

July 10, 1923.

1,461,633

J. H. STANSBURY

CARD GAME BOARD

Filed June 5, 1922

2 Sheets-Sheet 1

Fig. 1.

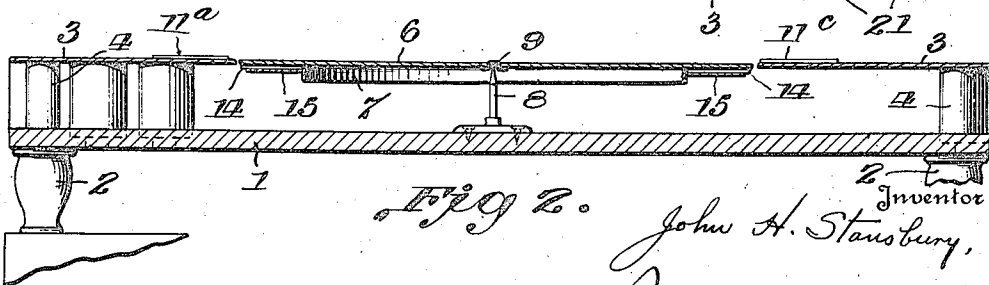
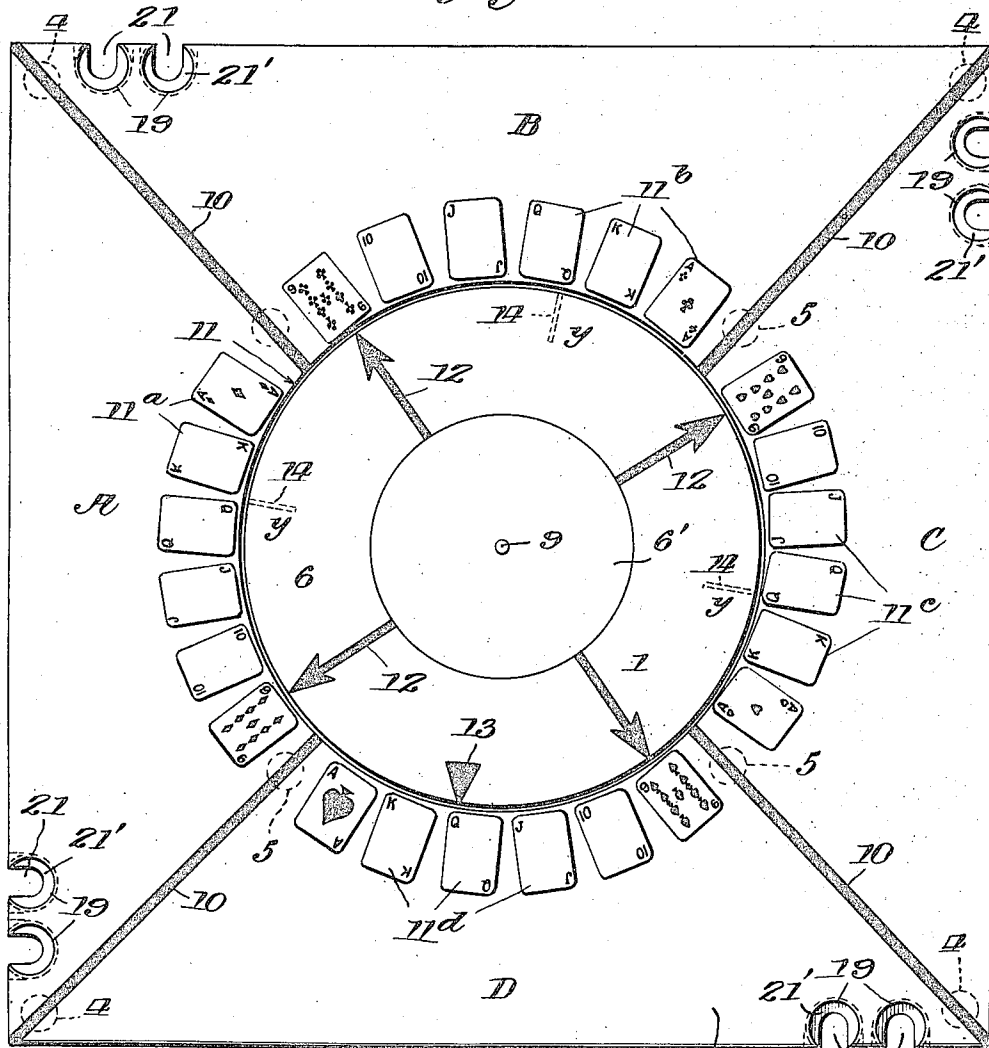


