Aug. 17, 1965 J. HORWITZ 3,201,122

SOLITAIRE GIN RUMMY GAME

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FIG. 1

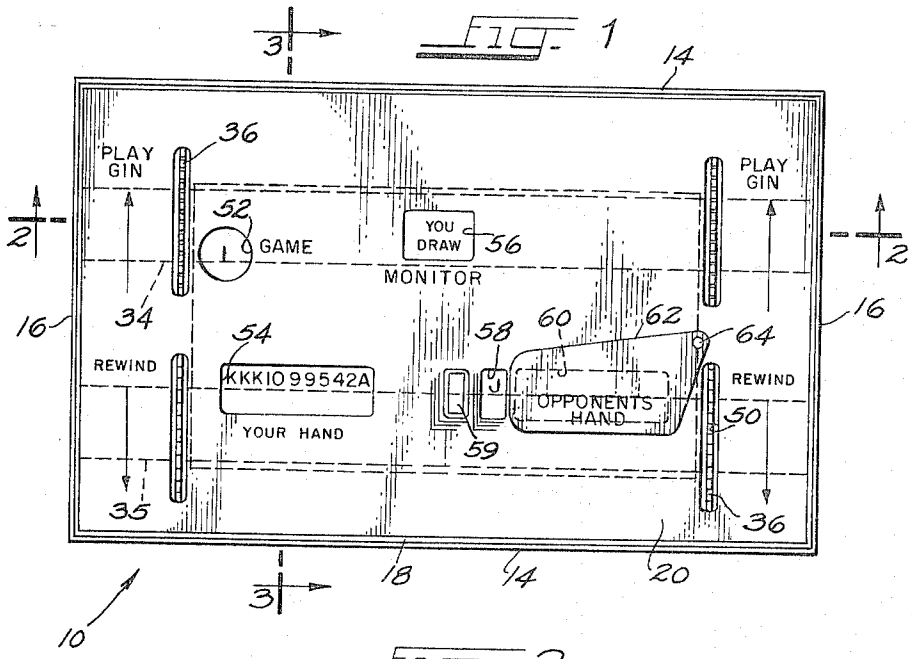


FIG. 2

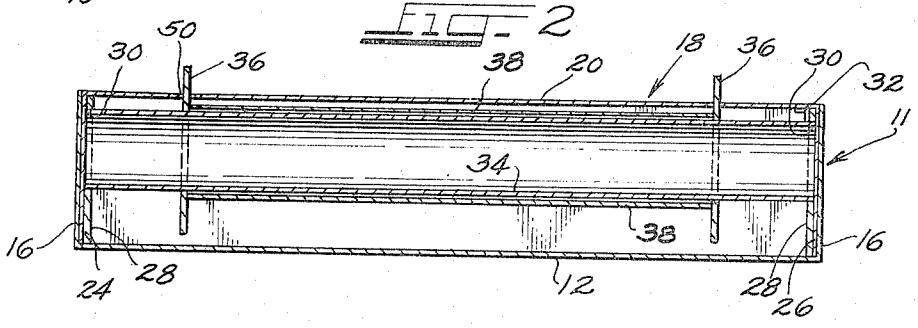


FIG. 3

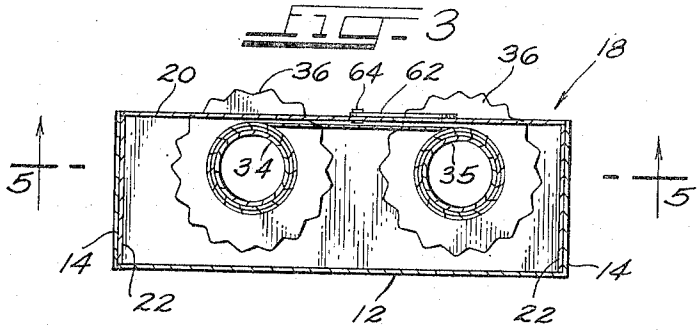
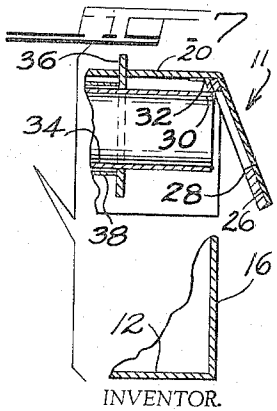


