

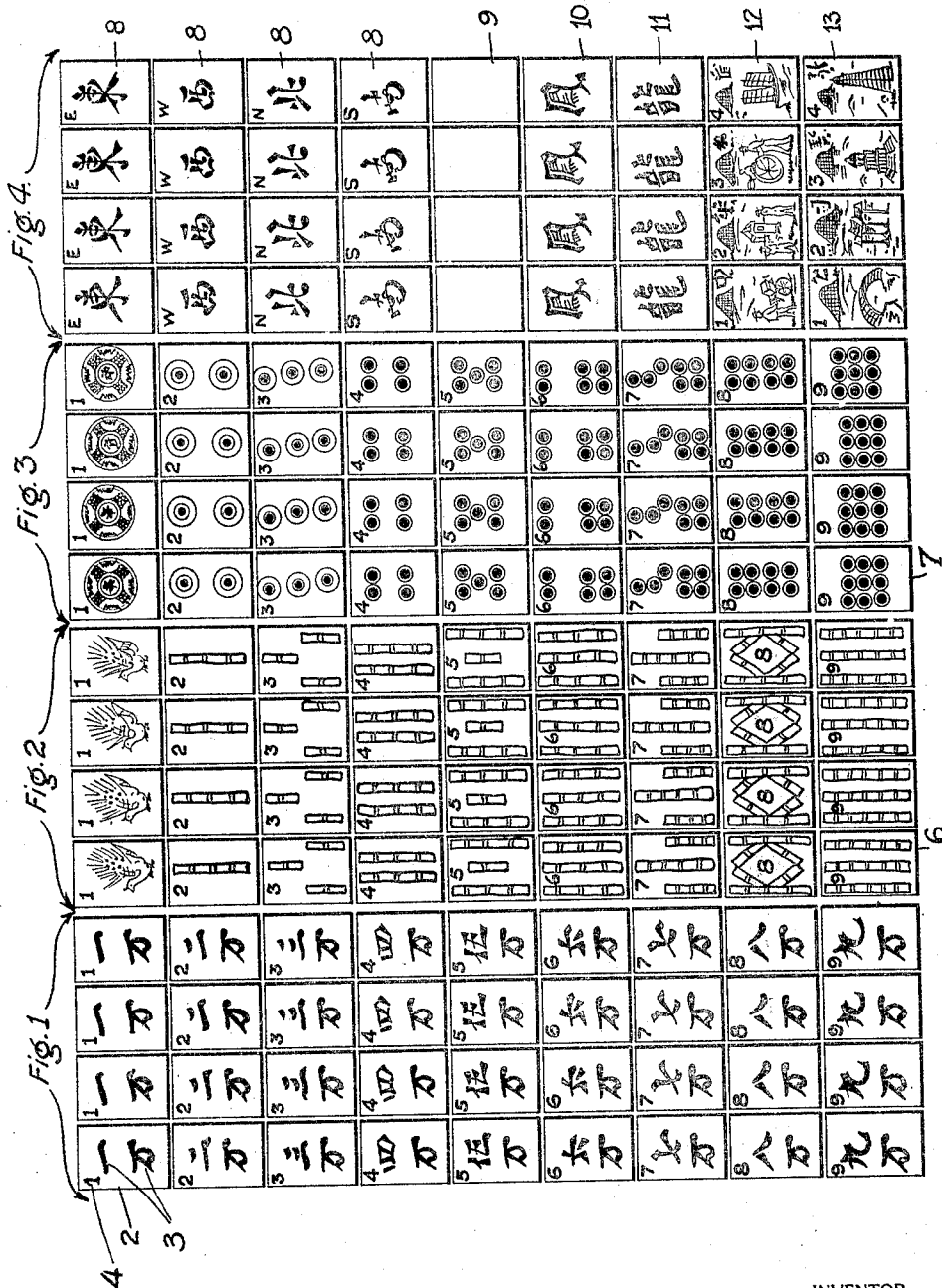
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J. P. BABCOCK

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GAME

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INVENTOR
Joseph Park Babcock.

BY
Ramsay Hogue,
ATTORNEY

UNITED STATES PATENT OFFICE.

JOSEPH PARK BABCOCK, OF TSINAN, CHINA, ASSIGNOR TO MAH-JONGG COMPANY OF CHINA, OF SHANGHAI, CHINA, A CORPORATION OF ALASKA.

GAME.

Continuation of application Serial No. 599,107, filed November 4, 1922. This application filed December 19, 1923. Serial No. 681,584.

To all whom it may concern:

Be it known that I, JOSEPH PARK BABCOCK, a citizen of the United States, residing at Tsinan, China, whose post-office address is Friendship, New York, have invented an Improvement in Games, of which the following is a specification.

