N. D. DILLON.

GAME.

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WITNESSES

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To all whom it may concern:

Be it known that I, NELSON D. DILLON, a citizen of the United States, and a resident of Seattle, in the county of King and State of Washington, have invented a new and Improved Game, of which the following is a full, clear, and exact description.

This invention relates to a game, and more particularly to that type of game known as a card game.

While the invention is primarily intended for the amusement of the participants, at the same time, it serves as what is commonly known as a psychological test, in that it brings to the surface all of the perception, and reaction, and causes the player to make quick decisions.

Reference is had to the attached sheet of drawings which illustrates one practical embodiment of my invention, in which drawing,

Figure 1 illustrates one form of base which may be employed in connection with my game.

Figs. 2, 3, 4, 5 and 6 show the faces of one of each series of cards employed, and

Fig. 7 illustrates a portion of the reverse side of one of the cards.

In all of these views like reference numerals designate similar parts, and the reference numeral 10 indicates a base which may be of any convenient form, and which is sub-divided as at 11, 12, 13 and 14 in its upper face, which sub-divisions are each provided with a designating reference character in the form illustrated A U T O.

Any suitable number of cards are employed, which cards, however, in the particular game illustrated may each be classified in one of five series, each deck of cards, however, preferably numbering thirty cards. Reference being had to Figs. 2, 3, 4, 5 and 6 it will be seen that the reference numeral 15 indicates a card having aggregations of the letters A U T O in which, however, the character A predominates. The same is true of the card illustrated by the reference numeral 16, in which, however, the character U predominates. The reference numeral 17 indicates a card in which the character T occurs with the most frequency, and the card designated by the reference numeral 18 has its predominating character the letter O. Finally the card designated as 19, although having any suitable aggregations of the characters A U T O has printed upon its face the character X, such character occurring only in one, or at most two instances.

To play the game, the marker or base 10 is laid upon the table or other support, and the cards are thoroughly shuffled and handed to the player face up. It is now incumbent upon the player to separate, within a certain amount of time, the cards into four separate piles care being taken that each pile contains only those cards in which a certain character predominates. Further, all the cards containing X must be discarded, assuming that a player has sorted the cards into five separate piles. The time keeper or referee will have made note of the amount of time which has lapsed for the player to accomplish this result. He will then take the five separate packs of cards and reserve them so that the backs alone are visible, and at any one of the corners of the backs the series to which each particular card belongs will be designated, as has been indicated by the reference numeral 20 in Fig. 7. This provisiion will insure a ready sorting of the cards so that the game will not be delayed, and the time keeper or referee will sort out all of the cards which have been placed in improper piles. Upon counting all of the cards which have been incorrectly placed, the time keeper may arrive at the number of mistakes which have been made by the player, which total number is multiplied by the number of seconds consumed by the player in sorting the cards.

The cards having X upon them are conveniently known as jokers, and instead of counting merely one error against these cards when placed in the wrong pile, an error on the placing of this type of card is counted as ten against the player.

It will be appreciated that in the particular type of game illustrated, that the same is preferably termed an "auto" game, as this is the word spelled by the predominating letters of the cards when properly grouped. In a pack of thirty cards, five preferably contain the character A fourteen times, the character U ten times, the characters T and O each eight times; six cards contain the letter U sixteen times, the character T ten times, and the characters A and O each seven times; seven cards have applied to them the character T eighteen times, the character O ten times, and the characters

A and U each six times; eight cards contain the character O twenty times, the character A ten times and the characters U and T each five times, while four cards contain the character X as described.

It will be appreciated that any suitable number of cards may be employed to have their predominating letter or characters form any desired word, and it will be understood that this game will bring to the surface, the fact as to whether a player when confronted by an emergency will do the right thing, or will he under the impression of great haste, without clear thought, attempt the first decision which rushes to the mind? Or, will he vacillate or hesitate, or is his mind of the type, the desirable one, that in the unexpected situation instantly comes to the same decision it would arrive at after quiet thought?

Obviously, as aforestated, any suitable base might be employed, any number of series of cards might be used, any number of cards might be employed in each series, and any lettering might be used on said cards, within the scope of my claims.

Thus by way of example, supposing that the lapsed time is fifty six seconds, and the number of cards wrongly placed is six, of which two are A's, one U, two are T's, and one X; we then have, counting the X as ten, and the other errors as one each, fifteen points against the player, which when multiplied by fifty six (the number of seconds) brings it to 840, as points which must be counted against the player, or the total product of the mistakes. The winner of the game of course, is that person whose total is the least, and it is obvious that the value of each mistake may be reduced or varied at will.

What I claim as new and desire to secure by Letters Patent is as follows;—

1. A game, including a number of cards sub-divided into a number of series, said cards bearing upon their faces an aggregation of unrelated characters, certain of said characters being in predominance upon the face of each card, whereby to render the series to which each card belongs capable of detection from its face, each of said cards containing an identification mark upon its back presenting an instantaneous recognition of the series to which each card belongs, the series, when the cards are properly arranged, expressing a unitary thought.

2. A game, including a number of cards, each of which has upon its face an aggregation of unrelated characters, certain of said characters upon each card being in predominance said cards being adapted to be arranged into certain series, characterized by the predominating character, and expressing, when thus arranged, a unitary thought.

3. A game, including a number of cards each of which has upon its face an aggregation of unrelated characters, certain of said characters upon each card being in predominance, each of said predominating characters appearing upon the face of most of the cards said cards being adapted to be arranged into certain series, characterized by the predominating character, and expressing, when thus arranged, a unitary thought.

4. A game including a number of cards, each of which has upon its face an aggregation of characters, certain of said characters upon each card being in predominance, each of said predominating characters appearing upon the face of most of the cards, and further cards constituting the balance of the pack having a predominance of aggregated characters appearing upon all of the cards of the pack, and bearing in addition to said designating characters, a character having nothing in common with the characters appearing upon the first named cards.

NELSON D. DILLON.