

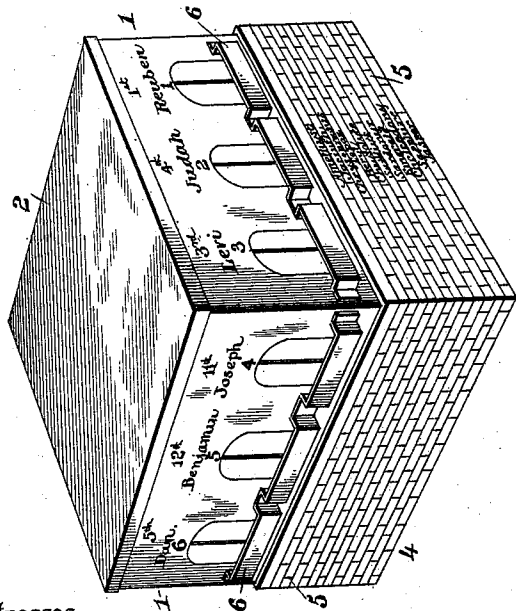
(No Model.)

W. S. JAMES.  
BIBLICAL GAME APPARATUS.

No. 595,440.

Patented Dec. 14, 1897.

FIG. 1-



# UNITED STATES PATENT OFFICE.

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## BIBLICAL GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 595,440, dated December 14, 1897.

Application filed October 5, 1895. Serial No. 564,798. (No model.)

*To all whom it may concern:*

Be it known that I, WILL S. JAMES, a citizen of the United States, residing at Waco, in the county of McLennan and State of Texas, have invented a new and useful Game Apparatus, of which the following is a specification.

My invention relates to games and toys, and has for its object to provide a biblical game apparatus adapted to be employed in play by two or more persons and involving the use of a plurality of cards or counters which are related to each other in groups to form books designated by and having reference to the construction and characteristics of the City of the New Jerusalem as described in Revelation XXI, 19 and 20.

Further objects and advantages of this invention will appear in the following description, and the novel features thereof will be particularly pointed out in the appended claims.

In the drawings, Figure 1 is a perspective view of a game apparatus including a cube representing the City of the New Jerusalem as described in the above reference. Fig. 2 is a vertical section of the same. Fig. 3 is a plan view of the four walls of the structure. Fig. 4 is a plan view of a book comprising four cards which are used in connection with the game.

Similar numerals of reference indicate corresponding parts in all the figures of the drawings.

The structure which constitutes the practical embodiment of my invention consists of a cube having four walls 1, a top 2, and a bottom 3, the four walls consisting, respectively, of plates of cardboard or its equivalent connected at their contiguous edges to form folding or hinged joints, whereby said walls may be arranged in a common plane, as indicated in Fig. 3, or may be arranged to form a square, as indicated in Figs. 1 and 2, or may be folded in parallel planes for a purpose hereinafter described. In order to maintain said walls in the position indicated in Figs. 1 and 2 or in the operative position, I employ a box 4, of which the bottom forms the bottom 3 of the cube, while the side walls 5 extend upward from the edges of said bottom and embrace the side walls 1. The exterior surfaces of the walls 5 of the base 4 are inscribed to repre-

sent masonry, and the lines thereon are arranged to represent twelve courses of stone, which are suitably designated by the names of the twelve precious stones used in the construction of the foundation of the City of the New Jerusalem as described in Revelation XXI, 19 and 20.

The walls of the cube are provided with pockets 6, preferably twelve in number, with three arranged on each side and respectively contiguous to gates 1, which represent the twelve gates of the City of the New Jerusalem. These gates are designated by numerals arranged consecutively from "1" to "12," and contiguous to each gate is placed the name of one of the twelve tribes of the children of Israel, as described in Ezekiel XLIX, 31 to 34. Contiguous to and preferably above each name of a tribe is the number of the tribe in the order of birth, as found in Genesis XXIX and XXX.

In connection with this structure I employ a plurality of cards which are divided by suitable distinguishing marks into a plurality of books, each book containing four cards. The designating marks on the cards are such as to show the relation between the cards belonging to the several books, and the books are designated by the names which are used, respectively, in connection with the receptacles or pockets arranged contiguous to the representations of the gates in the walls of the structure. In playing the cards are shuffled and dealt to the several participants and are played and drawn for in a manner similar to that employed in the game of "Old Maid" and others. When the player has assembled in his hand all of the cards belonging to a particular group or book, they are placed in the receptacle or pocket belonging to the gate, which is named and numbered to suit the name and number of the group or book of cards. Various ways of counting may be adopted, a simple method being that each book has a definite numerical value different from the others and the player fortunate enough to assemble the cards of a number of books whose numerical values aggregate more than those of another player possesses the advantage over said other player. The player who has assembled books whose numerical values aggregate the most when all of the

cards have been played and all of the books formed wins the game. This feature, however, may be changed as desired and does not form an essential factor of my invention.