This invention relates to a game and this application is a continuation of my co-pending application Serial No. 599,107 filed November 4, 1922.

In the drawing I have illustrated in Figs. 1, 2, 3 and 4 a set of game pieces or tiles with which the game may be played. These tiles, which may be of any desired shape to facilitate handling, have on their faces certain representations and are divided or classified into suits or groups.

Three of the suits are known as "characters", "bamboo", and "dots" or "circles" respectively.

On the face of the tiles of the "characters" suit 2 are depicted Chinese characters 3, the characters on each tile representing Chinese numerals. There are four series of these tiles, there being nine tiles in each series, making thirty-six tiles in the suit. On each tile of this "characters" suit appears an index symbol 4 of a nature understood by English speaking races, such, for instance, as Arabic or Roman numerals, the numerals, when such are used, running from 1 to 9 on each series.

The second referred to, or "bamboo" suit 6 likewise contains thirty-six tiles which are, like the tiles of the "characters" suit, in four series and, when numerals are used as index symbols, are numbered from 1 to 9 in each series.

On each of the tiles of this suit, except the tiles marked "1", appears the representation which may be that of one or more joints or nodes. The number of joints or nodes on each tile may correspond in number to the index symbol on the particular tile. The tiles of this suit indexed "1" have a design or representation thereon differing from that of the other tiles. This may be the representation of a bird.

The third or "dots" suit 7 referred to heretofore includes, like the "characters" and "bamboo" suits, thirty-six tiles on which are representations distinct from those of the other suits and preferably dots or

circle. These "dots" tiles likewise contain index symbols such as numerals from 1 to 9 in four series, there being an index on each tile as in the case of the other two suits. The index on each of these tiles corresponds, preferably, to the number of dots or circles on the particular tile.

Thus we have four "1 of characters", four "2 of characters", etc., four "1 of bamboo", four "2 of bamboo", etc., 4 "1 of dots", four "2 of dots", etc., and so on, up to nine of each suit.

While it is not necessary, it is preferable, from an artistic standpoint at least, to have the designs and numerals engraved and colored on the faces of the tiles.

In addition to these three suits of thirty-six tiles each, there are four other groups 8 of tiles known as the "winds", each group containing four tiles having, preferably, the same design thereon in the same color. The designs of the several groups may differ, however, each from the other. Each of these groups is designated as one of the "winds", that is to say, east, south, north and west, by a proper index symbol which, preferably, is one denoting the first letter of the name of the particular "wind" tile.

There are also three additional groups of tiles known as the "dragons", one group 9 being known as "white dragon", another 10 as "red dragon" and a third 11 as "green dragon". There are four tiles in each of these groups. The faces of the "white dragon" tiles are plain, that is to say, they contain no graphic representations. The "red dragon" tiles each contain a representation such as a Chinese character, preferably, of red color, the characters on all of these tiles preferably being similar, either as to color or design or both. The tiles of the "green dragon" each contain a representation such as a Chinese character distinguishable from the character on the "red dragon" tiles and, preferably, in green color. Each of these characters is similar to the others of this group either in color or design, or both.

Thus there are four of each "dragon" group, but unlike the previously described tiles, they contain no index symbols.

In addition to the tiles already described there are two groups 12 and 13 or sets of special tiles which bear a particular rela-

tion to the playing positions in that certain of the tiles are assigned to certain of the playing positions as will hereinafter appear. These tiles I terminate "seasons" or "flowers" or "flower gardens" or "goofs", but preferably "seasons" by which term they will hereinafter be referred to. Each of these two groups contains four tiles. Each tile of each group may have a different design thereon. When these special tiles carry a design, the design is purely fanciful, and, for instance, may represent four different styles of Chinese architecture on one group of tiles and four different modes of transportation on the other set of tiles. The tiles may also contain Chinese characters. Whether or not these tiles contain designs, the tiles of one group are distinguishable from the tiles of the other group by certain characteristics which will be hereinafter described.

The tiles of each of the "seasons" groups contain designations or index symbols. The symbols on one set of tiles are distinguishable from those on the other set of tiles, either by virtue of their arrangement, design or color, etc. These symbols may take the form of letters or Arabic or Roman numerals. I have found it convenient to distinguish the tiles of one "season's" group from the tiles of the other by color. This may be done by coloring the symbols on one set one color, red, for instance, and the symbols on the other set, another color, green for instance, and by coloring the Chinese characters when the tiles contain only the same color as the symbols. Of course, it is understood that even this may be varied by having either the characteristics or symbols carry the distinguishing color or by having the color otherwise carried by the tiles. These designations or index symbols do not correspond or relate in any way to the design on the tiles, nor do they have any relation whatever to the fanciful Chinese characters on the tiles except in so far as they are physically associated with these characters.

