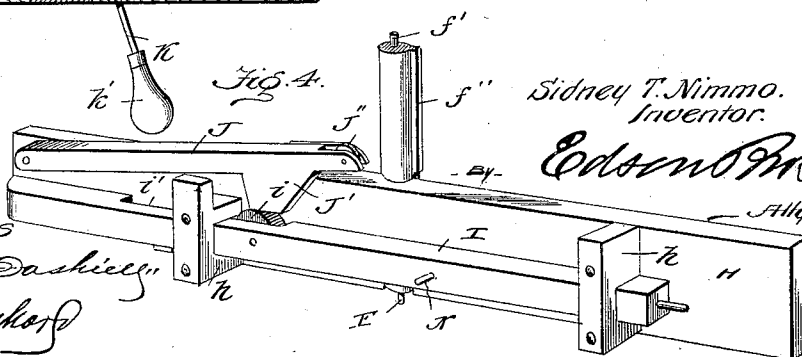
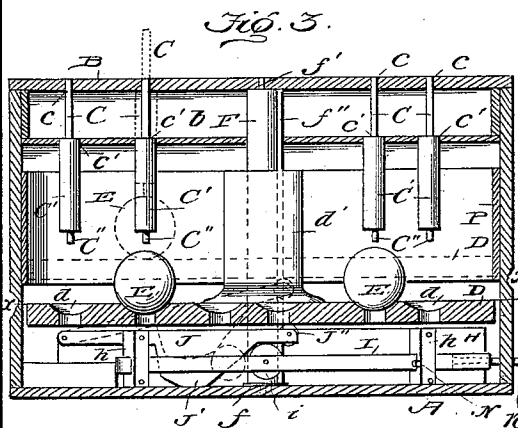
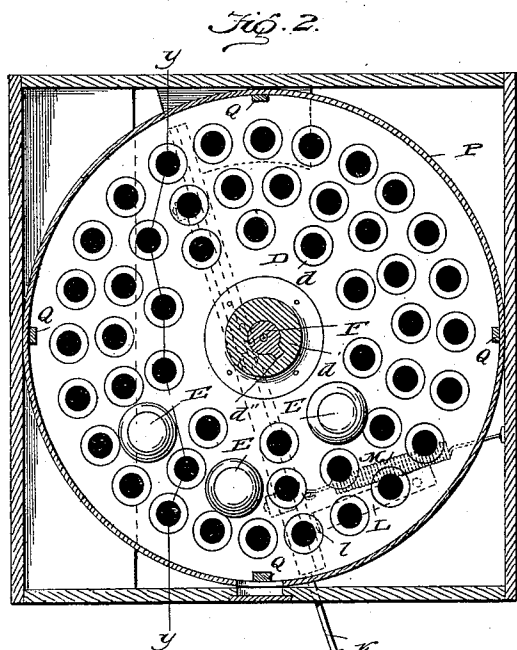
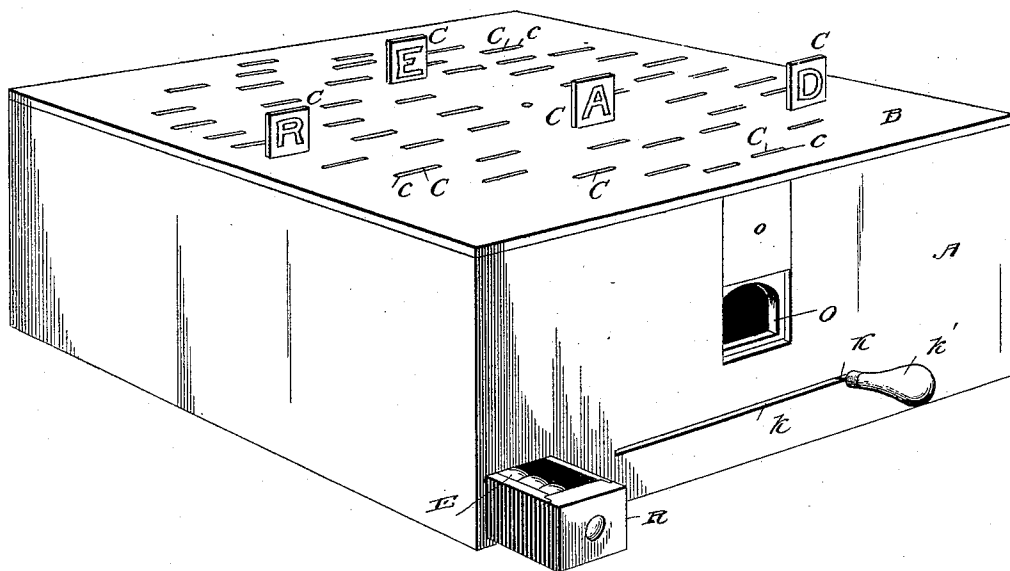