Fig. 2.

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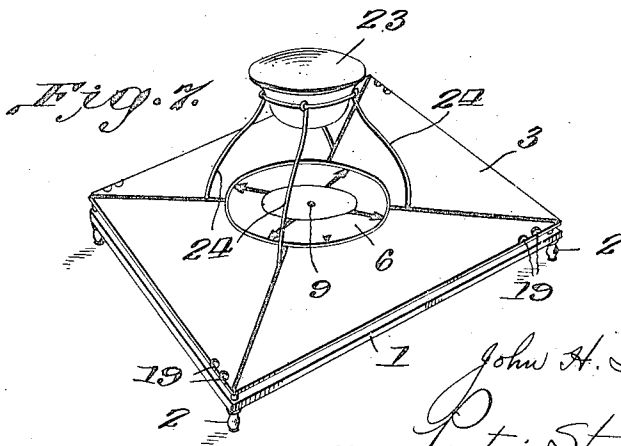
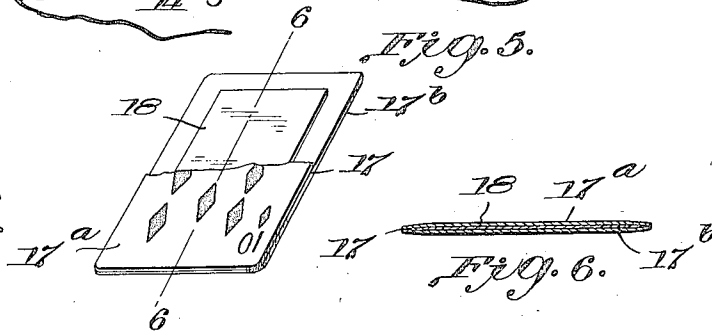
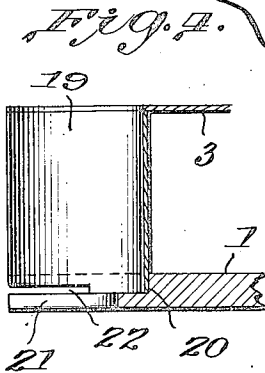
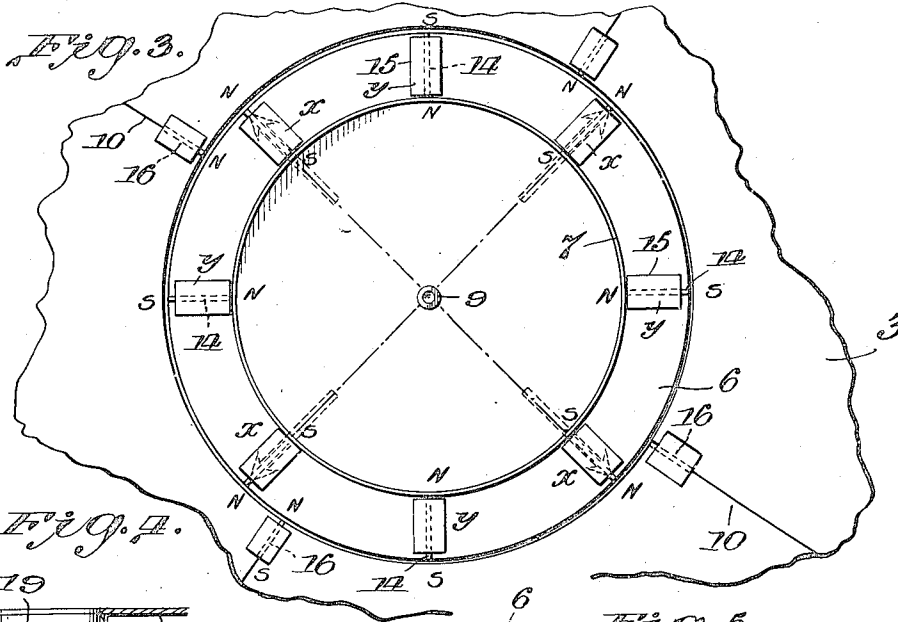
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2 Sheets-Sheet 2



