May 19, 1925. 1,538,307

G. STREHLOW

GAME

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FIG. 1.

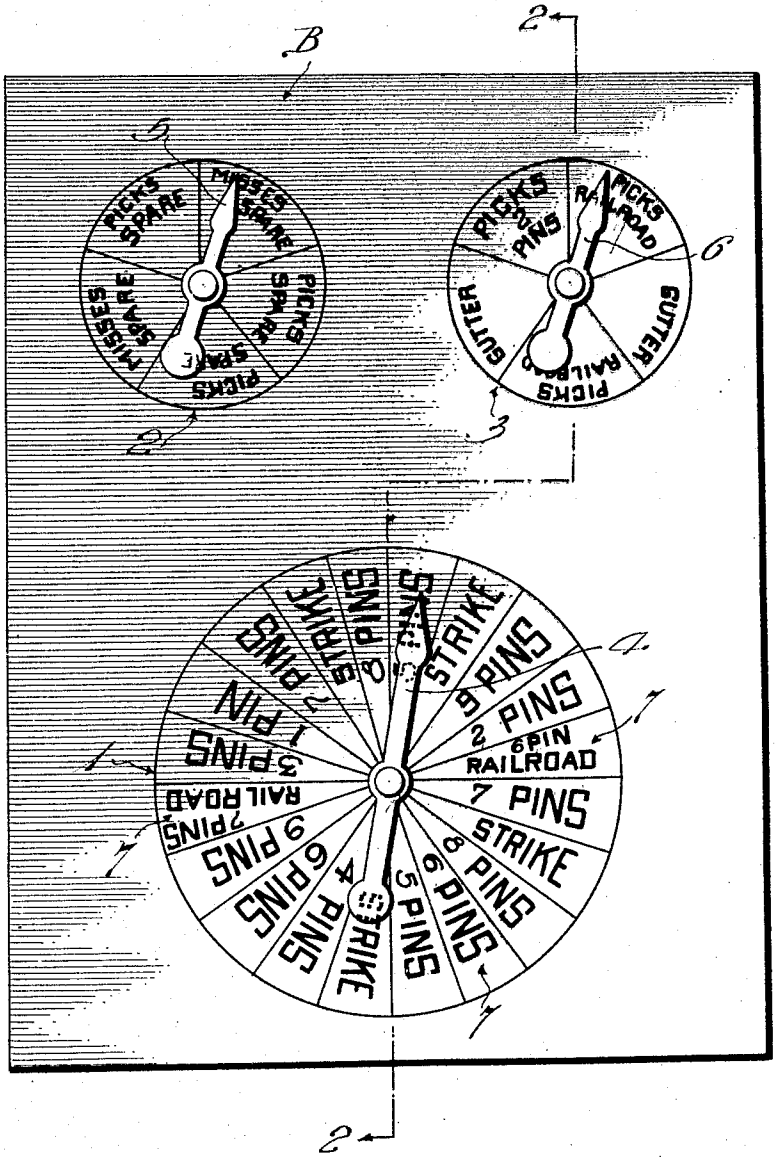
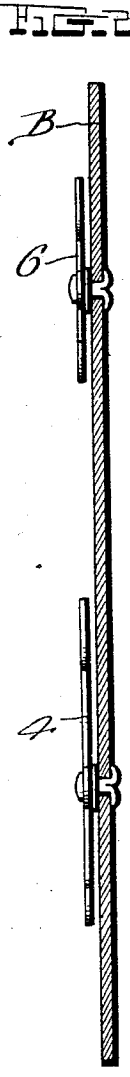


FIG. 2.



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UNITED STATES PATENT OFFICE.

GUSTAV STREHLOW, OF CHICAGO, ILLINOIS.

GAME.

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To all whom it may concern:

Be it known that I, GUSTAV STREHLOW, a citizen of the United States. residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Games; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to improvements in games and aims to provide a simple and inexpensive, yet an exceptionally amusing device which is usable in playing an imaginary game of ten pins or other bowling games.

In carrying out the above end, a chance device is provided to determine the supposed number of pins knocked down by the imaginary first ball rolled, and a further object is to provide a second chance device for determining the success of the mythical second ball, that is, to decide whether a "spare" is obtained thereby, provided of course, a "strike" was not made with the first ball.

Preferably incorporated with the first named chance device, is provision for indicating imaginary widely spaced pins remaining on the supposed alley after imaginary rolling of the first ball, such as a six or seven pin "railroad", and a further object is to provide a third chance device usuable if the first named chance device indicates such a "railroad", to determine whether the imaginary second ball "picks" or fails to "pick" a number of the mythical remaining pins.

With the foregoing in view, the invention resides in the novel subject matter hereinafter described and claimed, the description being supplemented by the accompanying drawing.

Figure 1 is a plan view of a game constructed in accordance with my invention.

