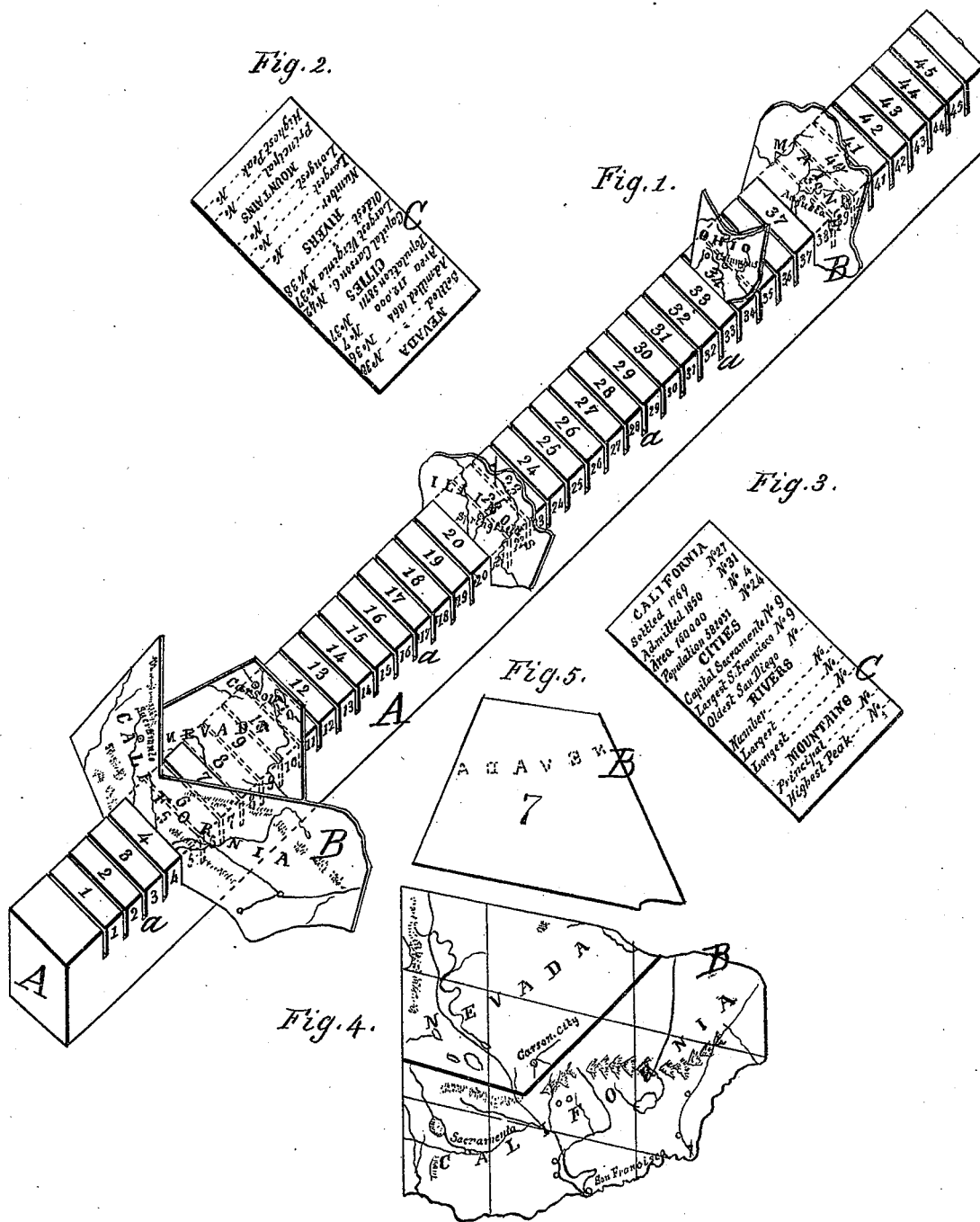


R. T. SITTERLEY.
GAME-CARDS.

No. 183,335.

Patented Oct. 17, 1876.



Witnesses

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UNITED STATES PATENT OFFICE.

REUBEN T. SITTERLEY, OF CARTHAGE, MISSOURI.

IMPROVEMENT IN GAME-CARDS.

Specification forming part of Letters Patent No. **183,335**, dated October 17, 1876; application filed March 1, 1876.

To all whom it may concern :

Be it known that I, REUBEN T. SITTERLEY, of Carthage, in the county of Jasper and State of Missouri, have invented a new and useful Improvement in Games, of which the following is a specification, reference being had to the accompanying drawings.

The invention relates to an improved game apparatus, as more particularly described hereinafter.

The object of the invention is to provide a means wherein amusement is combined with instruction in the rudiments of the science of geography and history.

Figure 1 is a perspective view of a device embodying the elements of the invention. Figs. 2 and 3 are top views of the cards. Fig. 4 is a top elevation of California and Nevada. Fig. 5 is a bottom view of one of the maps, showing the number thereon.