5 In the construction illustrated in the drawings four cards represent a book, said four cards being numbered consecutively from "1" to "4" at the upper ends thereof, and each card in the book in addition to this number bears  
10 the name of the book, such name being the same as one of the gates of the structure—as, for instance, "Benjamin"—together with the number of the tribe in the order of birth, the name of the one of the twelve apostles who belonged to that tribe, as "Judas Iscariot," and  
15 the name of one of the precious stones entering into the construction of the foundation of the City of the New Jerusalem corresponding with the number of the tribe—as, for instance, "amethyst." In addition to this each  
20 card of said book bears the number of the gate, as "5." Thus the book belongs or relates to the receptacle or pocket having the name "Benjamin," which is described as that of the  
25 twelfth tribe of the House of Israel, and this name appears at the top of the first card or card No. 1 of the group, as shown in Fig. 4. The other cards of the book in order have  
30 the name of the apostle, the precious stone representing the course which is related to the particular tribe, and the number of the tribe arranged at the tops thereof, whereby  
35 each card is designated and distinguished from the others, first, by its number, (the numbers ranging from "1" to "4,"), and, second, by the names or characters which combine to form the group upon each card of that book. All of the names or characters of the book  
40 appear on each of the cards, and hence while on card No. 1 the characters are arranged in the following order—namely, the name of the tribe, the number of the tribe, the precious stone, and the apostle—the order observed  
45 upon card No. 2 is the name of the apostle, the name of the tribe, the number of the tribe, and the precious stone. Again, on the third card of the book the order is the name of the precious stone, the name of the apostle, the name of the tribe, and, finally, the number  
50 of the tribe. In addition to the above each card bears a biblical reference, and the object is to establish a relation by subject between the references on the several cards combining to form a book. For instance,  
55 adopting the above-mentioned book designated by the name of the tribe of "Benjamin" as an example, the cards thereof respectively bear the references "Isaiah I, 18," "Titus III, 5," "Nahum I, 7," and "Matthew VII, 7."  
60 While the above description is definite and specific with relation to the construction, characteristics, and peculiarities of the biblical subject adopted, it is obvious that other subjects may be adopted and applied in a  
65 similar manner without departing from the essential features of my invention, the biblical subject having been selected as prefer-

able and having for its object to furnish an entertaining means of impressing biblical lessons upon the mind and establishing a relation between the various facts introduced.

The names and references employed in connection with the pockets and cards form designating characters which are used to establish a relation between the cards and the  
75 pockets; but it is obvious that when the game is constructed with reference to another subject the characters employed will have relation with the selected subject.

The structural part of the invention is adapted to be folded into a small compass by  
80 removing the walls 1 from the base and folding them in parallel planes, as above mentioned, said walls with the cards employed being arranged in the base of which the top  
85 forms a suitable lid. In order to provide for turning the structure with facility, whereby either of the walls thereof may be brought opposite a given player, I employ a swivel 8, consisting of a depending spindle 9, mounted  
90 in a socket 10, said socket being designed to rest upon the surface of a table.

Various changes in the form, proportion, and the minor details of construction may be resorted to without departing from the spirit  
95 or sacrificing any of the advantages of this invention.

Having described my invention, what I claim is—

1. A game apparatus having a hollow base  
100 or receptacle, a plurality of foldably-connected plates equal in number with the sides of the base or receptacle and provided with pockets for the reception of cards, and a lid or cover adapted to fit the top of the base or  
105 receptacle, or the upper edges of said plates when arranged vertically with their lower edges in the base and contiguous to the several walls thereof, and cards arranged in the pockets, substantially as specified.

2. A game apparatus having a hollow base  
110 or receptacle, a plurality of plates hinged together at their contiguous lateral edges and adapted to fold in parallel planes, each plate being approximately equal in area to the bottom of the base or receptacle, whereby the  
115 folded plates may be arranged wholly within the base, and a lid or cover adapted to fit the base or receptacle, or the upper edges of the plates when the latter are arranged vertically  
120 in the base respectively in contact with the sides thereof, and cards to fit in pockets on the plates, substantially as specified.

3. A game apparatus having a hollow cubic structure comprising a hollow open-topped  
125 base, a plurality of hingedly-connected pocket-carrying plates arranged vertically in contact respectively with the sides of the base, a removable lid or cover, and cards to fit in the pockets, substantially as specified.

4. A game apparatus having a cubic structure comprising a hollow base provided with  
130 a swivel including a stationary socket and a spindle mounted therein, and a plurality of

connected pocket-carrying plates arranged vertically in contact with the sides of the base, and cards for the pockets, substantially as specified.

5 5. A game apparatus having side walls provided with pockets for the reception of playing-cards, said pockets being designated, respectively, by distinguishable characters, and  
10 the pockets and divided into groups designated by characters corresponding with those of the pockets, substantially as specified.

15 6. A game apparatus having a base, upright walls provided with a plurality of distinguishably-designated pockets or receptacles, and a plurality of distinguishable cards, of greater number than the pockets or receptacles, adapted to be arranged in groups or  
20 several cards belonging to each group being distinguishably designated from the cards of the other groups by a character or characters corresponding with or having reference to the

designating characters of the pockets or receptacles, substantially as specified. 25

7. The herein-described game apparatus comprising a hollow base or receptacle having rectangular walls and a bottom pivotally mounted upon a support, an inner rectangular structure consisting of hinged sections fitting within the base, extending above it, and provided with a cover, and a series of named or designated pockets formed in a continuous strip arranged upon the outside of each section, and a number of groups of cards, each  
30 card of any group having a designation corresponding to that of the pockets and adapted for insertion therein, substantially as described. 35

In testimony that I claim the foregoing as my own I have hereto affixed my signature in the presence of two witnesses. 40

WILL S. JAMES.

Witnesses:

W. E. JONES,  
W. T. LUCE.