S. T. NIMMO.
GAME OF CHANCE APPARATUS.

Patented Sept. 1, 1896.



Witnesses
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UNITED STATES PATENT OFFICE.

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GAME-OF-CHANCE APPARATUS.

SPECIFICATION forming part of Letters Patent No. 566,930, dated September 1, 1896.

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To all whom it may concern:

Be it known that I, SIDNEY T. NIMMO, a citizen of the United States, residing at Baltimore, in the State of Maryland, have invented certain new and useful Improvements in a Game-of-Chance Apparatus; 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.

My invention relates to a game-of-chance apparatus in which I have provided a series of vertically-movable tablets or indicators provided with letters or other characters or inscriptions, combined with means for arbitrarily projecting a group or series of said tablets or indicators. One of the purposes of my apparatus is an amusing and instructive game in which the persons participating therein are required to spell a word or words from the letters on the tablets or indicators projected into view, but I would have it understood that I do not restrict myself to the use of letters on the tablets or indicators, because I am aware that pictorial representations and other kinds of inscriptions may be used on the tablets or indicators.

With these ends in view, and such others as pertain to an apparatus of this character, my invention consists in the novel combination of elements and in the construction and arrangement of parts which will be hereinafter fully described and claimed.

To enable others to understand my invention, I have illustrated a preferred embodiment thereof in the accompanying drawings, forming a part of this specification, and in which—

Figure 1 is a perspective view showing a group of tablets or indicators exposed to view. Fig. 2 is a horizontal sectional view on the plane indicated by the dotted line xx of Fig. 3, showing in dotted lines the means whereby the platform may be oscillated or turned in a horizontal plane and lifted in a vertical direction. Fig. 3 is a vertical sectional elevation on the plane indicated by the dotted line yy of Fig. 2. Fig. 4 is a detail perspective view of the lever and cam mechanism which I prefer to use as the means for oscillating and lifting the platform.

Like letters of reference indicate corresponding parts in all the figures of the drawings, referring to which—

A designates the inclosing case of my game apparatus, which, as shown, is of square form and of suitable dimensions to contain all of the operating parts of the apparatus; but the shape and size of this casing A may be varied within wide limits by a skilled mechanic in constructing the apparatus or by the manufacturer in placing the apparatus on the market. The upper end of the casing A is normally closed by means of a cover or head B, which is constructed to house or inclose within itself the series of tablets or indicators and to serve as a means for guiding the tablets or indicators in their vertical movement or play when they are projected up from the head or cover B or are lowered and withdrawn within the head or cover. The head or cover B is hollow or in the form of a chamber, as at b , and in the top and bottom walls of this hollow cover are formed the slots c and the openings c' .

In the embodiment of my invention shown in the accompanying drawings the tablets or indicators C are in the form of flat pieces of wood or metal, and they are provided with pendent stems C' , from which stems project the pins C'' . The slots c in the top of the cover are of such shape and size as to enable the tablets C to fit snugly therein, and the openings c' in the bottom of the cover are shaped to receive the stems C' of the tablets, whereby the tablets and their stems are properly guided in the cover. The slots c are arranged in any suitable way throughout the top side of the cover, and the openings c' are similarly arranged in the bottom part of the cover and so that these openings c' are in vertical alinement with the slots c for the purposes of receiving and guiding the tablets and their stems in a proper manner. While I have shown the tablets as of square or rectangular form and as provided with pendent stems and pins, I would have it understood that I do not strictly limit myself to the employment of this particular construction, as I am aware that the shape and size of the tablets may be changed and that the pins on the stems may be dispensed with, in which

case the balls or projectors are adapted to act against the stems or feet of the tablets. Normally the tablets or indicators are lowered and housed within the chamber *b* of the cover, and the stems or feet *C'* are projected below the bottom of the cover, as indicated by Fig. 3 of the drawings.

