

(No Model.)

O. F. BRINKMAN.
APPARATUS FOR PARLOR GAMES.

No. 503,403.

Patented Aug. 15, 1893.

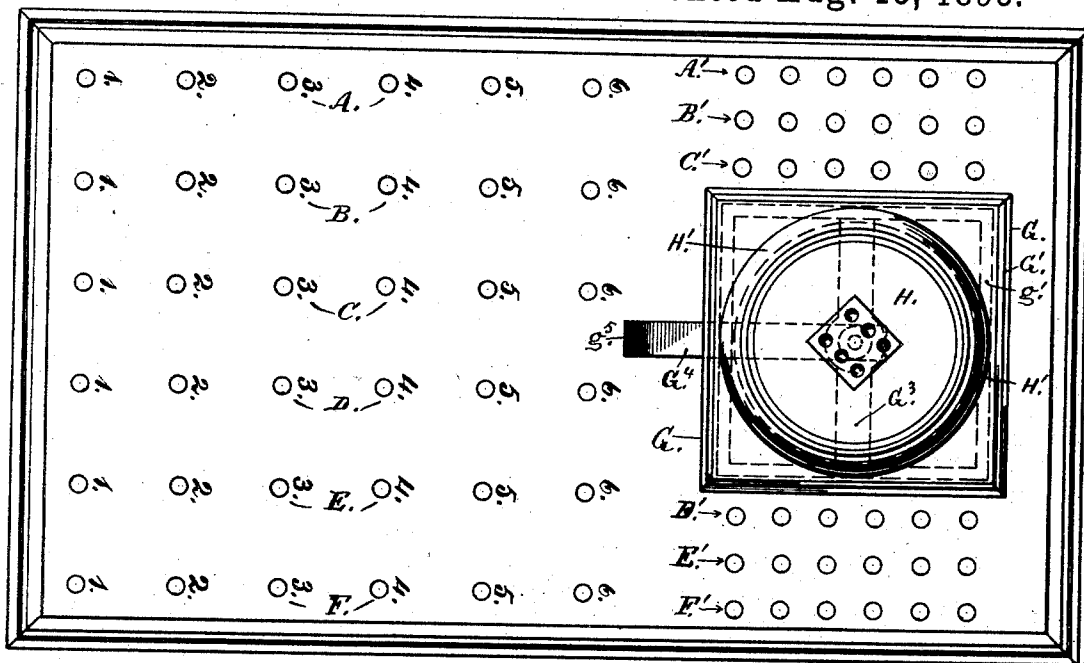


Fig. 1.

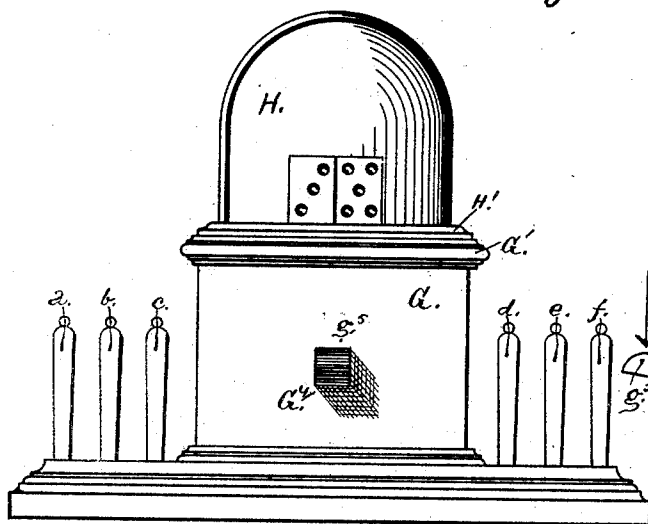


Fig. 2.

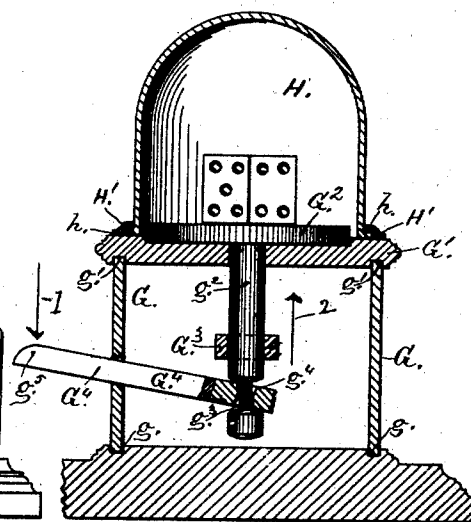


Fig. 3.

Witnesses:

I. Grant Johnston
Frank S. Urban

Inventor:
Oscar F. Brinkman.

By

Sam. H. Herr
Attorney.

UNITED STATES PATENT OFFICE.

OSCAR F. BRINKMAN, OF LANCASTER, PENNSYLVANIA, ASSIGNOR OF ONE-HALF TO KIRKBRIDE JOHNSON, OF SAME PLACE.

APPARATUS FOR A PARLOR GAME.

SPECIFICATION forming part of Letters Patent No. 503,403, dated August 15, 1893.

Application filed March 28, 1893. Serial No. 467,921. (No model.)

To all whom it may concern:

Be it known that I, OSCAR F. BRINKMAN, a citizen of the United States, residing at Lancaster, in the county of Lancaster and State of Pennsylvania, have invented certain new and useful Improvements in an Apparatus for Parlor Games; and I do hereby 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.

This invention relates to improvements in a parlor game, having for its object social amusement, being a means for providing cheerful entertainment for big and little in the home circle.