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UNITED STATES PATENT OFFICE.

JOHN H. STANSBURY, OF NORFOLK, VIRGINIA.

CARD GAME BOARD.

Application filed June 5, 1922. Serial No. 565,849.

To all whom it may concern:

Be it known that I, JOHN H. STANSBURY, a citizen of the United States, residing at Norfolk, in the county of Norfolk and State of Virginia, have invented certain new and useful Improvements in Card Game Boards, of which the following is a specification.

This invention relates to chance-controlled devices, and more particularly to apparatus of this character in which the results are determined by magnetic action.

The object of the invention is to provide a novel, interesting and mystifying chance device, which will afford great amusement and entertainment, and the working of which cannot be controlled or forecast by the operator in any way. The invention may be conveniently embodied in the form of a game board, and preferably comprises movable magnetic elements in the form of playing cards, although, of course, other forms may be employed, if desired.

In order that the invention may be readily understood, reference is had to the accompanying drawings, forming part of this specification, and in which:—

Figure 1 is a plan view of my improved game board;

Figure 2 is a central transverse section through the same;

Figure 3 is a fragmentary view of the under side of part of the game board shown in Figure 1;

Figure 4 is a vertical section on an enlarged scale through one of the tokens or counter holders which I may employ;

Figure 5 is a perspective view of one of my improved playing cards, a part being broken away;

Figure 6 is a longitudinal section through the same on the line 6—6 of Figure 5; and

Figure 7 is a perspective view on an enlarged scale showing a receptacle mounted on the board to receive the tokens or counters.

Referring to the drawings in detail, my improved apparatus comprises a base 1 which may be of wood, or other suitable material, and is provided with legs or feet 2 on which it may be supported. Spaced from the base 1 is a game board proper which comprises a table 3 supported on the base 1, as by means of sets of inner and outer posts 4 and 5 arranged adjacent the corners and adjacent the central opening, as indicated in Figure 1.

The table 3 is cut away at its center to form a circular opening 11 in which is

mounted a plate or disc 6 of slightly smaller diameter than the opening 11, as clearly shown in Figures 1 and 2. This disc is provided with a pivot bearing 9 at its center, and is supported on a pivot post 8 secured to the base 1 and of such a height as to bring the disc 6 into the same plane with the table 3. It will be understood that this disc is carefully balanced and is so delicately journaled that it is extremely sensitive to any force tending to turn it about its pivot. The disc 6 may, if desired, have a central portion 6' of a different color from the remaining portion of the disc. This disc is preferably formed of thin card board or the like, and as it may be quite large, from 6 to 9 inches in diameter for example, it may be strengthened or stiffened by suitable reinforcing means on the lower side thereof, such as a light ring 7 shown in Figure 2.

The game board or table 3 is preferably divided into four similar segments A, B, C, and D by diagonally extending lines 10. The segments A, B, C, and D are preferably of different colors and may be formed of separate pieces or of a single piece. As shown in the drawings, these segments comprise separate pieces suitably united, as by means of adhesive strips.

On the upper face of the disc 6 are printed, or otherwise formed, four pointers 12 spaced 90 degrees apart, and a fifth or auxiliary pointer 13 located midway between two of the pointers 12. This pointer 13 may be distinguished in shape or color from the others.

