

(No Model.)

A. M. QUICK.  
GAME APPARATUS.

No. 508,754.

Patented Nov. 14, 1893.

Fig. 1.

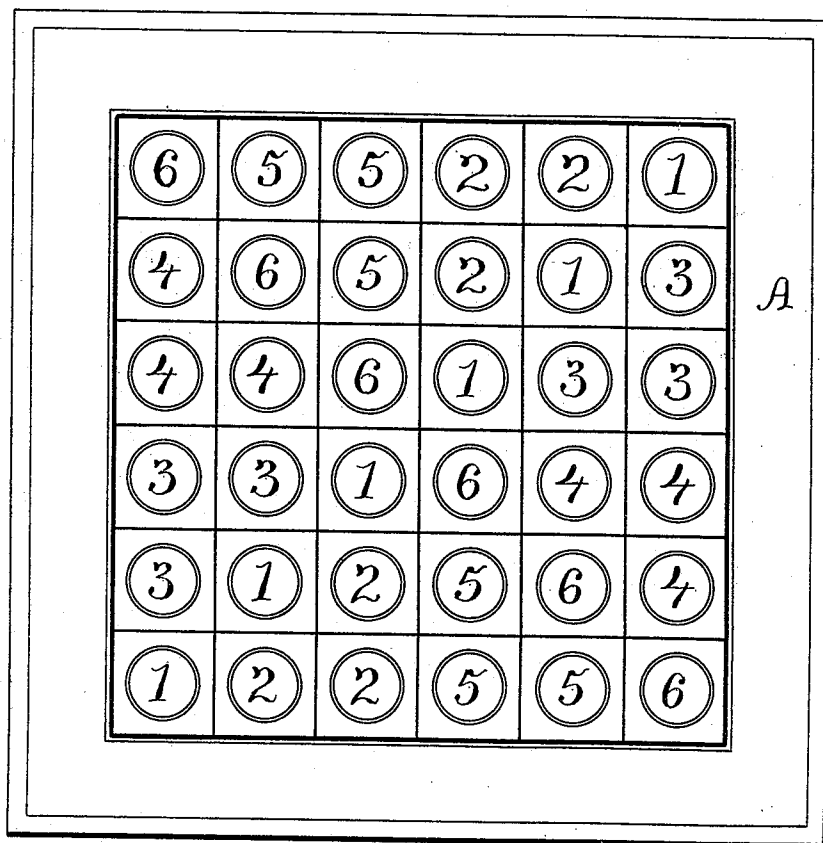
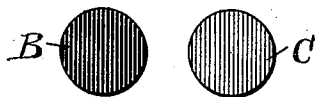


Fig. 2.



WITNESSES:

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# UNITED STATES PATENT OFFICE.

ALFRED M. QUICK, OF PROVIDENCE, RHODE ISLAND.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 508,754, dated November 14, 1893.

Application filed March 7, 1893. Serial No. 465,019. (No model.)

To all whom it may concern:

Be it known that I, ALFRED M. QUICK, of Providence, in the county of Providence and State of Rhode Island, have invented certain new and useful Improvements in Game Apparatus; and I hereby declare that the following is a full, clear, and exact description of the same, reference being had to the accompanying drawings, forming part of this specification.

The invention relates to improvements in game-apparatus where with numerical games may be played, or problems solved.

The object of the invention is to provide a numerical game-apparatus by means of which records may be kept by the players of the numbers which have been used.

The invention consists in a game-board divided into symmetrical numbered spaces together with two or more series of disks or counters having distinguishing features in coloring or marking.

Figure 1 represents a plan view of the improved game-board showing the manner in which the same is divided and the numerals appertaining to these divisions. Fig. 2 represents a view of one form of the disks, or counters, which are in this case of different colors. Any number of these disks may be used.

In carrying my invention into practice I form a game-board A, such as is illustrated in Fig. 1 of the drawings, the face of the board being divided into six rows of spaces of which there are six in each row. These spaces are numbered from 1 to 6 in irregular order and the series of spaces marked 1 and 6 extending in lines diagonally from the corners of the board to the center thereof.

Each of the numerals from 1 to 6 is represented six times and the numerals in each line of squares are so arranged that their positions are not opposite the similar numerals in the corresponding line at the opposite side or end of the board.

The disks B and C, shown in Fig. 2 of the drawings, may have any ordinary distinguishing characteristics, but for convenience are herein shown to be of different colors. Each player is provided with ten of these disks, but the numbers may be increased or diminished.

The game apparatus, as herein illustrated and described, is particularly adapted for use in the numerical game, or problem, of what is

called forty-five, the object being for either player in his alternate plays to so place his disks, or counters, that the total represented will amount to the number forty-five, while at the same time his opponent will be obstructed from accomplishing this end.

At first sight the game appears simple as it is evident that the squares can be covered at random and either player trust to luck to place him in a position to make the desired forty-five at the last move, but if examined closely a system reveals itself which will enable a person who knows it to surprise the novice at the game by invariably beating him playing either first or second hand and regardless of the first play or cover of the novice.

It will be observed that from the numbers 1, 2, 3, 4, 5, 6, three couplets can be formed making 7, thus—1 and 6,—2 and 5,—3 and 4; also by counting down from forty-five by 7's a series of totals 45, 38, 31, 24, 17, 10, 3, is obtained. Now let X—represent the inexperienced hand and Y—the one who understands the game. If X—plays first and covers any number but a 3, Y—can at once make the score 3 or 10; and then by following every play of X—2, which will necessarily be on one of the three "7" couplets mentioned, by covering the other number in the couplet, Y—can make his score 10, 17, 24, 31, 38, 45, in order, and win. If X—covers a 3 first Y—can also invariably win by covering a 4; then if X—has not observed the 10, 17, 24, 31, 38, and 45 series of totals and covers any number but a 3 for his next play, Y—can at once make the score 10 or 17 and win as above.

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

1. In a game-apparatus, a board having six rows of six numerals each irregularly arranged, and counters for covering the numerals as described.

2. A game-apparatus consisting of the board A divided into a series of thirty-six squares, each square having a numeral from 1 to 6, each numeral being repeated six times, and counters for covering the numbers.

In witness whereof I have hereunto set my hand.

ALFRED M. QUICK.

Witnesses:

HENRY J. MILLER,  
JOSEPH A. MILLER, Jr.