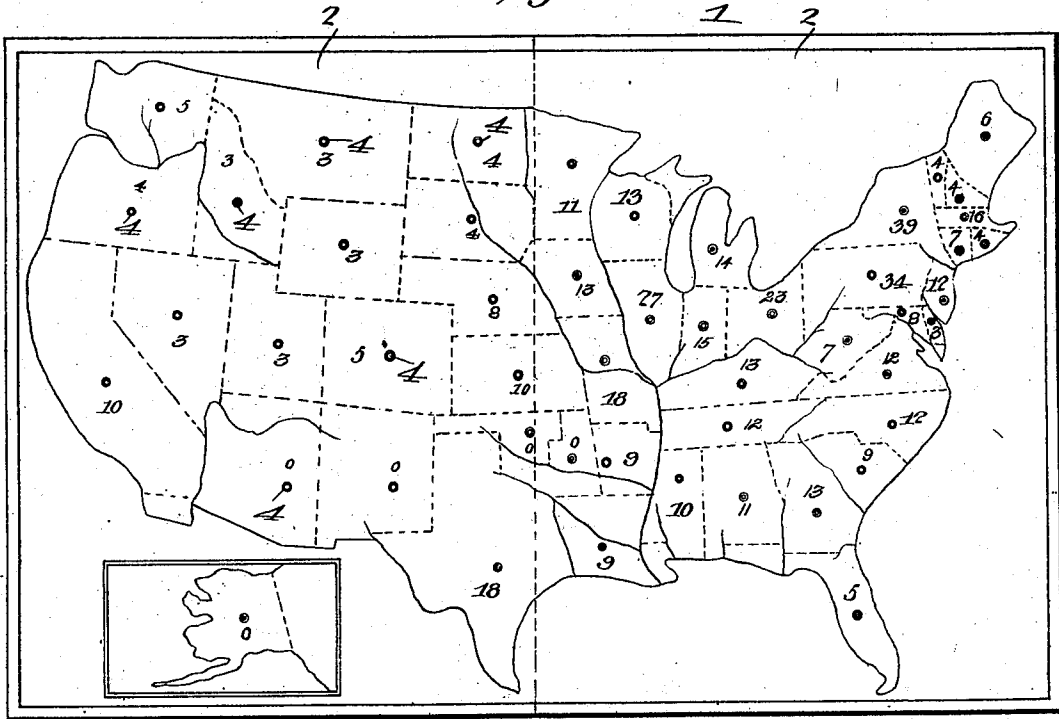


Fig. 2.

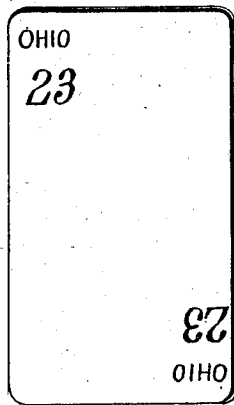


Fig. 3.

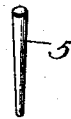


Fig. 4.



Witnesses
Chas. Stewart.
Dexter Moxton

C. W. Wing. Inventor
 by *Cashow & Co.*
 Attorneys

UNITED STATES PATENT OFFICE.

CENTENNIAL WYVILLE WING, OF BAYARD, FLORIDA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 753,949, dated March 8, 1904.

Application filed August 27, 1903. Serial No. 171,015. (No model.)

To all whom it may concern:

Be it known that I, CENTENNIAL WYVILLE WING, a citizen of the United States, residing at Bayard, in the county of Duval and State of Florida, have invented a new and useful Game Apparatus, of which the following is a specification:

This invention relates to game apparatus; and the object thereof is to provide suitable apparatus for playing a game based upon the procedure followed in electing a President of the United States and adapted by the manner of playing the same to impress upon the minds of the players the relative locations of the several States of the union and the nature of their boundaries.

The apparatus comprises a board bearing on the surface thereof a map of the United States, a pack of game-cards bearing suitable legends, and a plurality of pins or other devices for indicating upon the board the cards that have been retired.

In describing the invention reference will be had to the accompanying drawings, in which are exhibited the various parts of the apparatus.

In the drawings, Figure 1 is a view of the board upon which the progress of the game is indicated by pegs. Fig. 2 is a view of a card of the type used in the game. Fig. 3 is a perspective view of one of the pegs, and Fig. 4 is a detail view showing the way in which the eyelets reinforcing the edges of the holes in the board are secured in position.

Referring now to the drawings, in which corresponding parts are designated by the same characters of reference, 1 designates the game-board formed, preferably, in sections 2 and bearing on the surface thereof a map of the United States, as shown. Each of the States indicated in the map has imprinted thereon a number corresponding to number of electoral votes to which that State is entitled in the election of a President of the United States, and in each State, as indicated on the map, there is provided a small opening 4, preferably formed by securing a small metallic eyelet in the board. The openings 4 are of suitable size to receive small pins 5, which are preferably made of

wood and are supplied in sufficient number to fill all of the openings shown on the map.