The game is played by means of a plurality of movable elements such as cards, and the table 3 is provided with means for indicating the positions in which the cards or elements are to be placed by the players. As shown, there are six of these card positions for each segment of the board, and the card positions are arranged in an annular series around the opening 11 in the table 3.

I find that it adds to the interest of the game to employ card position indicating means in the form of ordinary playing cards. The card positions above mentioned may be indicated either by printing the representation of cards directly upon the surface of the table 3, or by securing to the surface of said table actual cards. This latter method is illustrated in the drawing, and by reference to Figures 1 and 2 it will be seen that I indicate the card positions by cementing or otherwise securing to the table four sets of

playing cards designated 11^a, 11^b, 11^c and 11^d, corresponding with the segments A, B, C and D, respectively. These cards are substantially uniformly spaced and extend radially from the opening 11. As shown in Figure 1, the card positions are indicated by the ace, king, queen, jack, nine and ten of each suit.

Referring now to Figure 3, I mount on the under side of the disc 6 an annular series of radially extending small permanent bar magnets 14, these magnets being relatively short compared with the radius of the disc and arranged thereon in an annular series around the periphery thereof. The small magnets may be secured to the lower surface of the disc by means of adhesive strips 15, as shown in Figures 2 and 3.

Four of the magnets 14, which I have designated as *x*, are disposed in positions corresponding exactly with the four pointers 12, while between the magnets *x* are another set of four magnets *y*, each of the magnets *y* being spaced 45 degrees from the adjacent magnets *x*, and also 45 degrees from the pointers 12. From this it follows that the location of one of the magnets *y* corresponds with the position of the pointer 13.

As shown in Figure 3, the annular series of magnets 14 are arranged with their north and south poles pointing alternately outward and inward. That is to say, the magnets *x* all have (say) their north poles outward while the magnets *y* all have their south poles outward. Thus north and south poles alternate around the periphery of the disc. The disc is caused to rotate on its pivot by means of magnetic elements placed by the players on the various card positions, as will be hereinafter described, and the pointers 12 and 13 are thus caused to move into registry with certain definite card positions. In order, however, to prevent the disc from ever coming to rest with the pointers 12 exactly registering with the dividing lines 10 of the board (which would be objectionable as not indicating anything), I preferably mount on the lower surface of the table 3 adjacent the disc, a series of small bar magnets 16. One of these magnets is placed at each division line 10, and the north poles of all of the magnets 16 point inwardly. Thus, it will be seen that since the north poles of the pointer magnets *x* point outwardly, the adjacent poles of the magnets *x* and 16 will repel each other so that under no circumstances will the disc remain at rest with the pointers 12 in alignment with the division lines 10.

While magnetic bodies of various kinds might be employed as the movable elements which control the disc, I find that it is preferable to provide magnetic bodies in the shape of cards. Any card with duplicate

ends could be employed, but it adds interest to the game to use standard playing cards. In Figures 5 and 6 I have shown the make-up of cards suitable for the purpose. Each card, such as 17, comprises a face portion 17^a bearing thereon the usual spots or other indicia, and a back portion 17^b, between which portions is placed a very thin, flat, permanent bar magnet 18. The face and back portions of the card are firmly cemented together with the thin, flat magnet between them, and although the magnet extends longitudinally of the card, it is shorter than the card, so that when the two portions of the card are placed together and cemented, the magnet is entirely concealed within the card. Although in Figures 5 and 6 the thickness of the parts is necessarily somewhat exaggerated, it should be understood that I contemplate using a fragment of a sheet of steel so thin that its presence in the card would not be ordinarily observed or detected. After the magnet has been sealed up in the card, there is nothing to indicate the polarity of the magnet, and there is no way in which such polarity can be determined by the casual observer.