FIG. 7



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Fig. 4

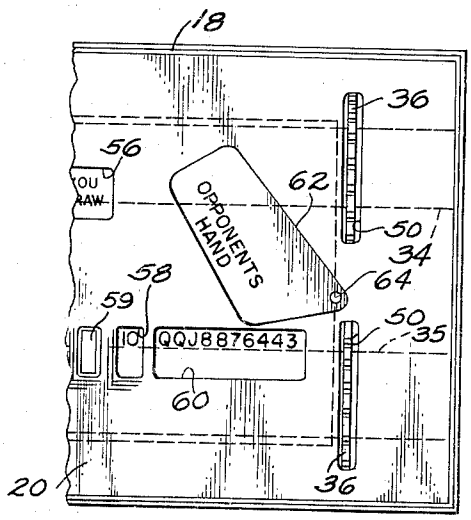


Fig. 5

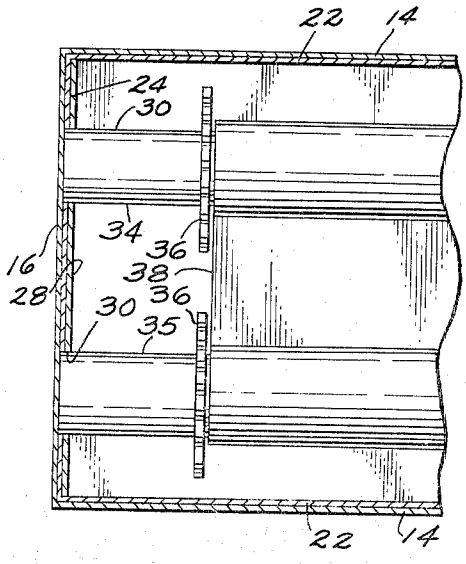
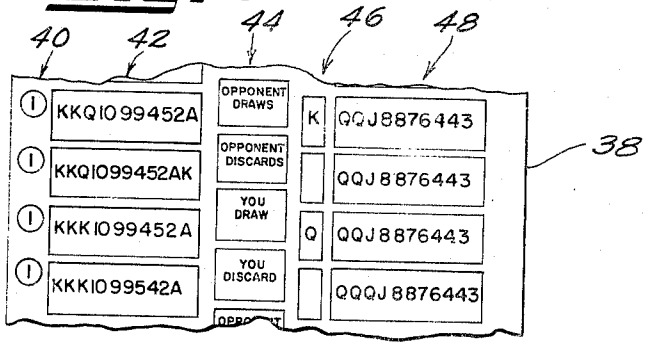


Fig. 6



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SOLITAIRE GIN RUMMY GAME

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5 Claims. (Cl. 273—1)

This invention relates generally to solitaire games and more particularly to a solitaire game which most realistically simulates actual playing situations and conditions of the card game, gin rummy.

Board-type games which may be played by one or more players are of course well known and extremely popular. Similarly, there have been provided numerous solitaire board-type games which simulate the playing of various card games, such as bridge and poker. However, despite the fact that gin rummy is probably the most popular of all two handed card games, applicant is unaware of any game to be played by one player which simulates and teaches gin rummy.

The lack of a solitaire gin rummy game may of course be attributed to the difficulty in reproducing those playing conditions which are distinctively peculiar to that game. Thus, for example, those skilled in the art will appreciate that in gin rummy, each player must pick up a card and then discard that card or another one from his hand, whereupon the other player then has the option of picking up the discard or taking a card from the deck. The simulation of these playing conditions has heretofore apparently defied reproduction.

It is therefore an important object of this invention to provide a solitaire game which most realistically simulates the actual playing of gin rummy.