Figure 2 is a vertical sectional view on the irregular line 2—2 of Fig. 1.

In the drawing above briefly described, which illustrates the preferred form of the invention, the character B designates a board having three dials 1, 2 and 3 respectively, and pointers or spinners 4, 5 and 6 co-operable with said dials.

The dial 1 includes a plurality of legends or designations, corresponding to the number of pins which may be knocked down by a ball, in an actual ten pin or bowling game. The legends preferably used are fully shown on the drawing and need not be herein repeated. However, I draw attention to the fact that special or distinct designations 7 are provided to indicate widely spaced imaginary pins left standing on the alley, after rolling of the first mythical ball. Certain arrangements of widely spaced pins left standing, are known as "railroads". A "six pin railroad", for instance, means that six pins have been knocked down, leaving four pins standing, two at opposite sides of the alley, for instance, pins number 4, 6, 7 and 10, of an actual bowling game. A "seven pin railroad" applies to a similar circumstance, where seven pins have been knocked down, leaving three of the above identified pins standing, or leaving a similar arrangement.

When the spinner 4 of the dial 1 is spun, it corresponds to rolling the first roll of an actual bowling game and if this pointer stops on the word "strike", it indicates that all of the imaginary ten pins have been knocked down by the first ball. If the spinner stops on one of the other designations, other than the distinct designations 7, it is obvious that the player has a chance of making a "spare" with the imaginary second ball. The spinner 5 is then operated and its co-acting dial 2, contains legends to indicate whether the player knocks down the remaining pins with the second imaginary ball, or fails to do so.

If the spinner 4 stops at one of the distinct designations 7, the spinner 6 of the dial 3 is operated. This dial contains legends or designations to show the supposed success of the third imaginary ball rolled.

In further explanation of the above, it may be stated that after the first spinning of the spinner 4, if this spinner does not indicate a "strike" or a "railroad," the spinner 5 is operated to show the success of the mythical second ball rolled. If the spinner 4 stops at a point indicating a "railroad," however, the spinner 6 is operated. The legends of the dial 3 co-operating with this spinner, are preferably such as to indicate whether the mythical second ball "picks" the entire "railroad" or only a portion of the imaginary pins left standing, or if the mythical ball is supposed to roll into one of the gutters alongside of an actual bowling alley.

The duration of the game preferably con-

sists of ten "frames" or "boxes" and in each "frame" or "box," each player has one turn, and in no instance, is any player permitted to "roll" more than two imaginary balls. The scores may be kept in any suitable manner, for instance, in the usual way of keeping the scores of an actual ten pin game.

It will be seen from the foregoing that a simple and inexpensive game has been provided, yet that it will be very amusing. As excellent results may be obtained from the details disclosed, they are preferably followed, but within the scope of the invention as claimed, numerous changes may be made, such as varying the forms and number of the chance devices, that is the spinners and their co-acting dials, in the present disclosure.

I claim:

1. A game for simulating bowling comprising a chance device for indicating the supposed number of pins knocked down by the first mythical ball rolled, and a second chance device entirely independent of and operable after said first device for determining the success of the second imaginary ball rolled, said first named chance device being adapted to retain its indicating position while operating the second chance device, whereby the results indicated by the two devices may be jointly read.

2. A game for simulating bowling comprising a chance device for indicating the supposed number of pins knocked down by the first mythical ball rolled, a second chance device entirely independent of and operable after said first device for determining the success of the second imaginary ball rolled, and a third chance device entirely independent of the others for determining supposed facts not readily determinable by said second chance device, each chance device being adapted to retain its indicating position while the next chance device is being operated, whereby the results indicated by all of the devices operated may be jointly read.

3. A game for simulating bowling comprising a dial having designations indicating different numbers of pins which may be knocked down in actual bowling, a spinner co-operable with said dial to determine the supposed number of pins knocked down by the imaginary first ball rolled; a second spinner operable after the first spinner only if said first spinner indicates less than ten pins knocked down, and a second dial co-operable with the second spinner and having designations to decide whether the imaginary second ball knocks down the mythical remaining pins.

4. A game for simulating bowling comprising a dial having designations indicating different numbers of pins which may be knocked down in actual bowling, and at least one distinct designation representing widely spaced pins remaining after rolling the first ball in actual bowling, a spinner co-operable with said dial to determine the supposed number of pins knocked down by the imaginary first ball rolled; a second spinner operable after the first spinner only if said first spinner indicates less than ten pins knocked down, and does not stop at said distinct designation, a second dial co-operable with said second spinner to decide whether the imaginary second ball knocks down the mythical remaining pins; a third spinner operable after the first spinner only if said first spinner stops at said distinct designation, and a third dial co-operable with said third spinner to determine the success of an imaginary second ball.

In testimony whereof I have hereunto affixed my signature.

GUSTAV STREHLOW.