

J. W. NICHOLSON.

GAME CARDS.

No. 184,258.

Patented Nov. 14, 1876.

1
 UNITED STATES
 1776
 3,000,000.
 CENTENNIAL
 1876
 10,000,000.

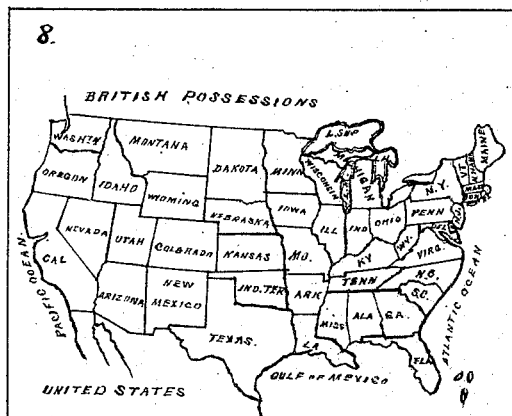
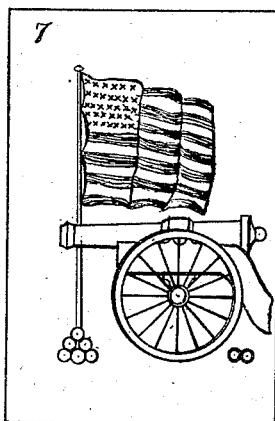
2
 GEORGE WASHINGTON
 FIRST IN WAR.
 FIRST IN PEACE
 AND
 FIRST IN THE HEARTS.
 OF HIS COUNTRYMEN.

3
 DISTRICT OF
 COLUMBIA
 131,700
 WASHINGTON.
 109,199

4
 MARYLAND
 S.
 1634
 780,894.
 BALTIMORE
 267,354.

5
 MAINE
 1820
 626,915.
 PORTLAND
 31,413.

6
 MONTANA
 TERRITORY
 20,595.
 CARSON CITY
 3,000.



Witnesses
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James W. Nicholson

INVENTOR.

UNITED STATES PATENT OFFICE.

JAMES W. NICHOLSON, OF INDIANAPOLIS, INDIANA.

IMPROVEMENT IN GAME-CARDS.

Specification forming part of Letters Patent No. **184,258**, dated November 14, 1876; application filed January 22, 1876.

To all whom it may concern:

Be it known that I, JAMES W. NICHOLSON, of Indianapolis, in the county of Marion and State of Indiana, have invented Nicholson's Centennial Games of States, Territories, and Cities of the United States, of which the following is a specification:

This invention relates to games with cards that are printed with designs, names, figures, &c., and arranged so as to embody information and instruction concerning the history of the United States, and afford amusement and entertainment; and consists in a pack of cards marked, lettered, and figured as shown in the accompanying drawing, and hereinafter more fully explained.

In the drawing, those cards figured 1, 2, 3, 7, and 8 represent but one each in the pack, No. 1 being the United States, showing the population in 1776 and 1876; No. 2, Washington, &c.; No. 3, District of Columbia and population, and largest city and population; No. 7, flag and cannon, representing the Fourth of July, our natal day; No. 8, a map of the United States and Territories, for convenience of reference to determine who is winner of points in accordance with the rules of the game. The value of these cards in the several games is also known by reference to the rules. The thirteen original States are represented by Figure 4, showing the name, date of settlement, present population, largest city in the State, and its population. The States admitted into the Union since the formation of the Government are represented in Fig. 5, which shows the name, year admitted, present population, largest city, and its population. The organized Territories are illustrated by Fig. 6, which shows the name, present population, name of largest city, and its population.

It is evident that the cards marked 5 may be increased in number as other States may be added to the Union, and those marked 6 be diminished as the Territories are organized into States; also, that other historical information may be printed on the same cards, if desired.

The following are some of the games that may be played with the above-described cards, and the rules governing the same:

Key to the Cards: First, the name of the State or Territory; second, the year the State was admitted into the Union, if admitted; third, population of State or Territory; fourth, the name of the largest city in the State or Territory; fifth, the population of the largest city in the State or Territory.

The States marked S give date of first settlement of the Federal States. The card United States gives the population of the United States in 1776 and in 1876.

