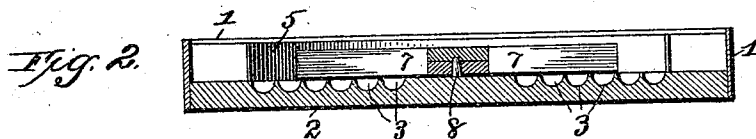
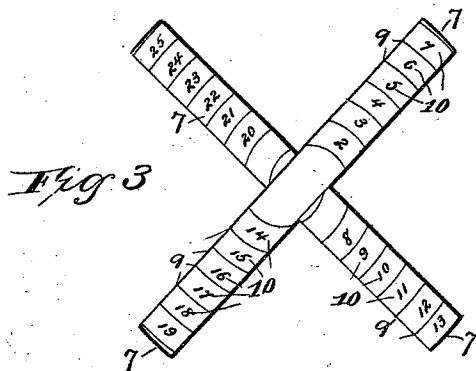
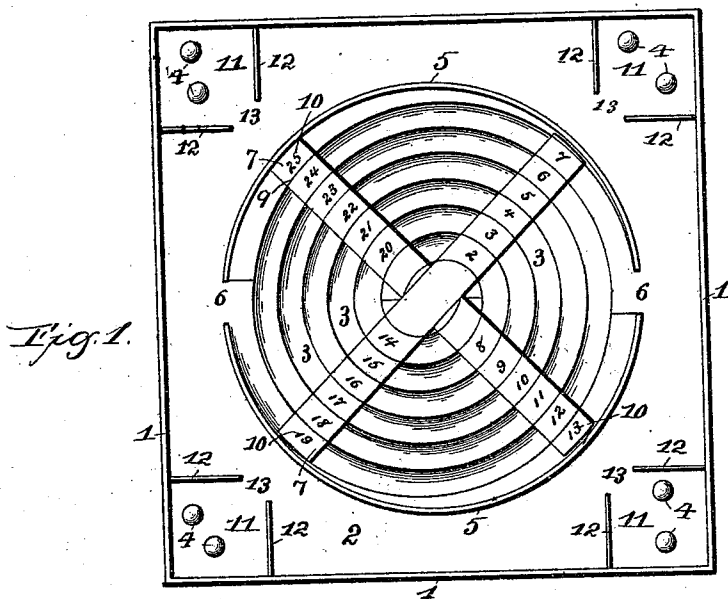


(No Model.)

C. H. RILE.
GAME.

No. 554,835.

Patented Feb. 18, 1896.



Witnesses
E. C. Windeman
S. J. Williamson

By

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UNITED STATES PATENT OFFICE.

CHARLES H. RILE, OF CONSHOHOCKEN, PENNSYLVANIA.

GAME.

SPECIFICATION forming part of Letters Patent No. 554,835, dated February 18, 1896.

Application filed August 8, 1895. Serial No. 558,634. (No model.)

To all whom it may concern:

Be it known that I, CHARLES H. RILE, a citizen of the United States, residing at Conshohocken, in the county of Montgomery and State of Pennsylvania, have invented certain new and useful Improvements in Games, of which the following is a full, clear, and exact specification.

My invention relates to a new and amusing game, and its object is to produce such a game that will depend for its operation upon both skill and chance.

With this end in view the invention consists in the details of construction and combination of elements hereinafter set forth and then specifically designated by the claims.

In order that those skilled in the art to which my invention appertains may understand how to make and use the same, I will describe its construction and operation in detail, referring by numbers to the accompanying drawings, forming a part of this specification, in which—

Figure 1 is a plan view of my device; Fig. 2, a plan of the turnstile, and Fig. 3 a central section.

Similar numbers denote like parts in the several views of the drawings.

1 is a rectangular box having sides of sufficient height to prevent the falling of the balls with which the game is played from off the base-board 2.

3 is a spiral groove formed about the center of the base-board, of such depth as to readily guide the balls 4 when running therein, and surrounding this groove are the semi-circular flanges 5, whose ends terminate in juxtaposition to each other, but leaving sufficient spaces 6, by which the balls may enter the inclosure, for the purpose hereinafter set forth.

7 are two bars crossed at their centers, so as to form what I term a "turnstile," and these bars are pivoted upon the pin 8, projecting from the base-board so that they may turn within the inclosure formed by the flanges 5 and immediately above the groove 3.

9 are a number of division-lines formed by sections of a spiral which coincides with the groove 3, and between these division-lines are placed a series of numbers 10.

In each corner of the box are formed compartments 11 by the partitions 12, which so terminate as to leave passages 13, through which the balls 4 may be caused to roll.

From this description the operation of my improvements will be obviously as follows: When the object of the game is to start at the outer portion of the spiral groove 3 and register the largest number possible with four of the balls, the game is commenced by so tipping and varying the angle of the base-board as to cause a given number of the balls to pass out of their compartments and within the inclosure formed by the flanges 5, through the passages 6, and to the outer portion of the spiral groove between the bars 7, when by a continuation of the tipping manipulation of the board the balls within the groove 3 will cause the turnstile to revolve and at the same time the balls, following the curvature of the spiral, will move, thus registering with numbers of varying valuations, and the whole of such registration with four balls so moved as to register with the highest numbers possible would be the sum of the numbers 7, 13, 19, and 25, being the numerals at the ends of the bars 7, and to so register the highest numbers the balls would be in the grooves corresponding with said numbers; but as this will be found very difficult to accomplish, as the groove 3 is not deep enough to hold the balls therein against undue tipping, and as the several balls will help to counterbalance each other in their action upon the turnstile, and therefore render it difficult to turn the stile in the proper direction, it follows that that the skill and chance thus brought into play will hold the attention of the manipulator to such an extent as to render the game very amusing.

If the object of the puzzle be reversed, so that it is desired to register the smallest amount possible with a given number of balls, it will be seen that in starting the game the number of balls desired to be used will be led out from their compartments by the proper manipulation of the board and into the outer sections of the spiral groove and caused to follow said groove inward, turning the stile in their movements until they reach the center of said groove, when the sum of the num-

bers with which the balls register will determine the proximity to the possible number to be registered.

Having thus fully described my invention,
5 what I claim as new and useful is—

1. In a device of the character described,
the base-board 2, having the spiral groove
formed therein, in combination with a turn-
stile adapted to revolve above said groove
10 and suitable balls for revolving said turn-
stile, as shown and specified.

2. The herein-described combination of the
base-board, a spiral groove formed therein,
flanges 5, surrounding said spiral, a turnstile

pivoted to said board, so as to turn within 15
said flanges, registering-numbers arranged
upon said turnstile, compartments formed
upon the base-board, and balls for causing
the said turnstile to revolve, as shown and
for the purpose specified. 20

In testimony whereof I have hereunto af-
fixed my signature in the presence of two
subscribing witnesses.

CHARLES H. RILE.

Witnesses:

S. S. WILLIAMSON,
WM. WRIGHT.