The index symbols or designations do, however, bear a distinct relation to the order of play and to particular playing positions or players as will hereinafter appear inasmuch as they are assigned to the playing positions.

I will now describe a simple form of play of this game so that the function of the various tiles and the relation of the "seasons" tiles to the playing positions will be understood. The players, who are preferably four in number, but may be less, being assembled around a table and a position, that is, east, south, west or north, having been assigned to each player, the tiles are shuffled or mixed, face down, upon the table. The assignment of a particular playing position to a player or to each player may be

denoted by the possession of a physical representation of that position. For instance, positions may be denoted by position discs having an index of the position thereon.

Each player then draws thirty-six tiles and places them in two superimposed rows of eighteen each, face down, before him. The rows before the players are then arranged to form a hollow square or wall.

The player to whom the east position has been assigned then throws a pair of dice and adding the total number of spots on the upper faces of the dice determines which side of the wall is to be broken. Thus, if the total number of spots is five, the player having east position assigned to him counts in a counter-clockwise direction beginning with the side of the wall before him. The count of five ends at this same side of the wall. A second throw of the dice is then made and the total number of spots added to those previously exposed. Presuming the second throw to be three and adding this to the five already thrown, the wall is broken at a point eight tiles from the right of the side in front of the east position, counting in a clockwise direction. At this point the two tiles constituting a vertical pair are extracted from the side of the wall. These two tiles are then placed upon the tiles at the right side of the gap becoming what is known as "loose tiles." The player to whom the east position has been assigned then draws four tiles from the other side of the gap, that is, two vertical pairs. The south, which is to the right of the east, the west and north position players then, in turn, each draws four tiles and this drawing continues until each of the players has before him twelve unexposed tiles. Each player then draws an additional tile which he adds to the twelve previously drawn and unexposed tiles and the player to whom the east position has been assigned draws another tile, making in each hand, with the exception of the east hand, thirteen tiles, and in the latter, fourteen.

One of the "season" tiles of each group is appropriated to one of the playing positions. For instance, the east position and the player designated thereby have appropriated to them the two "season" tiles, which, when numerals are used as index symbols, are marked "No. 1", the south "No. 2", the west "No. 3" and the north "No. 4", there being two of each number.

If any of the hands so drawn contain a "season" or "flower" it is placed face up upon the table outside of the wall and for each tile so drawn and placed the player who possesses it draws one of the loose tiles from the top of the wall beginning with the tiles more remote from the opening.

The player to whom the east position has been assigned then starts the play by dis-

carding a tile, face up, upon the table. The player to whom the south has been assigned, then either takes this discarded tile from the table (under certain conditions) or
 5 draws a tile from the end of the wall remote from that carrying the loose tiles. This procedure (i. e., a series of draws and discards) continues in a counter-clockwise direction until one of the players completes a hand,
 10 that is to say, has either four groups of three of a kind of the same suit, or four groups of three of a sequence of the same suit, or any combination of these, and in addition, has a pair of the same suit, at which time he
 15 is said to have completed his hand.

There is a variation in the method of drawing, however, and that is, that when a player draws a "season" from the wall he immediately lays the "season", face up, upon
 20 the table and draws a loose tile from the end of the wall, drawing always the tile more remote from the gap, or opening.

There are, of course, other variations in the mode of play which are, however, in the
 25 nature of refinements, and which need not, for the purpose of this specification, herein be described.

One of the hands having been completed, the hands are then exposed by the players
 30 for the purpose of counting the score in which counting the "seasons" perform a particular function and in which, as hereinbefore mentioned, they bear a distinct relation to the playing positions.

The positions shift after the completion of each hand preferably in a counter-clockwise
 35 direction so that the south becomes east, the west becomes south, the north becomes west and the east becomes north.

The various combinations of tiles hereinbefore referred to and other combinations which are in the nature of refinements of the
 40 simple form of game described each have certain score values assigned to them, and the special tiles or, in other words, the "seasons" tiles each bear a specific scoring relation to the groups when these tiles are in the
 45 hands of the players to whom, because of their positions, they have been assigned and a different scoring value when they are in
 50 the hands of other players, either singly or in groups.

For instance, supposing the score of the player winning the game or in other words
 55 completing his hand, because of the tile combinations in his hand, to be a given number, this player adds to this number, an additional number as an award for completing his hand. Suppose, also, this player is the
 60 one to whom west position has been assigned. If this player has in his hand at least one "season" tile bearing the index symbol corresponding to his position (in the
 65 west position it will be the tile of either of the red or green groups having the nu-

meral "3" thereon when numerals are used as the index symbols) he adds to his score, in addition to the value of each "season" tile
 an additional number as score bearing a particular relation to that already computed, as
 70 for instance, a multiple of the score such as a double, but if he has no seasons in his hand he does not add such an additional score. On the other hand, if he has a "season" or group of "seasons" in his hand which
 75 corresponds to other playing positions, he adds to his score only the value assigned to the particular "season" tile or group of tiles without regard to the remainder of his score.