Another object is to afford a solitaire gin rummy game of the character described which is compact in size and thus may be readily transported and enjoyed at any time. A related object is to afford such a solitaire gin rummy game which does not require any supporting structure such as a table. Thus, the game may be enjoyably played under normally adverse conditions, such as, while riding in an airplane or automobile.

A further object is to provide a solitaire gin rummy game of the character described which is extremely simple to play in that it does not require the removal and/or insertion of game sheets at the end of each round of play. In this regard, the invention contemplates the use of a relatively long and continuous scroll on which is printed the various card indicia and other intelligence.

Still another object is to afford a solitaire gin rummy game of the character described which contains a substantial number of different playing hands. A related object is to afford such a game in which the scroll may be readily removed and replaced by other scrolls so that the different hand possibilites are unlimited.

Yet another object is to provide a solitaire gin rummy game of the character described in which the opponent's hand may be maintained in secrecy and then exposed upon completion of the hand, as in actual play of gin rummy. A related object is to provide such a solitaire gin rummy game in which the opponent's hand may be obscured or, if preferred, revealed at all times during play so that the player may observe the techniques of his expert opponent.

Still a further object is to afford a solitaire gin rummy game of the character described which may be inexpensively fabricated and yet is most amusing and educational for the purposes intended.

With the foregoing and other objects in view which will appear as the description proceeds, the invention consists of certain novel features of construction, arrangement and a combination of parts hereinafter fully described, illustrated in the accompanying drawings, and particularly pointed out in the appended claims, it being understood that various changes in the form, proportion, size and minor details of the structure may be made without departing from the spirit or sacrificing any of the advantages of the invention.

For the purpose of facilitating an understanding of my invention, I have illustrated in the accompanying drawings a preferred embodiment thereof, from an inspection of which, when considered in connection with the following description, my invention, its mode of construction, assembly and operation, and many of its advantages should be readily understood and appreciated.

Referring to the drawings in which the same characters of reference are employed to indicate corresponding or similar parts throughout the several figures of the drawings:

FIG. 1 is a top plan view of a solitaire gin rummy game embodying the principles of the invention, (with portions broken away for convenience of illustration);

FIG. 2 is a vertical cross-sectional view taken on the plane of line 2—2 in FIG. 1 and viewed in the direction indicated;

FIG. 3 is a cross-sectional view taken on the plane of line 3—3 in FIG. 1 and viewed in the direction indicated;

FIG. 4 is a fragmentary top plan view illustrating the relationship of parts when the opponent's hand is exposed;

FIG. 5 is a fragmentary cross-sectional view taken on the plane of line 5—5 in FIG. 3 and viewed in the direction indicated;

FIG. 6 is a plan view of a fragment of the scroll and illustrating some of the card indicia and other intelligence thereon; and

FIG. 7 is a fragmentary cross-sectional view of the game board but showing the end wall thereof swinging outwardly for removal of the rollers and scroll.

Referring more particularly to the various figures of the drawings, it will be seen that the reference numeral 10 indicates generally a novel game structure embodying the principles of the invention. The game structure 10 comprises a box-like member 11 consisting of a rectangular base 12, a pair of side walls 14 and a pair of end walls 16.

Removably positioned within the box member 11 and closing the top thereof is an open-bottomed rectangular game board 18 having a top face 20, a pair of side walls 22 and a pair of end walls 24 and 26. As indicated in the various figures of the drawings, the dimensions of the walls of the game board 18 are substantially identical but slightly smaller than those of the base 12 so that the game board telescopes snugly but readily removably within the base.

A panel 28 is secured to the inner surface of each of the end walls 24 and 26, and each of said panels is formed with a pair of aligned holes 30, 30 (see FIGS. 2, 5 and 7). It is important to note that the end wall 26 and its associated panel 28 are connected to the top face 20 by means of a suitable hinge 32. Thus the end wall 26 may be swung outwardly away from the adjacent side walls 22 for reasons which will become apparent as the description proceeds.