When a card such as that shown in Figures 5 and 6, is placed on any one of the card positions indicated in Figure 1, the reaction between the card carried magnet and the disc carried magnets will cause angular displacement of the disc upon its pivot, and such displacement will depend upon which pole of the card carried magnet happens to be placed inwardly. Thus with the position of the disc shown in Figure 1, if a magnetic card is placed upon the card position ten, if the south pole of the card carried magnet points inwardly the adjacent magnet *x* of the disc will be attracted, and the disc will be displaced in a clockwise direction as viewed in Figure 1. If, on the other hand, the north pole of the card carried magnet were presented inwardly, it would repel the corresponding card carried magnet *x*, and there would be a tendency for the disc to move in the opposite direction. Moreover, if with the disc in the position shown in Figure 1, a magnetic card should be placed upon the card position indicated by the nine spot, with the south pole of the card magnet pointing inwardly, the disc would not be displaced at all, but would remain stationary, owing to the attraction between the adjacent dissimilar poles.

In order to keep a record of the points of the game as it is played, I preferably provide adjacent the edge of each section A, B, C and D of the game board, one or more pockets 19 for holding a supply of counters or tokens. Each of these pockets is preferably in the form of a cylindrical tube supported at 20 on the base 1 (see Figure 4), and having a slot 22 at its lower forward

edge through which the lowermost token may be withdrawn. The bottom of the pocket is cut away to provide an opening 21 through which the finger of the player 5 may be brought into contact with the lowermost token, and to provide a flange 21' on which the pile of tokens is supported.

To receive the tokens as they are deposited by the players, I may provide a bowl or 10 receptacle 23, as shown in Figure 7, supported above the center of the board, as by means of legs 24 which may be conveniently secured to the spacing posts 5.

One method of playing the game with 15 my improved apparatus will now be briefly described.

Four players take up their positions around the board, and to each player is given a set of six magnetic cards, the faces 20 of such cards corresponding with the indicia on the card positions 11^a, 11^b, 11^c and 11^d on the board. The first player selects a magnetic card and places it upon the corresponding card position on his segment of the board. This may cause an angular 25 displacement of the disc 6, and when the disc has finally come to rest again, one of the pointers 12 will register with some card position in the next adjacent segment of the board. Thus if player A placed the 30 first card, player B would in turn place the second card, player C the third card, and so on, each player taking his turn in sequence around the board. Thus, if after 35 player A has placed a card as described, the disc stops with one of the pointers 12 registering with the jack of clubs, player B will place his jack of clubs upon the corresponding card position in his segment. This will 40 cause the disc to be displaced again and when it finally comes to rest, one of the pointers 12 may register with the ace of hearts position in segment C. Player C will then place his magnetic ace of hearts 45 upon the corresponding card position, and the disc will again move to register with a card position for player D, etc. In the event that a player has in his hand no card corresponding to the card position at which 50 the pointer stops, he will place a token in the bowl or receptacle 23, such tokens being preferably colored to correspond with the colors of the segments of the board. After 55 each card has been placed as described, and the disc comes to rest again so as to indicate the next play, the card previously played is removed from the board so that it will no longer influence the disc. Obviously, it is possible for the pointer to indicate a card 60 position of any given player a number of times when that player is unable to match the card position with a card, and therefore has to forfeit a token, and obviously at the end of the game the receptacle 23 65 may contain quite a number of tokens. The

game is ended when the last player places his last card upon the indicated card position. When he does so, the disc will probably move again and will finally come to rest. The player corresponding to the segment of the board toward which the pointer 70 13 points, after the last card has been played, is the winner and is entitled to be credited with the contents of the bowl or receptacle 3. These are counted and constitute points of the game. By playing a 75 succession of games and keeping a record of the total number of tokens accumulated by each player the winner of the series may be determined. 80

Other modifications of my improved magnetically operated chance-controlled apparatus will readily suggest themselves, and I do not intend to be limited to the specific 85 details of the game or game board herein described. The invention contemplates broadly the use of a rotary disc and a plurality of movable elements, the position of the disc being controlled by magnetic reaction between itself and the movable element as defined in the appended claims. 90

What I claim is:

