No. 683,610. Patented Oct. 1, 1901.

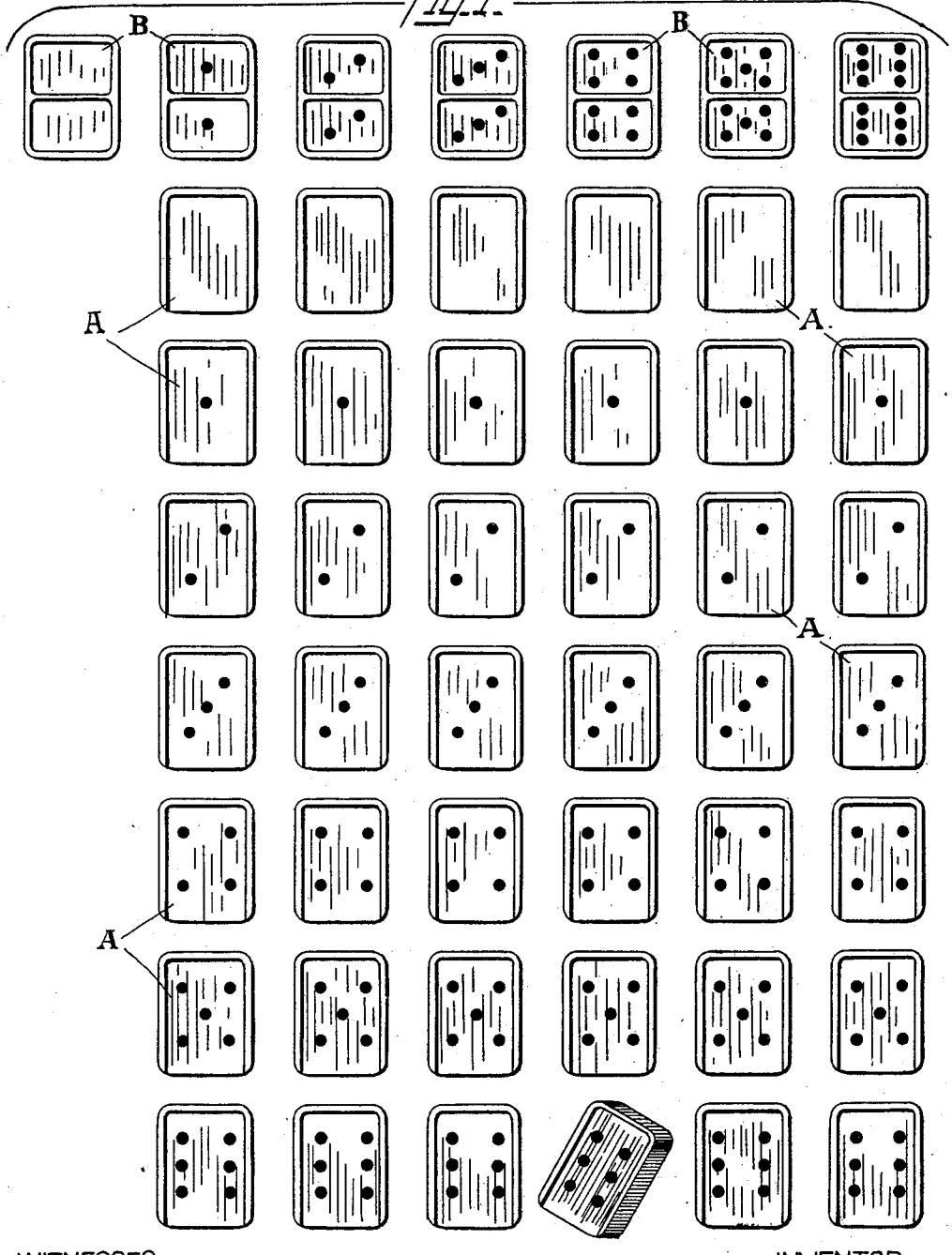
# A. B. LEFLER.

## GAME DEVICE.

(Application filed Oct. 22, 1900.)

(No Model.) 2 Sheets—Sheet 1.

Fig. 1.




WITNESSES:

Chas. Richmond

S. K. Tully

INVENTOR

Albert B. Lefler

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

No. 683,610. Patented Oct. 1, 1901.

A. B. LEFLER.

GAME DEVICE.

(Application filed Oct. 22, 1900.)

(No Model.) 2 Sheets—Sheet 2.

