W. G. LAKE.

GAME APPARATUS.

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1,115,441. Patented Oct. 27, 1914.

Fig. 1.

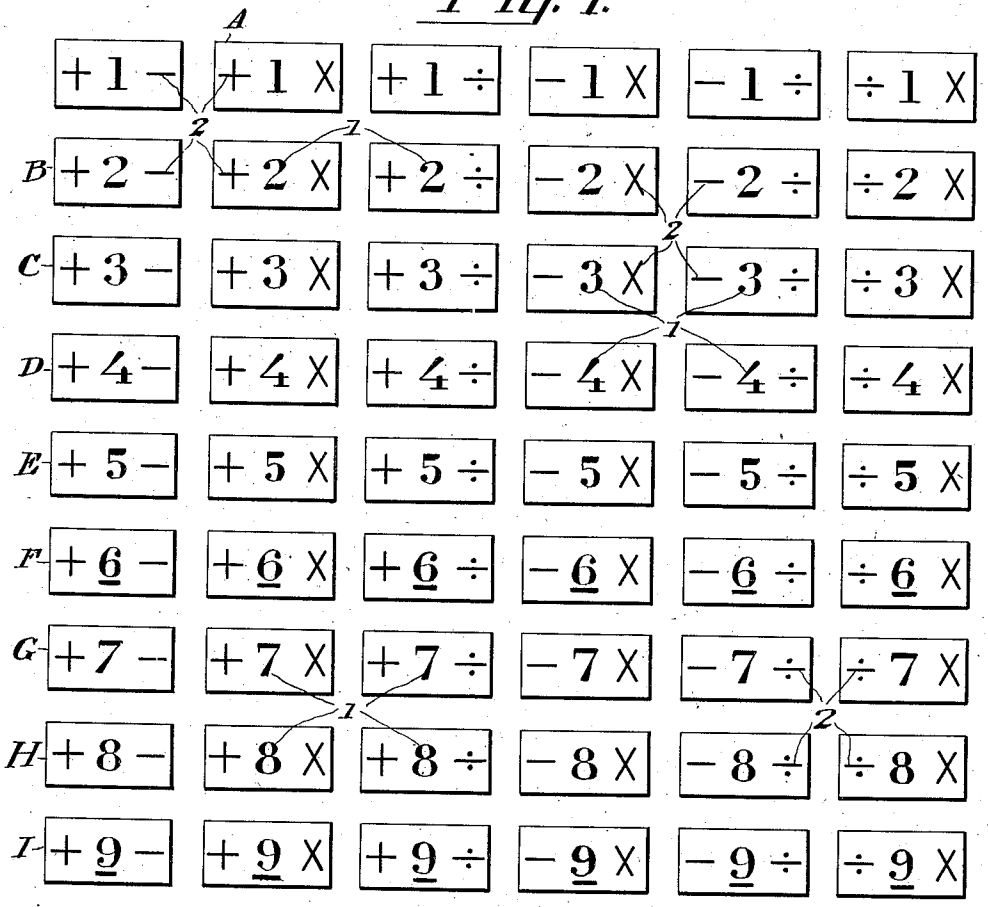
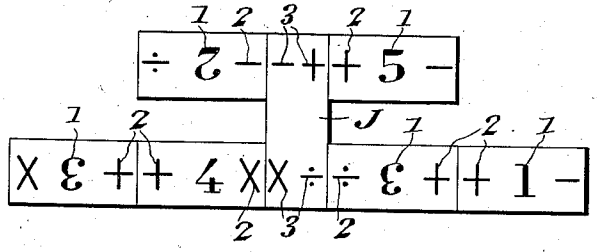


Fig. 2.



Witnesses

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, WARNER G. LAKE, a citizen of the United States, residing at Plaza, in the county of Spokane and State of Washington, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to game apparatus; and it has for its object the provision of apparatus of this character which will furnish considerable amusement and entertainment for its players and which will consist of a number of playing pieces having indicia thereon such as arithmetical symbols and numbers designed in such manner that examples in arithmetic may be performed and the players instructed in the science of numbers during the progress of the game.

With the above and other objects in view, the invention consists of certain novel features of construction, combination and arrangement of parts, as will be hereinafter described and claimed.