In the accompanying drawings, A B C represent the three parts of the game—A representing the rack, which is a piece of wood or other suitable material, of convenient size and configuration, provided with the slots *a*, of sufficient width to allow the sections B to be inserted therein, and are numbered as shown, for the purpose hereinafter mentioned. The map, or section thereof, B, is constructed by dividing a large map into parts—as, for instance, by separating the map of the United States into States in such manner as that they will form a dissected map, and can be put together easily, the object of which will appear in the operation of the game hereinafter. C indicates the card to be used in the game, and it may be ornamented in any desired manner, the essential features being as shown in the annexed drawings. The name of the State, county, or country, as the case may be, is placed upon the top line, beneath which, at proper intervals, appear the words “cities,” “rivers,” “mountains,” or other suitable words. Upon the left side of the cards are the words “settled,” “admitted,” “area,” &c., and just opposite these words is the abbreviation of the word “number,” the blank space upon the right side of which is left for reasons hereinafter mentioned.

To more fully describe the apparatus, I will begin by taking the card representing “Cal-

fornia.” It will be seen that opposite the word “settled” the date exhibiting when it was settled is shown—namely, 1769—and on the same line, opposite the word number in the blank left for that purpose, is the number “27,” which indicates that California was the twenty-seventh State settled. Immediately below the line above mentioned are the words and numbers “admitted 1850, No. 31,” indicating that California was admitted in 1850, and was the thirty-first State ratifying the Constitution. Below this line the area and population are given, the numbers upon the right-hand margin of the card exhibiting the proportion in size of California to other States, the number opposite the word “area” being to show that it is the fourth State in size. Next the cities is given, as capital, “Sacramento, No. 9,” which represents that Sacramento is the capital of California, and is the ninth capital in size in the United States. Below this appear the largest and oldest cities in the State, and then come the rivers and mountains.

It is obvious that other names, such as counties, lakes, &c., may be used in lieu of, or in connection with, those above mentioned, and also that the map may be separated in counties instead of States, all of which will readily suggest themselves to the manufacturer, and need not be herein specifically mentioned.

This apparatus is used as follows: First, the sections of the map are placed in the slot in the rack, according to the numbers on the back of said sections and on the face of rack, No. 1 map being placed in slot numbered 1 of the rack; second, the players being seated, the cards are shuffled and dealt off in equal numbers. The person on the left, or, if only two persons are playing, the one opposite the dealer, will lead off, calling for the area, population, or whatever he chooses, which must govern the game until that hand has been exhausted. For instance, if he should play Indiana, and choose the area as the governing feature of the game, and the opposite party held Ohio, he could take it because the area of Ohio is greater than that of Indiana, the area in such case necessarily ruling the entire hand. When a card is played, the corresponding map must be taken from the rack

and laid upon the board, so that when the game is finished a complete map of the United States will be formed. The first map that is laid on the board must be touched at some point by the second map played, and in laying the maps down they must touch in the proper place. After the first two maps have been played, the map last laid down need not necessarily be touched by the next player. For instance, should "California" and "Nevada" be on the board, and Nevada the last map laid down, the next player could play a map touching California, though it did not touch Nevada, provided, however, that he did not hold some State that joined Nevada. In such case he would, of course, be compelled to play it.

The above operation is repeated until all of the cards are played. When a player cannot play on the card laid down last, but plays on some other State, the card must remain on the board with the card previously played, and they can only be taken up by some party playing a State that joins them, and is superior in the feature governing the game. Should any person be unable to play in his turn, he must be passed, the opposite party playing in his stead. The person having the largest number of any sequence numbers of the particular feature played will be the winner of the game. Thus, if population were ruling the game, the person holding the greatest number of cards, with the numbers representing the grade of population coming successively, as 1, 2, 3, 4, or 10, 11, 12, &c., will be acknowledged the

successful player. If one of the players should have a dozen cards and only three sequence-cards, he could only count three.

It would be more convenient if, when a number of persons are playing, more racks than one were provided, as it would facilitate in counting, and save time and trouble.

It is obvious that the maps may be cut out of pasteboard, leather, metal, or any other suitable material, and that persons, after playing the game a few times, will have the numbers, dates, &c., so impressed upon their minds that they can never be effaced.

What I claim as my invention, and desire to secure by Letters Patent, is—

1. A game apparatus consisting of the rack A, cards C, and map-sections B, substantially as set forth.

2. In a game apparatus, a set of cards or map-sections, B, each one of which represents a geographical division or subdivision of a map, in combination with a pack of cards containing information relative to the geographical and historical features represented by the set first aforesaid, substantially as set forth.

In testimony that I claim the foregoing improvement in games, as above described, I have hereunto set my hand this 21st day of February, 1876.

REUBEN T. SITTERLEY.

Witnesses:

F. S. YAGER,
D. A. SMITH.