Fig. 2

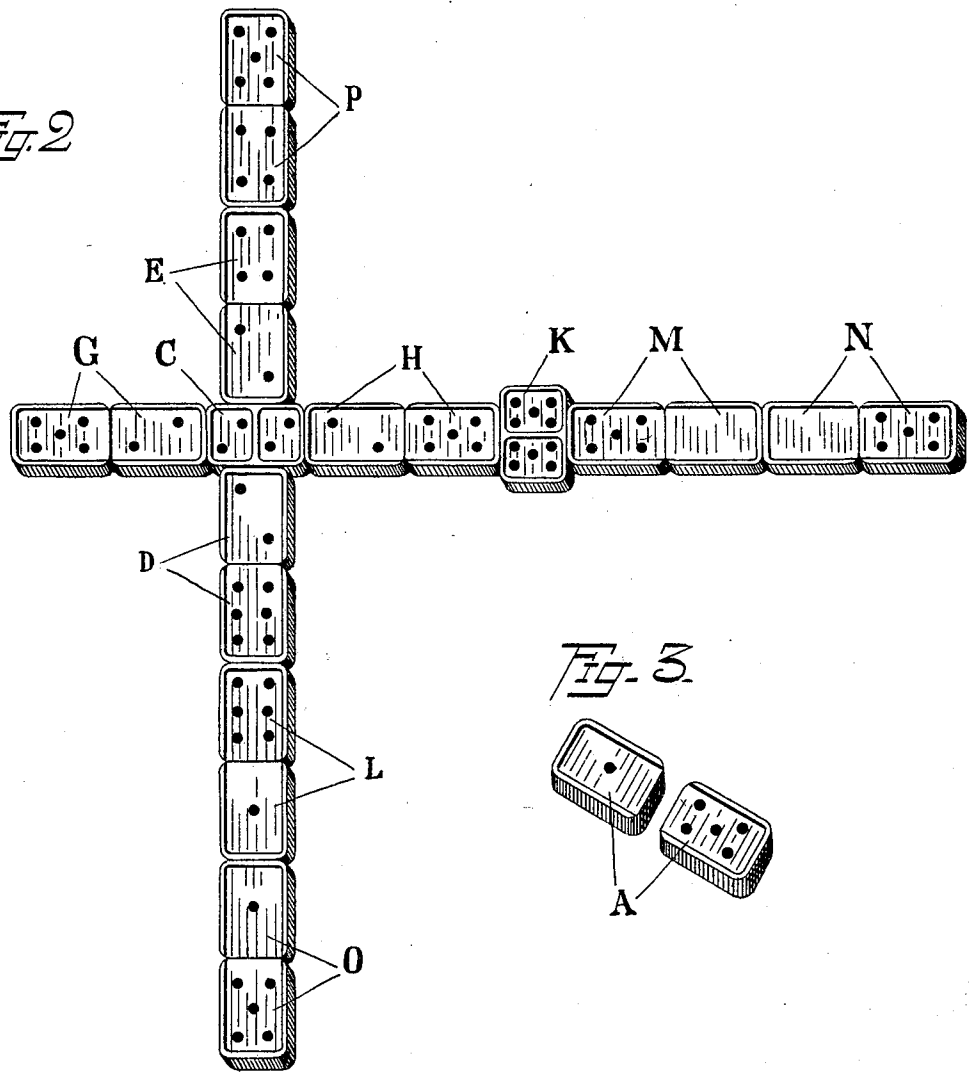



Fig. 3




WITNESSES:

C. W. Richmond

J. Steely

INVENTOR

Albert B. Lefler

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

# UNITED STATES PATENT OFFICE.

ALBERT B. LEFLER, OF NEW YORK, N. Y.

## GAME DEVICE.

SPECIFICATION forming part of Letters Patent No. 683,610, dated October 1, 1901.

Application filed October 22, 1900. Serial No. 33,884. (No model.)

*To all whom it may concern:*

Be it known that I, ALBERT B. LEFLER, a citizen of the United States, residing at 66 West Thirty-fifth street, in the city of New York, county of New York, and State of New York, have invented certain new and useful Improvements in Game Devices, of which the following is a full and complete specification, such as will enable those skilled in the art to which it appertains to make and use the same.

The invention is fully disclosed in the following specification, of which the accompanying drawings form a part, in which similar reference characters designate the same parts in each of the views, and in which—

Figure 1 is a plan view showing the separate parts of my improved game device or the means by which my improved game is played; Fig. 2, a similar view showing the method of placing the separate parts shown in Fig. 1 in playing the game; Fig. 3, a detailed view showing two of said parts in perspective.

The game to which this invention relates is called by me "split dominoes," and the devices by which this game is played constitute the subject-matter of this application and consist of forty-nine blocks, forty-two of which are of the same size and form as indicated at A in Fig. 1. These forty-two blocks are all similar in form and are preferably substantially rectangular, the corners thereof, as shown on the drawings, being preferably slightly rounded. Six of these blocks, as shown in the second row of Fig. 1, are blanks. Six, as shown in the third row, are provided each with a single spot. Six are provided, as shown in the fourth row, each with two spots, and the blocks of each of the following rows are provided with three, four, five, and six spots, respectively.

The seven blocks shown in the first row of Fig. 1 and designated by the reference character B, are what are called "doubles," and each of these blocks is divided into two separate spaces or compartments. One of said blocks is a blank, one is provided in each space or compartment with a single spot, another in each space or compartment with two spots, another with three spots, and so on up to the sixth or last row, in each space or compartment of which are six spots.