The elements of the invention will separately and distinctly appear in the following description, and will be explicitly set forth in the claims.

The purposes of the invention are attained by the means and devices illustrated in the accompanying drawings, in which similar letters of reference designate like parts throughout the several views, and in which—

Figure 1 is a top view of an apparatus embodying the elements of my invention, the marking pins having been removed; Fig. 2, an elevation, viewed from the left, of Fig. 1, showing marking pins on each side of the agitator box in place; and Fig. 3, a sectional elevation, taken longitudinally and viewed from below, of the right hand portion of Fig. 1.

The apparatus comprises the following instrumentalities. A base board of any approved size and shape is provided at one end thereof, in its upper face, with a number of orifices arranged in separate series, A, B, C, D, E, F, &c., each series having six orifices marked, respectively, 1, 2, 3, 4, 5, 6; and at the other end of the board are arranged similar series, A', B', C', D', E', F', &c., three series being on each side thereof, but the separate orifices are not numbered. One of each series, as A and A', B and B', C and C', &c., are taken together for the purposes of the game; and, the orifices, themselves, are adapted to have pins *a, b, c, d, e, f*, inserted therein to mark the progress of the game and indicate the winner.

Between the two sets of three series each at

the right hand end of the base-board, is placed a case or box G, of any approved size and shape and rigidly attached thereto, by having the lower edge of its wall recessed thereinto and glued, as is shown at *g* in Fig. 3, or it may otherwise be secured in place; and its top G' is secured to the upper edge of said wall in the same manner, as is shown at *g'*. A disk G² is placed above the top G', being slightly recessed therein, and has the center of its under face securely affixed to the upper end of a shaft or rod *g*², which extends downward through the top G' and through a cross beam or bar G³, centrally located within said box and having its extremities secured to opposite sides thereof, to a point below said beam, where its lower end *g*³ is swivel jointed, through a rounded orifice *g*⁴ formed vertically therein, to the rear end of a lever G⁴, passed through an orifice in the front part of the case, where said lever is fulcrumed, and having its forward end *g*⁵ rounded, is adapted, being struck from above, to propel the disk G² suddenly upward, and return again, by gravitation, to the position shown, the orifices through the top G' and the bar G³, serving to guide the rod *g*² and keep the disk G² in position.

On top of the disk just described is loosely placed a cubical die, of the well known pattern, having the usual marks, 1 to 6, respectively, on its six faces. And the die having been placed in position thereon, the disk is then housed in or covered by a glass receiver or transparent cup H, having an outwardly turned flange or rim *h* around the edge of its open end which is placed on the top G', as shown, and secured in place thereto by having a recessed ring H' placed on said flange and rigidly secured, as by gluing, to said top.

For the purposes of the game, each player is provided with twelve pins, and the several players proceed in turn. The order of their playing may be determined by choice, or by throwing the die, the highest thrower taking the first place; the next highest the second; and so on to the lowest, who takes the last. To the first player is allotted the series of orifices denoted by A and A'; to the second, B and B'; to the third, C and C'; and so on, to the last. The first player then strikes the end, *g*⁵, of the lever in the direction indi-

5 cated by the arrow, 1, which propels the rod, g^3 , in the direction indicated by the arrow, 2, and manipulates the disk, G^3 , to throw the die, bringing a number, says six as shown, uppermost. He places a pin, a , in the orifice marked, 6, and throws again. Should five be uppermost on the die this time, he will place a pin, a , in the orifice marked, 5, and continue to throw, placing a pin, a , in the indicated orifice, till the die indicates an orifice already pinned, when the first player will stop. The second player will then throw and go through the same routine; after him, the third; then, the fourth; and so on, to the last. The first player will then begin again, and continue as before, and the rest will follow, in turn. In this manner the game will proceed, until a player will have all the orifices in his marked series occupied by pins, when he will place a pin in an orifice of his unmarked series, having scored a count. All the pins will then be withdrawn from the orifices of the marked series, and the same routine will be gone through, but the player having scored last, will begin the play. In this manner the game will continue, until a player will have all the orifices in his unmarked series filled with pins, declaring him the winner, and ending the game. Should it however be desired to determine the loser, the player having scored six times first, will drop out of the game, while the rest will continue to play, scoring as before, till each will have scored six times, except the last, who will then be pronounced the loser.

35 In the apparatus here shown and described, six series of counting (marked), and six of scoring orifices are used, but this number may

be varied, increased or diminished, without changing the character of the game, or involving any new invention.

Having now described my invention and in what manner it is to be performed, what I do consider new, and desire to be secured by Letters Patent, is—

In a parlor game, the apparatus comprising the following instrumentalities: a base-board having two sets or series of pin-orifices in its upper face, one set of orifices marked respectively, 1, 2, 3, 4, 5, 6, for counting, and the other set for scoring said counts; pins provided to engage said orifices; an agitator box secured to the top at one end of said board having sets of said scoring orifices on each side thereof; a die agitating disk loosely placed on top of said box, and a rod having one end securely affixed to the under face of said disk, said rod projected downwardly through its top into the body of the box having means provided to guide said rod in position; a lever fulcrumed and projected through a side of the box, and having its inner end swivel jointed to the lower end of the rod of the disk; a cubical die placed on top of the disk; and a glass receiver placed over said die and disk and having the edge of its open end secured to the top of the agitator box; all substantially as described and for the purpose hereinbefore set forth.

In testimony whereof I affix my signature in presence of two witnesses.

OSCAR F. BRINKMAN.

Witnesses:

EDWIN BOOKMYER,
DANIEL H. HERR.