

(No Model.)

2 Sheets—Sheet 1.

W. T. JOHNSON.
GAME APPARATUS.

No. 566,715.

Patented Aug. 25, 1896.

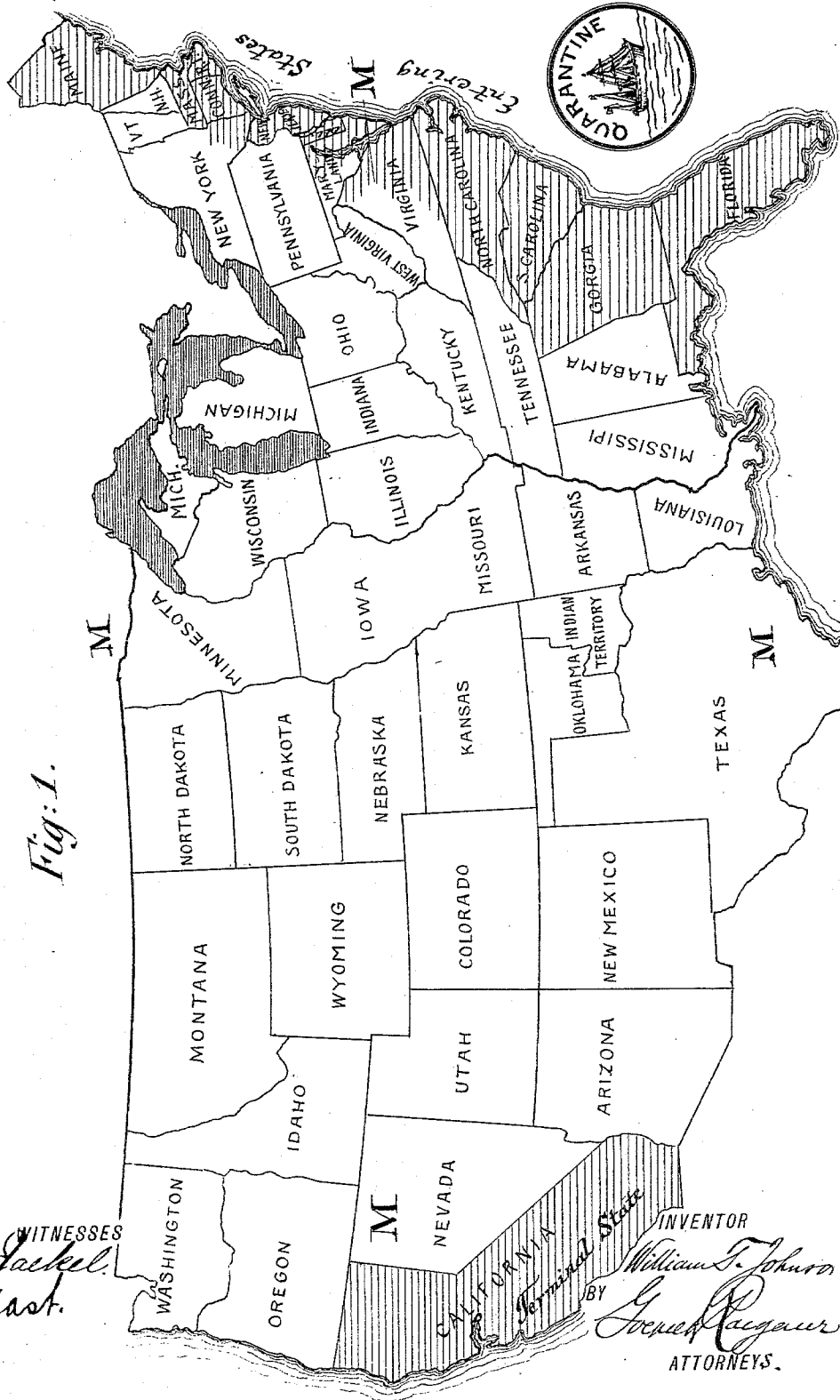


Fig. 1.

WITNESSES
Geo. H. Jackel.
O. East.