The pack of cards used in the game is composed of fifty cards, each one of which represents a State or Territory of the United States and bears upon the front surface thereof the name of the State represented by the card and the number of votes for President of the United States to which the State represented is entitled in the electoral college. One of the cards is illustrated in Fig. 2 and shows the preferred mode of arranging the name of the State and the number of its electoral votes upon the surface of the card. It is of course to be understood, however, that the name of the State and the number of its electoral votes may be placed upon the card in any other preferred manner.

The object of the game is to secure cards representing States entitled to a larger number of electoral votes than those represented by the cards of any other player, and the player who succeeds in securing the cards representative of the largest number of electoral votes is declared to have won the game and to be elected president of the game.

In playing the game the board bearing the chart of the United States will be placed in the middle of a table, with the pins or pegs at one side thereof. Then the cards will be dealt, four to each player, the remainder of the pack being placed upon the table with the face downward. The deal having been completed, the first player will begin the game by calling upon any of the other players for a card representing a State adjoining a State represented by one of the cards in his own hand. If the player called upon has the card demanded, he must surrender it, and the first player will then have another opportunity of calling, and as long as he is successful in obtaining the cards called for the first player will continue to play. If when a player is called upon for a card he finds that the card is not in his hand, the player making the demand will then draw the top card from the pack on the table, and if the card so drawn proves to be the card wanted the play will be counted successful and the player will be entitled to another call just as if the card drawn from the top of the

pack had been obtained from one of the play-
 ers. If a player on drawing a card from the
 top of the pack finds that it is not the card
 wanted, he adds the card so drawn to his hand
 5 and the play passes to the next player. The
 object of each play is to secure a card repre-
 senting a State adjoining one of the States
 represented by cards in the hand of the player
 making the play in order that cards repre-
 10 senting four adjoining States or Territories
 and constituting what is called in the game a
 "section" may be obtained. When a player
 obtains cards forming a section, the cards form-
 15 ing the section will be laid aside and the States
 and Territories represented by the cards will
 be indicated upon the chart by placing pegs
 in the holes provided therefor in the States,
 as shown on the chart. The pegs serve to indi-
 20 cate to all the players what cards have been
 taken out of the game and will prevent mis-
 takes in asking for cards. If at any time dur-
 ing the game a section is formed by one of the
 players in such way that it leaves less than
 25 four States so divided off and separated from
 the other States that a section of four embrac-
 ing States so divided off cannot be formed,
 the cards representing the States thus divided
 off will be said to make a "small section," and
 30 the cards may be retired as a section by the
 player obtaining them. If at any time the
 hand of a player becomes empty, either from
 surrendering the last card therein to a dem-
 ander or from laying down the cards form-
 35 ing a section, the top card of the pack is con-
 sidered to become a part of the player's hand
 at the instant that it becomes empty. When
 a player's hand is empty and there are no
 cards left in the pack to draw from, he will
 40 stop playing. The game is finished as soon
 as the cards are all gone from the pack and
 there are only two players left with cards in
 their hands. These cards are then retired by
 their holders and each player adds together
 45 the number on the cards retired by him dur-
 ing the game. The player who finds that the
 total obtained from the cards retired by him
 during the game is largest is declared the
 president of the game and will be the leader
 50 of the next game, with the players following
 in order of the totals obtained by adding the
 numbers on the cards obtained by them. As
 Territories have no electoral votes, the cards
 representing them will not add anything to
 the score of the player obtaining them, but

by completing sections will enable a player to 55
 retire cards representing States, and so place
 them out of the reach of the other players. As
 the Territory of Alaska does not adjoin upon
 any of the other States or Territories and has
 no electoral vote, the card representing it 60
 counts for nothing and is a small section by
 itself. When the hand of a player becomes
 empty and he is forced to draw from the pack,
 so as to have a card in his hand, he will not
 be entitled to make a call upon any other 65
 player based upon that card until his next
 turn to play.

Having thus described the nature and man-
 ner of using my invention, what I claim as new,
 and desire to secure by Letters Patent, is— 70

1. A game apparatus comprising a board 70
 having on the surface thereof a chart or map
 of the United States, each State shown on the
 map having marked thereon the number of
 electoral votes for President to which that 75
 State is entitled, a pack of cards comprising
 one for each State and Territory, each card
 bearing on its surface the name of the State
 or Territory represented and the number of
 80 its electoral votes, and a set of markers com-
 prising a marker for each State to show on
 the map the States represented by cards that
 have been retired from the game.

2. A game apparatus comprising a board 85
 having on the surface thereof a map or chart
 of the United States, each State and Territory
 having marked thereon the number of elec-
 toral votes for President to which it is entitled
 and being provided with a single aperture for 90
 the reception of a marking-pin, a pack of
 cards comprising a card for each State and
 Territory, each card bearing the name of the
 State or Territory represented and the num-
 ber of electoral votes to which said State or
 Territory is entitled, and a plurality of mark- 95
 ing pins or pegs adapted for insertion into
 the openings provided in the board to show
 on the map the States represented by the cards
 that have been retired from the game during
 the play. 100

In testimony that I claim the foregoing as
 my own I have hereto affixed my signature in
 the presence two witnesses.

CENTENNIAL WYVILLE WING:

Witnesses:

J. J. McDANIEL,
 E. P. PACETTI.