I will now proceed to describe my preferred mechanism for projecting the group or series of tablets, and in this connection I would state that I believe myself to be the first to provide means whereby the group or series of tablets may be arbitrarily lifted or projected into view, the position or disposition of the projecting means for the tablets being in no wise under the control or manipulation of the persons playing the game, so that the particular tablets or indicators projected into view depend entirely upon the chance position of the devices which serve as the means for projecting or lifting the tablets or indicators. Within the casing *A*, and below the cover or head *B*, is arranged a platform *D*, and this platform is provided with cavities or openings *d*, forming seats for a series of balls or spheres *E*. These balls or spheres *E* are the means which in the present instance serve to lift or project the tablets or indicators into view; but I do not wish to be understood as strictly limiting myself to the employment of balls or spheres, because other devices may be employed for this purpose. Erected within the casing *A*, and passing centrally through the platform *D*, is a vertical post *F*, the lower end of which has a pintle that is fitted in a step-bearing *f* in the bottom of the casing *A*, while the upper end of this post has a pintle *f'*, that is suitably fitted in an aperture in the head or cover *B*, whereby the post is fitted in the casing in a manner to have a turning movement in a horizontal plane. The platform *D* is arranged in such relation to the cover *B* and the projectors or spheres *E* are of such size that when the parts are in their normal position the projectors or spheres do not strike the feet or stems *C'* of the tablets or indicators. This arrangement enables the projectors or spheres to be agitated or moved on the top surface of the platform without interference from the stems or feet *C'* of the tablets, so that the position of the projectors or spheres may be changed to bring them in alinement with different tablets or indicators. To adapt the projectors or spheres to lift the tablets or indicators, I mount the platform *D* within the casing in order that it may have a limited vertical play or movement therein, and as one means for agitating the projectors or spheres so as to change their position I have provided means whereby the platform may be oscillated or turned in a horizontal plane. To attain these ends, the upright post *F* is provided with a longitudinal key *f''*, and the platform *D* has a sleeve or hub *d'*, which is provided with a keyway or seat *d''*, in which fits the key *f''* of the post *F*. By this construction it will be seen that the platform is

so connected with the post that it turns or oscillates with the post in a horizontal plane, and at the same time the platform is capable of a vertically-sliding movement on the post. To turn the post and the platform which is keyed thereon in a horizontal plane, I have provided a lever mechanism adapted to be operated by one of the persons participating in the game, and this lever mechanism is so constructed that a cam device may be operated by the player for the purpose of giving to the platform *D* the proper vertical movement in order to cause the projectors to engage the feet or stems of the tablets, so as to lift the stems and tablets and thereby project or throw a group or series of the tablets into view. This part of my invention consists of a bar *H*, guides or keepers *h*, a slide *I*, carrying a roller *i*, and a cam-lever *J*, fulcrumed on the bar *H* and engaging with the roller *i* to be moved vertically thereby. The bar *H* is fastened rigidly to the post *F* by suitable means which connect the middle part of the bar to the post, so that the bar and post are adapted to turn in a horizontal direction. The keepers or guides *h* are secured rigidly to the bar *H*, on one side thereof, and they are arranged in alinement with each other. The slide *I* fits in the keepers or guides to have a longitudinal or reciprocating movement therein, and this slide is connected by the keepers with the bar *H*, so that any horizontal movement imparted to the slide will move the bar *H*, and with it the post and platform, in a horizontal direction. At an intermediate point of its length this slide is formed with a longitudinal recess or slot *i'*, and in this slot or recess is fitted the friction-roller *i*, which roller is journaled in a suitable way on the slide to be carried therewith in its back and forth movements. The cam-lever *J* is fulcrumed at one end to the bar *H*, as at *j*, and near its free or unconfined end the cam-lever is provided with a cam-shaped projection *J'*, which lies in the path of the roller *i* on the slide *I*, and which is adapted to fit in the recess or groove *i'* of the slide when the cam-lever *J* is lowered. The free end of the cam-lever, beyond the cam projection *J'* thereon, carries a friction-roller *J''*, which is adapted to ride against the under side of the platform *D* when the cam-lever *J* is raised. All of these parts are housed and arranged within the casing *A*, so that access cannot be had thereto by any of the players, but to enable the slide-bar *I* to be operated by one of the players, and in a manner to prevent the players from tampering with or controlling the position of any of the projectors *E*, a handle or operating-stem *K* is provided. This operating-stem *K* passes through a horizontal slot *k*, provided in the front of the casing *A*, and the inner end of the stem is attached, in a suitable way, to one end of the slide *I*. The outer or exposed end of the stem has a finger-piece *k'*, which affords a convenient means for grasping the stem for