Rules for Playing Nicholson's Centennial Games of States, Territories, and Cities: The game of "Geographical Location of States" is played with all the cards, and can be played by two, three, or four. However, it is more interesting where four constitute the number of players. Partners may be chosen, if desired. The value of the cards is determined by the geographical location of each State or Territory to the trump turned, excepting the flag, United States, and George Washington, which are termed centennial cards. The flag is highest, taking any trick in all games. Then follows United States, George Washington, and the State or Territory geographically situated nearest the trump. After shuffling and cutting the cards, they are dealt one at a time until all have six cards each. Then turn up a trump, which is left face up on the deck. The player to the left plays, calling the name of the State played, and so on until all have played. The one playing the State geographically situated nearest the trump wins the trick, provided neither of the centennial cards have been played. In this way continue to play until thirteen points have been made, which is the game. In case two States are played situated geographically alike, according to the map, the State having the greatest population wins the trick. This is a very interesting game, and any one will learn more geography in a few evenings than in weeks of hard study.

The game of "Admission of States" is played with two of the centennial cards—United States and George Washington, the thirteen Federal States, the twenty-four admitted States, and Utah Territory. This game is also more interesting where four play. Shuffle and deal ten when four play—if two

play, twenty—to each one. The player to the left plays first, calling the name of the State or card, or date of admission, and so on until all have played. The player playing the State first admitted or settled wins the trick, if neither of the centennial cards has been played. Continue to play until all the cards dealt have been played. The value of the cards is as follows: First, United States is highest, counting seven to the player holding it; second, George Washington, counting six to the player winning it; third, Virginia counts five to the winner, as it was the first State settled; fourth, Vermont, counting four, as it was the first State admitted into the Union; fifth, Massachusetts, counting three, as it was the first State to abolish slavery; sixth, New York, counting two, as it has the greatest population; seventh, Utah, which counts three against the player winning it, on account of her polygamy. Continue to deal and play until thirty-eight points have been made, which is the game. If two States are played on the same trick that were admitted in the same year, the State having the greatest population wins the trick.

The game of "States" is played with all the cards. The value of the card is determined by the population of the State or Territory. The dealer deals out six cards, and the player on the left plays a card, and so on until all have played. The player playing the largest card wins the trick, and so on until all the cards have been played. Each player, or the partners playing together, counts the number of Territories won. The next dealer deals, and so on until one of the opponents has won ten Territories, which constitutes the game.

The game of "Cities" is played with our flag and all the States and Territories, and can be played by two or four persons. When four constitute the complement for the game, they should choose partners, as the game is much more interesting. The value of cards is determined by the number of population of the cities. The dealer, after shuffling, &c., deals one card at a time to the left, until six cards have been dealt out. The player on the left plays a card, and so on until all have played. The player playing the largest city wins the trick, provided our flag has not been played. The player playing our flag counts one. The player winning the city with the

smallest population (Silver City) counts one. The player winning the city with the largest population (New York) counts one, and the player winning the largest number of cards counts one, making four counts to the deal. The deal then goes round to the left until one of the opponents has made seven points, which is the game. Our flag counts first in the game; second, the smallest city; third, largest city; fourth, largest number of cards won.

"Secession:" This funny game is played by two, three, four, or five persons. Shuffle and deal six cards to each one playing, leaving out the three centennial cards. The player to the left of the dealer looks at his hand. The value of the cards is determined by the year the State was first settled or admitted. If he thinks he has a card high enough to go around the table without being caught, he plays it. The player next to him looks at his hand. If he has nothing that will take it, he draws one from the deck. If that will not take it, the next one tries, and so on around to the dealer, each one drawing one card from the deck. If no one takes the trick, the one playing the card counts five. If any of the players catch the trick, it counts three. If the one next to the dealer does not wish to secede, he passes, and the next one has a trial, and so around to the dealer, who may play or pass the cards to the one to the left, who shuffles and deals again. In this way continue to play until eleven points have been made, which is the game. This is an exciting game if carefully played, as the one wishing to secede has to play against all the rest. The number of points in the game corresponds with the number of States seceded in the late rebellion. The player winning a trick always leads the next card in all the games played.

I claim as my invention—

The geographic game apparatus or pack of cards herein described, having cards 2, 7, and 8, embracing a personal card, a war card, and a map card, and cards 1, 3, 4, 5, and 6, embracing historic, State, and Territory cards, respectively, all substantially as and for the purpose set forth.

JAMES W. NICHOLSON.

Witnesses:

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