Each of the other players then pays the
 80 west, i. e., the winner, the entire value of his score, without regard to the value of his own hand, each of the other three players paying each one that has a larger score the difference between their scores.
 85

Giving a particular instance of scoring, and supposing, by way of example, that the hand of the west position contains three "4
 of bamboo", three "6 of characters" a sequence of 6, 7 and 8 of "dots", and a pair
 90 of "3 of characters" and that the hand contains also a "season" flower of one of the two groups which bears the symbol "3" which corresponds to the west position.

Following a scoring standard, the west
 95 counts two for the three of a kind of "bamboo" and adds 2 for the 3 of a kind of "characters" and 4 for the value of the "season," making a total score of 8 inasmuch
 100 as nothing is added for the two sequences of "dots" or for the pair of "characters." Presuming this hand to be the winning hand the west adds 20 for the winning which makes a total score to this point of
 105 28. The west then doubles the score because of the presence of the "3 of seasons" in the west hand because of the assignment of this season to this playing position giving west, under these circumstances, a total
 110 score of 56.

Presuming now that the west has the same hand as above with the exception of the
 "3 of seasons" and that in its place the west hand contains the "4 of seasons" of one of
 115 the groups the person of this "season" tile does not double the score, but simply adds to the score the value of the tile itself when contained in the hand of a position to which
 120 it is not assigned this score being in this example 4. Therefore, when this condition exists the score, instead of being 56, will be 28.

If desired, the "seasons" may not be scored in the manner described above, but
 125 may be played and scored in the same manner as the "dragons." When used in this manner the indices on the "seasons" tiles are used as game indicators only since the "seasons" are not assigned to particular playing
 130 positions. In using the "seasons" in this

manner, if a player should obtain 3 (or 4) of the "seasons" of the same color he would be entitled to score a value assigned to 3 (or 4) "seasons" and to add a value to his total score bearing a particular relation to that score as, for instance, a double. Thus, if the value 4 be assigned to a set of 3 "seasons" he would be entitled to score 4 for the set of "seasons" and then double the score of his entire hand.

Other variations of scoring may be introduced, if desired, my invention not being limited to the particular methods referred to above.

15 What I claim is:

1. In a game adapted to be played by a number of persons to whom are assigned definite playing positions, a plurality of distinct groups of tiles, the tiles of each group forming a continuous series and having means thereon for indicating the position of each tile in the series, and at least two groups of special tiles, each tile of each group of special tiles being assigned in play to a certain playing position and having an index thereon denoting the particular position to which the tile is assigned, each tile of one group of special tiles having a tile in the other group of special tiles corresponding thereto by index but otherwise distinguishable therefrom.

2. In a game adapted to be played by a number of persons to whom are assigned definite playing positions, a plurality of distinct groups of tiles, the tiles of each group forming a continuous series and having means thereon for indicating the position of each tile in the series, and at least two groups of special tiles, each tile of each group of special tiles being assigned in play to a certain playing position and having an index thereon denoting the particular position to which the tile is assigned, each tile of one group of special tiles having a tile in the other group of special tiles corresponding thereto by index but distin-

guishable therefrom by a difference in color.

3. In a game a plurality of groups of tiles, each group being sequentially numbered from one to nine, and each group being unrelated to the other, a plurality of groups of non-numbered tiles, each group being unrelated to the other, a plurality of groups of tiles, each group being unrelated to the other and each tile of each group having an index identical with the other tiles of the same group, and a group of special tiles having progressive numerical indicia thereon.

4. In a game a plurality of groups of tiles, each group being sequentially numbered from one to nine, and each group being unrelated to the other, a plurality of groups of non-numbered tiles, each group being unrelated to the other, a plurality of groups of tiles, each group being unrelated to the other and each tile of each group having an index identical with the other tiles of the same group, and two groups of special tiles distinguishable but related to each other, each group having progressive indicia thereon and each group having one tile corresponding by its index to a tile of the other group.

5. In a game, a group of "bamboo" tiles, a group of "dots" tiles, a group of "characters" tiles, each of said groups being unrelated to the other and the tiles of each group being sequentially numbered from one to nine, three groups of "dragons" tiles, four groups of "winds" tiles each group consisting of four tiles and each having the designation of the particular wind thereon, and two groups of "seasons" tiles each group having progressive indicia thereon and each group having one tile corresponding by its index to a tile in the other group.

In testimony whereof, I have signed my name to this specification this 11th day of December, 1923.

JOSEPH PARK BABCOCK.