operating the slide I, the bar H, and the cam-lever to impart the necessary movements to the platform D.

The horizontal turning movement of the bar H and the post, and consequently the horizontal oscillation of the platform D, is limited in one direction by means of the stop L, which is fixed to the bottom of the casing A and lies in the path of the bar H. This stop L is preferably provided with a buffer l, which serves to ease up and reduce the shock on the bar H and the associated parts when the bar H is drawn or pulled against the stop by the recoil action of a returning-spring M, one end of which is fastened to the bar H and the other end suitably attached to the casing A. The stem K is turned in a horizontal direction and moved through the slot k in order to move the bar H away from the stop L, and then this stem is released, so that the spring M will pull the bar H, and the parts carried thereon, back to normal position, so that the bar H will strike against the stop L, the shock resulting from which impact causes the projectors or spheres E to be agitated and distributed over the surface of the platform D indiscriminately without being influenced in any way by the players, whereby the projectors or spheres are caused to take various positions beneath the indicators or tablets. The platform D, and with it the projectors or spheres, can be lifted only when the projectors are in proper vertical alinement with the stems or feet of a group or series of tablets, and to this end I provide a stop N, which lies in the path of the slide I, so as to prevent endwise movement of the slide necessary to cause the roller I to lift the cam-lever, except when the platform D occupies the proper position for the projectors to raise the tablets. When the bar H is pressed by the spring M against the stop, the platform is held by the upright post F, to which it is keyed in a position where the seats d thereof are in alinement with the tablets, and the projectors or spheres E are thus arranged to engage with the stems C' when the platform is raised, so that the projectors serve to lift the tablets and thereby expose them to view above the top or cover B of the apparatus. In this position of the platform and the projectors thereon the stop N is in such relation to the slide I that the stem K can be pushed inward to move the slide I endwise alongside of the stop N, and thus the roller i of the slide presses against the cam J' of the lever J to raise the lever J and press its roller J'' against the platform D, whereby the platform and projectors are lifted to raise a certain group or series of the tablets or indicators. When the stem K is pulled outward, the slide I is drawn back, and the weight of the platform and projectors serves to lower the parts and press the lever J back against the bar H and cause the cam of the lever to enter the slot or recess in the slide I. I may use any desired number of tablets or indicators C and one or a series

of projectors or spheres E, according as it is desired to expose one or a number of the indicators. In practice I prefer to provide enough indicators or tablets to contain two sets of alphabetical letters and to use four or more projectors to raise and expose a sufficient number of tablets, the letters of which may be arranged or combined to form a word or words; but it is evident that the number of tablets and projectors employed may be varied within wide limits.

As a convenient means for introducing the projectors or spheres into the casing A, an aperture O is provided in the casing on a plane above the platform D, and this aperture is designed to be closed by a slide or door o. When the door is opened to expose the opening O, the projectors may be placed on top of the platform D, after which the door is closed to prevent the projectors from escaping when they are agitated or moved within the casing.