INVENTOR
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BY
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Fig. 2. c

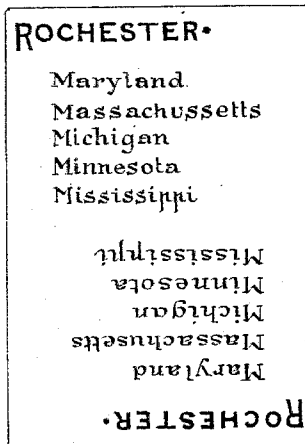


Fig. 3. c

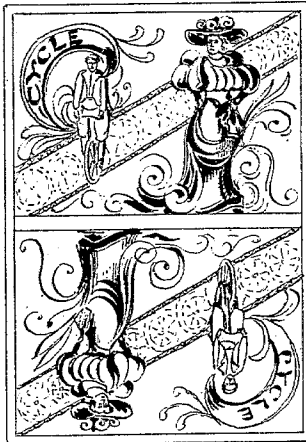


Fig. 4. c

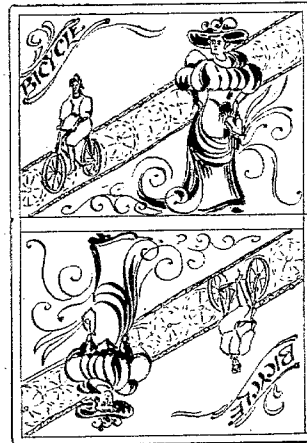


Fig. 5. c



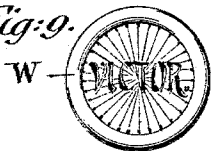
Fig. 6. c



Fig. 7. c



Fig. 9.



WITNESSES: Fig. 8.

Ed. H. Ashel
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California

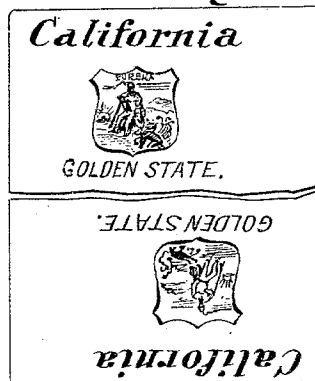
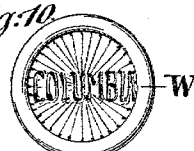


Fig. 10.



INVENTOR

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UNITED STATES PATENT OFFICE.

WILLIAM T. JOHNSON, OF BROOKLYN, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 566,715, dated August 25, 1896.

Application filed December 18, 1895. Serial No. 572,531. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM T. JOHNSON, a citizen of the United States, residing in Brooklyn, in the county of Kings and State of New York, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to an improved game apparatus, which is played by a special pack of cards and moving pieces in connection with a suitable outline-map, such as a map of the United States, and in which the interest of the players is kept up throughout the game, while at the same time the players are familiarized with the geographical location of the various States on the map.

The invention consists of a game apparatus which comprises a pack of cards composed of a group of combined State and wheel cards, a group of cycle-cards, dark-wheel cards, scorcher-cards, and terminal cards, also an outline-map of the United States or other country, and suitable moving pieces or wheels, as will be fully described hereinafter, and finally pointed out in the claims.

In the accompanying drawings, Figure 1 represents the outline-map of the United States, in connection with a circular space denominated "quarantine," as used in my improved game apparatus. Fig. 2 represents a face view of one of the group of combined State and wheel cards as used in the pack of cards used in my improved game apparatus. Figs. 3, 4, and 5 are face views of three different "cycle-cards." Fig. 6 is a face view of one of the group of dark-wheel cards. Fig. 7 is a face view of a scorcher-card. Fig. 8 is a face view of a terminal card, and Figs. 9 and 10 are the moving disks or wheels used in connection with the cards and the outline-map of the United States.

Similar letters of reference indicate corresponding parts.

My improved game apparatus is played in connection with an outline-map M of the United States or any other country, a specially-designed pack of cards, and of a number of moving disks or wheels W W, the top surfaces of which are shaped in imitation of cycle-wheels and provided with the names of various well-known bicycles. The pack of cards C is preferably composed of sixty

cards, which control the movement of the moving pieces or wheels over the map, the cards being divided into a series of combined State and wheel cards, (shown in Fig. 2,) of which forty-eight are used, and a group of face-cards, (shown, respectively, in Figs. 3 to 8,) of which twelve are used. Each of the combined State and wheel cards contains the names of several States or Territories and above the same the name of one of the bicycles, arranged on the moving disks or wheels W W. The combined State and wheel cards are so arranged that the name of a bicycle and a series of State-names are arranged twice on the face of each card, symmetrically to the transverse center line of the card, in the same manner as in the well-known French cards, so that the names can be read off directly in whatever position the cards are held in the hand.