In the accompanying drawings:—Figure 1 is a plan view of the complete sets of playing pieces of the game apparatus; and Fig. 2 is a plan view illustrating the manner of playing the game.

As I contemplate providing game apparatus which will be interesting and amusing and of a form which may bring into use the four arithmetical processes of addition, subtraction, multiplication and division, use is made of sets A, B, C, D, E, F, G, H, and I of playing pieces, which are numbered from "one" to "nine" inclusive as shown in Fig. 1 of the drawing. These playing pieces may be constructed of bone, wood or any other suitable material which may be found desirable and of the rectangular configuration illustrated, or they may be of other shapes as such is not intended to form any part of the invention. Excepting for the numbers indicated herein at 1 in the center of each of the playing pieces, the different sets are identical and each of said sets consists of six pieces each having differently arranged arithmetical symbols 2 thereon, *i. e.*, plus +, minus —, times × and divide ÷, disposed at the sides of their numbered intermediate surfaces and preferably terminating at the ends of the pieces, the symbols of certain of said playing pieces being arranged with regard to similar symbols on other pieces so as to agree or mate therewith as will be described later. In addition to the playing pieces set forth in the foregoing, I employ a key piece or starter J shown in Fig. 2. This piece is preferably longer than either of the playing pieces of the different sets and arranged thereon in any suitable manner are symbols 3 disposed near the corners and of such significance as will permit of their being mated with agreeing symbols on the playing pieces of the sets A, B, C, D, E, F, G, H, and I.

From the construction of the different elements of the apparatus and prior to a brief description of the mode of playing the same, it is said that each player is to exercise care at his turn that the sum total or resulting count of the playing piece will represent five or some multiple thereof. Now, in playing the game, all of the playing pieces are turned face down and shuffled, each player drawing a given number of pieces from the board and the starter J (Fig. 2) placed on the board, face up. With reference to Fig. 2 it is supposed that the first player possesses the playing piece, +5—, and that said piece is placed with its + symbol next to the mating symbol of the starter; that the next player possesses the piece +4×, the latter is placed with its × symbol next to the mating or × symbol of the starter J, the first player being entitled to a score of five points and the next player a score of twenty points as 5×4=20. The symbols at the opposite ends of the playing pieces are not recognized in determining a count. The next player in turn now adds the numbers already down, "5+4=9" and as the remaining unmated symbols on the starter J are (—) and (+), he is only entitled to a count by laying "+1—." If he fails to possess the playing piece necessary to the desired count, he may play "÷3+" if he possess the same, mating "÷" on the piece played with the corresponding symbol on the starter J. The sum total is now 5+4+3=12; whereupon, the next player, by playing —2÷ is entitled to a score of 12—2=10. The sum of the four ends of playing pieces thus distributed is now 2+4+5+3=14 and as the starter J is covered, the player may lay on any symbol that he may wish. For instance, +1— may be placed with its + symbol next to the + symbol of "÷3—" as 14+1=15. The ends of the four outer playing pieces now add 2+4+5+1=12. The next player may mate +3× with +4× and receive a count of 15. In this manner the game is continued, the

player always recognizing the sum total of the four end playing pieces, and matching and playing those pieces to produce the count, with the desired result 5 or some multiple. Should a player be without a playing piece, he may match the required symbols of the previously disturbed pieces or he may draw from the reserve lot until he secures a piece which can be properly continued. The player whose supply of playing pieces is exhausted first adds his score with the sum of all the playing pieces of the opponents, after which the playing pieces of the opponents and those previously distributed or played are again placed face downward and the game again resumed, and the player who first obtains a score equal to or more than the prescribed total is decided the winner.

The foregoing describes one of the many ways in which the game may be played and it is obviously seen thereby, that, the device is interesting as well as instructive and amusing.

From the foregoing description, taken in connection with the accompanying drawings, the construction and operation of the invention will be readily understood without requiring a more extended explanation.

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

Having thus described my invention, what I claim is:—

1. A game apparatus comprising playing pieces having mating arithmetical symbols thereon, and numbers, and a starting piece provided with arithmetical symbols.

2. A game apparatus comprising playing pieces having mating arithmetical symbols thereon, and numbers, and a starting device provided with arithmetical symbols disposed transversely and adjacent the corner portions thereof.

In testimony whereof I affix my signature in presence of two witnesses.

WARNER G. LAKE.

Witnesses:
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