To prevent the projectors or spheres from rolling off the platform when they are agitated or rolled around on top of the platform, I have provided the retaining ring or annulus P, which is fixed within the casing and extends a suitable distance vertically therein to keep the projectors on the platform, no matter whether the platform occupies its raised or lowered position. The platform is adapted to move within the ring or annulus, which assists in guiding the platform in its vertical movements, and when the balls or projectors are whirled they strike against and rebound from the retaining-ring, which thus serves as a buffer to the projectors.

The upward movement of the platform, under the pressure or lifting force of the cam-lever J, is limited by the stops Q, which are fastened to the buffer or retaining-ring P.

In the casing A is fitted a sliding drawer R, which is suitably guided in the casing and which may be partially or wholly withdrawn therefrom. This drawer may contain the balls or projectors when they are not in use.

This being the construction of my game apparatus, the operation may be briefly described as follows: With the platform occupying its lowered position, the door o is opened and the player introduces a series of projectors (three, four, or more) through the opening O and deposits them upon the platform, after which the door is closed. The operator now moves the stem K horizontally through the slot k, thus turning the slide I, the bar K, the post F, and the platform D, after which the stem is released and the spring M pulls the bar H against the buffer-stop L. The platform is brought to a position by resting against the stop L, where the seats d in the platform are properly alined with the tablets, but the oscillation of the platform and the shock due to its impact against the buffer-stop sets the balls or projectors to whirling within the limits of the retaining-ring P, from which the balls rebound and roll over the sur-

face of the platform D until they come to a period of rest and occupy certain of the seats *d* in the platform. The operator now pushes the stem K and slide I inward, whereupon the roller *i* acts against the cam of the lever, so as to raise the free end of the lever J and cause its roller to press against the platform and thereby lift or raise the platform a proper distance. The platform carries up with it the projectors E, which in turn press against the stems of certain of the indicators to project the latter through the slots *c* in the cover B, thereby exposing a group or series of tablets to view, which group of exposed tablets correspond in number to the number of projectors employed in the apparatus, while all the other tablets or indicators remain housed and concealed within the cover or top B. The players now endeavor to group the letters on the exposed tablets to form one or more words. The stem K is now withdrawn to pull the slide I outwardly and allow the lever J, the platform D, and the projectors to descend to their normal positions, after which the stem K is again turned horizontally to allow the spring M to draw the bar H forcibly against the buffer-stop L and whirl the projectors over the platform, thus grouping or disposing the projectors in different positions or combinations beneath the tablets or indicators. The stem K is again pushed in to cause the slide-roller *i* to lift the lever J and raise the platform to bring the projectors against the stems of the tablets, thereby exposing another or different group of tablets to view, from the letters on which exposed tablets the players endeavor to form other words.

I am aware that changes in the form and proportion of parts and in the details of construction herein shown and described as the preferred embodiment of my invention may be made by a skilled mechanic without departing from the spirit or sacrificing the advantages of my invention.

Having thus fully described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. In a game apparatus, the combination with a series of tablets, of a series of projectors adapted to be grouped arbitrarily into alinement with different tablets, and means for lifting the projectors and the tablets with which they aline, whereby a group of tablets lifted by the series of projectors may be exposed to view, as and for the purposes described.

2. In a game apparatus, the combination with a suitable casing, a platform, a series of projectors movably supported by said platform and adapted to be seated thereon in alinement with a corresponding number of tablets, and means for moving said platform and projectors vertically, whereby a group of tablets may be exposed to view when the platform and projectors are moved toward the tablets, as and for the purposes described.

3. In a game apparatus, the combination of

a series of tablets, a platform, one or more projectors carried on said platform and adapted to be seated indiscriminately or arbitrarily into alinement with one or more of said tablets, and means for moving the platform and projectors vertically, as and for the purposes described.

4. In a game apparatus, the combination of a number of tablets or indicators, a platform, a series of movable projectors carried by said platform, and adapted to be seated indiscriminately thereon and in operative relation to said tablets or indicators, and means for lifting the platform and projectors, as and for the purposes described.