1. The combination with a circular disc, and means for centrally supporting the same, of an annular series of radially disposed 95 permanent magnets mounted on said disc, said magnets being arranged with similar poles directed alternately outwardly and inwardly, around the series, and an independent, freely movable body with duplicate indistinguishable ends, having a permanent magnet concealed therein, whereby, when 100 said body is placed near said disc, the latter will be angularly displaced to an extent determined by the relative polarity of said body and adjacent disc carried magnetic. 105
2. The combination with a circular disc carrying a pointer, and means for pivotally supporting said disc, of a plurality of radially disposed permanent magnets mounted 110 on said disc, some of said magnets having their north pole directed inwardly, others outwardly, and a series of independent, freely movable elements each carrying a magnetic body, serving, when any one of 115 said elements is placed adjacent said disc, to cause an angular displacement thereof by magnetic action.
3. The combination with a circular disc carrying a pointer, and means for pivotally supporting said disc, of an annular series of radially disposed permanent magnets mounted 120 on said disc, with similar poles directed alternately inwardly and outwardly and a series of independent, freely movable elongated elements having duplicate ends, each of said elements having a concealed permanent magnet extending longitudinally thereof, whereby when one of said elements is 125 placed adjacent said disc the magnetic action 130

causes an angular shifting of said disc on its pivot, the extent of such shifting depending on which end of the element is presented to the disc.

5 4. The combination with a game board comprising a table and a rotary disc pivotally mounted at the center thereof, of a plurality of separate, bodily movable cards, means on said table for indicating an annu-
10 lar series of card positions around the edge of said rotary disc, and adjacent thereto, and means whereby a card, when placed on one of said card positions on the table, may produce a corresponding angular displacement
15 of said disc on its pivot.

5. The combination with a game board comprising a table and a rotary disc pivotally mounted at the center thereof, of a plurality of separate, bodily movable cards,
20 means for indicating a series of card positions on said table around the periphery of said disc, and magnetic means whereby any given card, when placed on a corresponding card position, may cause a definite angular
25 displacement of said disc on its pivot.

6. The combination with a game board comprising a table and a rotary disc pivotally mounted at the center thereof, of a plurality of separate, bodily movable cards,
30 means for indicating a series of card positions on said table around the periphery of said disc, an annular series of permanent magnets carried by said disc, and means whereby a card, when placed upon a given
35 card position, will cause an angular displacement of said disc dependent upon which end of the card is directed toward the disc.

7. The combination with a game board comprising a table and a rotary disc pivotally mounted at the center thereof, of a plurality of separate, bodily movable cards,
40 means for indicating a series of card positions on said table around the periphery of said disc, and chance controlled, means whereby a card, when placed on a given card
45

position, may or may not cause an angular displacement of said disc on its pivot.

8. The combination with a game board comprising a table and a rotary disc pivotally mounted at the center thereof, of a plurality of separate, bodily movable cards,
50 means for indicating a series of radial card positions on said table around the periphery of said disc, an annular series of permanent magnets carried by said disc, and a permanent bar magnet also carried by each card,
55 the polarity of the ends of said card carried magnets being undiscernible, and said cards being adapted to occupy the radial card-positions with either end inward. 60

9. The combination with a game board comprising a table and a rotary disc pivotally mounted in the middle thereof, of a plurality of independent, freely movable magnetic elements, means for indicating a series
65 of positions on said table, on which positions the magnetic elements may be placed, said disc having a pointer capable of registering with any of said positions, and magnetic
70 bodies also carried by said disc, whereby angular movement of said disc is magnetically produced by the selective placing of the magnetic elements on said positions.

10. The combination with a game board comprising a table and a rotary disc pivotally mounted in the middle thereof, of means
75 for indicating a plurality of groups of card positions on said table adjacent said disc, a plurality of similar groups of cards adapted to be selectively placed in said card positions,
80 said disc having a pointer arranged to designate particular card positions in all of said groups, and co-operating magnetic elements carried by said cards and disc and
85 serving to produce movements of the latter as cards are placed, one at a time, on said card positions.

In testimony whereof I affix my signature.

JOHN H. STANSBURY.