Any desired number of players up to six may be engaged in playing my improved game, and the process of playing a game by means of my improved game device is as follows: The blocks are placed on the table, with the faces or spotted sides down, and are mingled or shuffled in the usual manner, and each player (supposing two to be engaged) draws twelve blocks or any other number agreed upon. The game may be begun by either of the parties playing either a double, as shown at C in Fig. 2, or two singles placed together, it being understood that the singles placed together and played together must be of different denominations. Two singles—such as two twos, two threes, or two fours, &c.—cannot be put together and played. After the game has begun, for instance, by the playing of the double two, as shown at C in Fig. 2, the next player plays to either side and may play two singles placed together, consisting of a two and a six, as shown at D, and this play would count the player ten, he being entitled to count five or a multiple of five, and the six which he plays counted with the double two, which is four, makes ten. The next player would then, if he could, play two singles placed together, such as a two and a four on the opposite side of the double two, as shown at E in Fig. 2, and would also be entitled to count ten, as he would be entitled to count the four which he had just played and the six already on the board. The next play may be either on one end of the double two or on the four or six already played, and supposing that the player played on one end of the double two he could play a two and a five, as shown at G in Fig. 2, and would be entitled to count the five which he played and the four and the six already on the board, making fifteen. The next player would be entitled to play, if he could, on the opposite side of the double two, and would play also the two and the five, as shown at H on Fig. 2, and would be entitled to count twenty; but he could play either on the four, five, or six already on the board, if he so desired. Supposing that the said player plays the two fives on the other end of the double two, as shown at H, he would then be entitled to count the five which he played and the four, five, and six already on the board, which would make twenty. The next player may play on either of the fives or on the four, five,

or six already on the board should he have the proper blocks in his hand. Suppose that he has a double five, he can play it, as shown at K, and will be entitled to count twenty-five, being the ten which he plays and the four, five, and six already on the board. The next play may be six and one, as shown at L, and the player would be entitled to count twenty, this amount being the single spot, which he plays, and the ten, four, and five already on the board. The next player, if he could, would play the five and blank (shown at M) and would be entitled to count ten, which would be the four, five, and one already on the board; and the next player, if he could, would play a blank and five, as shown at N, and would count fifteen, being the five which he played and the four, five, and one already on the board. The next play in proper order would be one and five, as shown at O, but would not count, because the five played and the two fives and the four already on the board would not be a multiple of five and would not count, according to the rule hereinbefore expressed. The next play in proper order would be the four and five, as shown at P, and the player would count twenty. The game is now blocked, as there are only seven blocks with fives on them. After the game is blocked all the remaining blocks in the hands of each player are laid on the table face up, and the party having the least number of spots on his blocks counts all the spots on all the blocks in his opponent's hand in his favor.

It will be understood that in playing this game if a party cannot play because of the fact that he has no blocks that match the ends of those on the table he must draw from the pool of blocks, as in the ordinary game of dominoes, and this operation continues until all the blocks are exhausted or until the game is blocked.

It will be seen that the seven blocks in the first row of Fig. 1 are practically the same as the ordinary domino-blocks, while the other forty-two blocks in said figure have one space or compartment instead of two, and in this fact they differ from the ordinary domino-blocks and also from the double blocks shown in the first row of Fig. 1. By splitting the blocks in this manner I am enabled to produce numerous combinations and plays which it is impossible to make with ordinary domino-blocks.

In this game, as in the ordinary game of dominoes, there are seven doubles; but in the ordinary game of dominoes there are only twenty-eight blocks in all, seven of which, as I have already mentioned, are doubles, leaving twenty-one blocks outside the doubles, having each two compartments or spaces. These are called, according to the numbers shown, "blank ace," "blank deuce," "blank tray," "blank four," "blank five," and "blank six;" "ace deuce," "ace tray," "ace four," "ace five," and "ace six;" "deuce tray," "deuce four," "deuce five," and "deuce six;" "tray four," "tray five," and "tray six;" "four five" and "four six" and "five six," making, as I have said, twenty-one. In playing the game of dominoes these separate blocks must be played to match, and there is no possibility of making any combination or combinations other than those represented by the blocks, as above described.

In my improved game it is possible to play the combination of blank one six times. This differs from dominoes in the fact that only one domino with blank one on it could be played. Should the player hold a number of ones in his hand, it might be possible for him to block the game, as when he plays it might be possible for him to include a one in the combination, so as to produce this result, and this is also true of the twos, threes, fours, fives, and sixes.

It will be apparent that many other games may be played with my improved split dominoes—such as euchre-dominoes, poker-dominoes, and other games of this class—and it will also be apparent that more or less of the blocks than are herein shown and described may be employed; but in any event a number of the blocks must be splits.

The number of points in a game is preferably fixed as two hundred and fifty; but other numbers may be selected, and it will also be apparent that a method of counting different from that herein described may be selected.

Having fully described my invention, I claim as new and desire to secure by Letters Patent—

A game device or apparatus, comprising a predetermined number of domino-blocks, said blocks being divided into singles and doubles, and the doubles bearing a certain predetermined proportionate relation to the singles, substantially as shown and described.

In testimony that I claim the foregoing as my invention I have hereunto signed my name, in the presence of two subscribing witnesses, this 18th day of October, 1900.

ALBERT B. LEFLER.

Witnesses:
C. M. RICHMOND,
C. J. KEILY.