5. In a game apparatus, the combination of a number of indicators or tablets, a vertically-movable platform, means for raising said platform, a series of projectors carried by the platform, and means for agitating the projectors to group them arbitrarily at different times in operative relation to different tablets or indicators substantially as and for the purposes described.

6. In a game apparatus, the combination of a casing, independent indicators or tablets normally concealed from view within the casing, a platform, a series of projectors carried by said platform and adapted to be seated thereon in alinement with certain of the tablets or indicators, means for moving the platform and projectors vertically, and means for agitating the projectors on the platform and grouping them arbitrarily in alinement with different indicators at different times, as and for the purposes described.

7. In a game apparatus, the combination of indicators or tablets, a series of projectors, and a platform capable of vertical play and of horizontal movement, substantially as and for the purposes described.

8. In a game apparatus, the combination of a series of indicators or tablets, a platform mounted to turn in a horizontal plane and to have vertical movement relative to the tablets, a series of projectors carried by the platform and adapted to expose certain of the tablets when the platform is raised and to be agitated or whirled on the platform when the latter is turned horizontally, and a single operating mechanism whereby the platform may be given its vertical and horizontal movements, substantially as and for the purposes described.

9. In a game apparatus, the combination with indicators or tablets, and suitable projectors, of a post, a platform keyed to said post to turn therewith and capable of sliding vertically on the same, a slide-bar so connected with the post as to turn the same in a horizontal plane and also of having endwise movement without disturbing the post, a lifter operated by the slide-bar when the latter is moved endwise, and suitable stop devices, as and for the purposes described.

10. In a game apparatus, the combination with suitable indicators, and suitable pro-

jectors therefor, of a post, a platform keyed thereto, a horizontal bar having suitable guides, a slide fitted in the guides, and a cam-lever fulcrumed on the horizontal bar and arranged in the path of the slide to be actuated thereby to lift the platform, as and for the purposes described.

11. In a game apparatus, the combination with a series of indicators or tablets, and suitable projectors therefor, of a platform which carries the projectors, and a spring-controlled operating mechanism designed to give a shock or jarring motion to the platform to agitate or whirl the projectors thereon and also to move the platform vertically, as and for the purposes described.

12. In a game apparatus, the combination with indicators, and projectors therefor, of a platform capable of vertical movement and of horizontal movement during the intervals between its vertical movement, a spring-controlled bar, a stop or buffer in the path of said bar, a slide, and a lifter operated by the slide to impart the vertical movement to the platform and projectors, as and for the purposes described.

13. In a game apparatus, the combination of indicators a vertically movable platform, movable projectors carried by said platform and seated thereon in operative relation to said indicators, means for agitating the projectors means for lifting said platform and projectors to expose the indicators, and a suitable retainer arranged to prevent the projectors from being displaced from the platform, as and for the purposes described.

14. In a game apparatus, a casing provided with a hollow or chambered top or cover, a series of tablets or indicators provided with

feet or stems which are guided in suitable openings in the cover, a platform mounted for vertical and horizontal movement within the casing, projectors carried by the platform, and a single operating device connected with said platform to give to the same the desired vertical movement and horizontal play for the purpose of dispersing and arbitrarily grouping the projectors thereon, as set forth.

15. In a game apparatus, the combination of a number of indicators or tablets, a vertically-movable part, and one or more projectors carried by and movable arbitrarily on said vertically-movable part and adapted to be seated on the same in alinement with different indicators, to expose arbitrarily to view different indicators or tablets, as and for the purposes described.

16. In a game apparatus, the combination with a casing, of a number of indicators normally hid from view by said casing, a movable part, a device or devices movable or adjustable on the movable part to different positions relative to the indicators, and means connected with said movable part to adjust it and the device thereon toward the indicators or to impart to said movable part a shaking motion for the purpose of changing the position of the device or devices relative to the indicators, as and for the purposes described.

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

SIDNEY T. NIMMO.

Witnesses:

H. I. BERNHARD,

W. CLARENCE DUVAL.