The face-cards or illustrated cards C² are again divided into six groups of two cards each and are called, respectively, "cycle," "bicycle," "tandem," "dark-wheel," "scorcher," and "California" or "terminal" cards. They are shown, respectively, in Figs. 3 to 8 of the drawings. Only a combined State and wheel card entitles the player to enter with his moving disk or wheel W on the map and to one move into an adjoining State, while the face or illustrated cards entitle the holder to various moves, as follows: a cycle-card to one move into an adjoining State, a bicycle-card to two consecutive moves from State to State in any direction, a tandem-card to three consecutive moves from State to State in any direction. A dark-wheel card entitles the holder to transfer his moving disk or wheel from the State in which it rests to any State west, commencing with the corresponding letter of the State on which the wheel is placed at the time. For instance, when his wheel rests on New York the dark-wheel card enables the player to transfer his wheel to Nevada, New Mexico, or any other western State or Territory beginning with the letter N. A scorcher-card entitles the holder to transfer his wheel to the farthest State or Territory west occupied by any other wheel and compels said wheel to leave the map entirely. A scorcher-move cannot be made unless the wheel of another player is located in

a State west of his own State. The California or terminal card entitles the holder who reaches California, or any other State which is designated to be the terminal State, to enter and go out of that State. Only the terminal card or the special wheel-card of the holder, that is to say, the State-card headed by the name of the bicycle corresponding with the name of the wheel selected by the holder, entitles him to enter and go out of the terminal State. The combined State and wheel card becomes the wheel-card of the holder if the name of his wheel is printed at the head of the card. This wheel-card gives the player the privilege to move into any adjoining State or Territory, including California, and entitles him to the privilege of retaining it until each opponent has played his cards.

My improved game is played as follows: The outline-map is placed on the table in full view of the players, after which the cards are shuffled and dealt, five cards to each player. The moving disks or wheels are then placed face downward and mixed, after which each player selects one wheel. The player at the left of the dealer plays first. To enter upon the map, a player must hold a State-card bearing the name of one of the States on the eastern or Atlantic coast, and no other card can be used for the purpose of entering on the map. After the map is entered the card used for the purpose of entering is discarded and the player continues until his wheel is placed as far west as possible on the map, according to the value of his cards before given. At each movement of the wheel a card is discarded, while one of the cards that cannot be used is discarded at each round. After the players have played their five cards in turn five more cards are dealt to each player, the dealer continuing to deal until the pack is exhausted. When the pack has become exhausted, the dealer collects and shuffles the cards and continues to deal until one of the players enters the terminal State. The deal changes then to the next in turn. To increase the interest in the game, a certain predetermined score can be arranged in connection with it. As soon as a player reaches the terminal State all wheels are removed from the map and the cards are dealt again by the next in turn and an entire new start is made from the eastern coast. A number of additional rules can be devised by which the interest of the game is kept up or by which the same can be made more intricate, such as the arrangement of a quarantine, as shown in Fig. 1, to which a

wheel is sent by the action of the scorcher-card and from which the map can only be reentered from two coast States, say Maine or Florida, and which States can again only be entered by a State-card bearing the name of either State, or other additional rules may be used whereby the interest of the game is kept up.

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

1. A game apparatus, consisting of an outline-map, a number of moving disks or wheels, and a pack of cards composed of a number of combined State and wheel cards, a group of face or illustrated cards of various values and denominations relating to cycles, and a group of terminal-State cards, substantially as set forth.

2. The combination, with an outline-map representing the geographical division of a country, of a number of moving disks or wheels carrying the names of popular bicycles, and a pack of cards composed of a number of combined State and wheel cards, each card provided with the name of one of the bicycles on the moving disks or wheels, and with the names of several States, a group of face or illustrated cards of various values and denominations relating to cycles, and a group of terminal-State cards, substantially as set forth.

3. In a game apparatus, the combination of an outline-map, a number of moving disks or wheels, and a pack of playing-cards, composed of a group of combined State and wheel cards, each card being provided with the name of a bicycle and the names of several States, a group of face or illustrated cards of various values and denominations relating to cycles, and a group of terminal-State cards, substantially as set forth.

4. In a game apparatus, the combination of an outline-map, a number of moving disks or wheels, and a pack of playing-cards, composed of a number of combined State and wheel cards, each card being provided with the name of a bicycle and the names of several States, groups of cycle, bicycle, tandem, dark-wheel and scorcher cards, and a group of terminal-State cards, substantially as set forth.

In testimony that I claim the foregoing as my invention I have signed my name in presence of two subscribing witnesses.

WILLIAM T. JOHNSON.

Witnesses:

PAUL GOEPEL,
GEO. W. JAEKEL.