Rotatably journalled in the pairs of aligned holes 30 is a pair of spindles or rollers 34 and 35 which may be cylindrical in cross section as indicated. Each of the rollers 34 and 35 has rigidly mounted thereon a pair of spaced operating wheels or handles 36, 36. The handles 36 may be circumferentially knurled or notched as indicated, and it will be observed that the same project in a plane normal to the longitudinal axes of the rollers.

Mounted on and between the rollers 34 and 35 is a continuous scroll 38 which has its opposite ends suitably

connected one to each of said rollers. The scroll 38 has printed or otherwise suitably marked thereon five longitudinal columns of card indica and intelligence as shown in FIG. 6 of the drawings. The first column 40 indicates the number of the hand being played, and this number remains constant until the particular hand is completed, at which time it changes to the next number. Thus, a single scroll 38 may contain as many complete hands as desired. The second column 42 bears the card indicia of the player's hand and illustrates the exact state and arrangement of his card at all stages of the game. The third column 44 contains the intelligence which directs the player and his opponent to draw and discard a card in alternating sequence. Column 46 shows the card which has been discarded by the player and his opponent, and likewise contains the intelligence at the end of a hand of whether the player or his opponent has "called" or made "gin." The last column 48 bears the card indicia of the opponent's hand and likewise shows the exact state of his hand at all stages of the game. Column 44 may likewise bear intelligence and indicia giving the player an opportunity to decide his own play as to whether to "go for gin" or to "call."

Returning to FIG. 1 of the drawings, it will be seen that the top face 20 of the game board is provided with four slots 50 positioned so that the operating handles 36 may project therethrough. Similarly, the top face is formed with a window 52 for viewing the same number, a window 54 for viewing the player's hand, a monitor window 56 for observing the playing instructions, a stock or discard window 58 for viewing the last discard, representation of a stock pile 59 adjacent said window 58, and a window 60 through which may be viewed the opponent's hand. It will likewise be noted that a flap 62 is pivotally connected to the top face 20 as at 64, said flap being adapted to pivot between a position wherein it covers or obscures the window 60 (FIG. 1) to a position wherein the window 60 is completely exposed (FIG. 4). A cooperating box-like cover (not shown) may likewise be provided for covering the entire game structure 10.

Actual play of the game 10 should by now be readily apparent to those skilled in the art. Thus, at the beginning of game number 1, substantially the entire scroll 38 is wound around the bottom roller 35. The player now manipulates the upper roll 34 by turning the handles 36 in the direction indicated by the arrows in FIG. 1, all the while making the plays and observing the opponent's discards as in the actual game of gin rummy.

To start the game, the scroll 38 is positioned so that through the monitor window 56 there appears, for example, the indicia "you will draw." When so positioned in the monitor window, two hands of cards are positioned, one in the window 54 entitled "your hand" and the other in the window 60 entitled "opponent's hand" (see FIG. 1).

After the player has studied his hand to decide whether to draw from the stock pile 59 or from the discard 46, the upper scroll handle or wheel 36 with roller 34 is rotated so that the next indicia is brought into view in the monitor window. If the draw is from the stock pile 59, then the card in the discard 46 will not change. If the draw is from the discard, the discard indicia 46 will change. The new card drawn will appear in the player's hand as the last card. On the next wheel turn, the new card will automatically be properly grouped in the player's hand.

The indicia which will appear in the monitor window 56 will be "you discard." After the player has decided which card to discard, the wheel 36 is again rotated to the next indicia, "opponent draws." If the card which then appears in the discard window 58 is the one the player decided to discard, it indicates good card judgment. There may be some difference of opinion as to the correct card to discard but the game is set up so that there is little question as to the correct card for the proper gin play.

The wheel 36 is once more rotated to the next indicia "opponent discards." If the card in the discard pile changes, it indicates that he has drawn a discard card. If it does not change, it indicates that he has drawn from stock.

Again the wheel 36 is rotated to "you draw." Opponent's discard will appear in discard window 58.

The game is continued in this manner until the player is ready to "call" or "gin" or until opponent "calls" or "gins." If player does not wish to "call" when a play sequence shows "call," player may turn wheel 36 to the next card sequence and take an alternate discard and continue to play to gin or a lower score. The player takes the risk, of course, of having opponent "call" or "gin" first. At the end of game 1 opponent's hand may be exposed by opening the flap 62 and the winner can then be determined.

At the end of game number 1, the player may continue on through as many games as he desires, or until the entire scroll 38 has been transferred to the upper roller 34. During play of all or any of the hands, the player may cover or expose the opponent's hand by pivoting the flap 62, as he desires.

After completion of all hands on the scroll 38, the scroll may be rewound back onto the bottom roller 35 so that the same hands may be re-played. When the player feels that he has mastered all of the hands on a single scroll, he may then remove the game board from the base 12. It is now a simple matter to swing to the end wall 26 outwardly and remove the scroll 38 and its attached rollers 34 and 35 (see FIG. 7). A new set of rollers with a scroll bearing a complete set of new hands may now be inserted into the game board. Thus, the number of possible different hands is limitless.

From the foregoing description and drawings, it should be apparent that I have provided a novel solitaire game which most realistically simulates the actual playing conditions of gin rummy. The entire game structure may be completely fabricated from common inexpensive materials such as paper and paperboard. The number of different hands is limitless because it is a simple matter to replace the scroll and rollers. In addition, the game is convenient and simple to operate, and yet is most enjoyable and educational to the player.

It is believed that my invention, its mode of construction and assembly, and many of its advantages should be readily understood from the foregoing without further description, and it should also be manifest that while a preferred embodiment of the invention has been shown and described for illustrative purpose, the structural details are nevertheless capable of wide variation within the purview of my invention as defined in the appended claims.

What I claim and desire to secure by Letter Patent of the United States is:

1. A solitaire gin rummy card game comprising:
   - a base member;
   - an inverted box-like game board mounted in said base member, said game board including a top face and a pair of opposed end walls;
   - bearing means on said end walls;
   - at least one roller securely and rotatably journalled in said bearing means when said game board is mounted in said base member;
   - a scroll having card indicia and other intelligence connected to said one roller;
   - actuating means connected to said one roller for rotating said one roller to move said scroll thereabout; and
   - hinge means for pivotally connecting at least one of said end walls to said top face to permit the removal of said one roller from said bearing means when said one pivotally connected end wall is swung out-

wardly, said top face being formed with a plurality of windows for viewing said card indica and intelligence.

2. The solitaire gin rummy card game of claim 1, wherein said end walls include circular openings, the structure defining said openings affording said bearing means.

3. The solitaire gin rummy card game of claim 1, wherein a flap is secured to the inner surface of each of said game board end walls, each of said flaps being formed with a pair of aligned circular openings, the structure defining said openings affording said bearing means,

4. A solitaire gin rummy card game comprising:

a box-like base member having a bottom, a pair of side walls and a pair of end walls;

an inverted box-like game board, said game board including a top face, a pair of side walls and a pair of end walls, said end walls including openings, said game board being romovably and telescopically positioned in said box-like base manner;

a pair of horizontally spaced rollers securely and rotatably journalled between said game board end walls and in said circular openings when said game board is positioned in said base member;

a scroll having card indica and other indicia attached to and between said rollers;

actuating means connected to said rollers for rotating said rollers to move said scroll therebetween; and

hinge means pivotally connecting at least one of said end walls to said top face for providing outward swinging of said one end wall to permit the removal of said rollers and attached scroll and replacement with another pair of rollers and attached scroll,

said top face being formed with a plurality of windows for viewing said card indicia and other intelligence.

5. A solitaire card game comprising:

a game board including a top face and a pair of opposed end walls;

a flap secured to the inner surface of each of said game board end walls, each of said flaps being formed with circular openings, the structure defining said openings affording a bearing means;

at least one roller rotatably journalled in said bearing means;

a scroll having card indicia and other intelligence connected to said one roller;

actuating means connected to said one roller for rotating said one roller to move to said scroll thereabout for viewing said card indicia and intelligence; and

hinge means for pivotally connecting at least one of said end walls to said top face to permit the removal of said one roller when said one pivotally connected end wall is swung outwardly.

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