(No Model.)

H. H. TURNER.

GAME COUNTER.

No. 590,921. Patented Sept. 28, 1897.

Fig. 1.

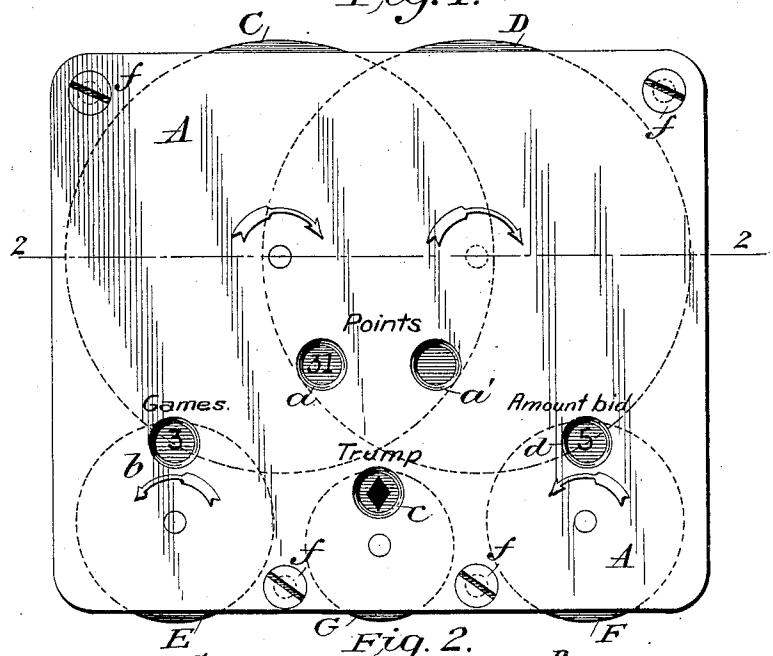
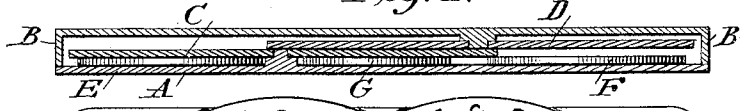


Fig. 2.



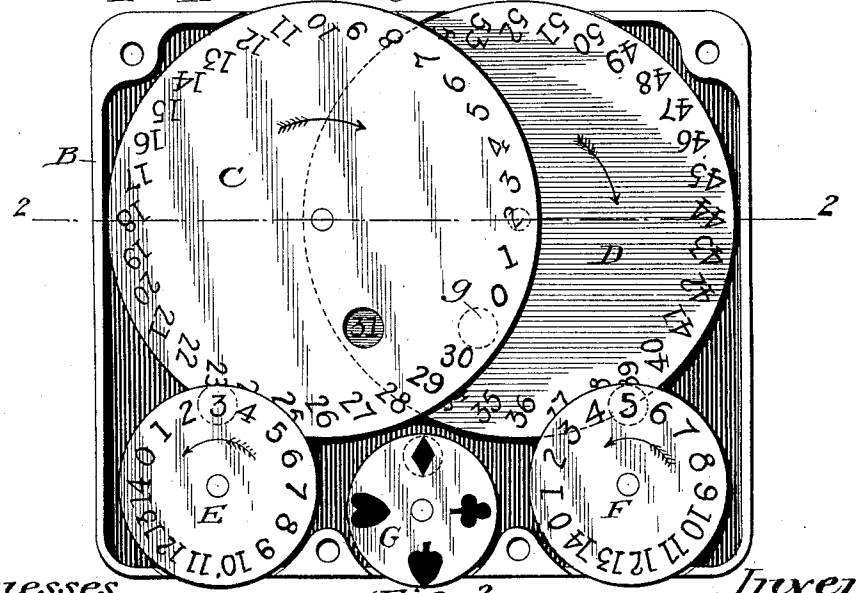


Fig. 3.

Witnesses.
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HENRY H. TURNER, OF ROCHESTER, NEW YORK, ASSIGNOR OF ONE-HALF TO THOMAS L. TURNER, OF SAME PLACE.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 590,921, dated September 28, 1897.

Application filed April 10, 1897. Serial No. 631,657. (No model.)

To all whom it may concern:

Be it known that I, HENRY H. TURNER, a citizen of the United States, and a resident of the city of Rochester, in the county of Monroe and State of New York, have invented certain new and useful Improvements in Game-Counters, of which the following is a specification.

My improvement relates to that class of game-counters in which rotating disks with consecutive numbers are arranged within a case provided with apertures through which the numbers can be seen as the disks are turned.

The invention consists in the construction and arrangement of parts hereinafter described and claimed.

In the drawings, Figure 1 is a face view of the device. Fig. 2 is a horizontal cross-section in line 2 2 of Figs. 1 and 3. Fig. 3 is a view similar to Fig. 1, with the outer cover removed to exhibit the disks.

A indicates the case, which is thin and flat, having closed edges B B, and is made of any suitable material. In this case are mounted two disks C D, one behind the other and overlapping, as shown, in order to confine them in as small space as possible. Each of these disks has a series of consecutive numbers printed on the face, those of the front disk C running from "1" up to "30" and those of the rear disk D continuing from "31" up to "61," the last-named number indicating the highest point in the game of cribbage. A greater or less number of numbers may be used as necessity may require. Blank spaces *g g* are left between the first and last numbers on each disk.

The outer cover of the case A has two apertures *a a'* at definite distance apart, which apertures register, respectively, with the two sets of numbers on the two disks and exhibit a single number at a time, the rest of the numbers being obscured by the cover. The disk C has also a single aperture *e*, which registers with the aperture *a* of the cover when turned to proper position. The other disk D is imperforate.

The operation is as follows: In commencing to count the disk C is turned in the direction indicated by the arrow, and its numbers come consecutively under the aperture *a'* of the cover until the proper number is reached to indicate the number of points made by the holder in the game. It so remains as a record until a second hand is played, when it is moved forward again, and so on until the numbers of that disk are exhausted. During such time the other disk D, which is inactive, has its blank space *g* opposite the aperture *a*, which is thus screened. As soon as the first disk C has been turned so as to exhaust its numbers its blank space *g* comes opposite and covers the aperture *a'* of the cover and at the same moment its aperture *e* comes in coincidence with the aperture *a* of the cover, and the space is open through both the cover, and the first disk back to the rear disk, and both apertures register with the numbers on the rear disk. The rear disk D is now turned, bringing its first number "31" in line with the apertures *a e*, as shown, and its remaining numbers in consecutive order to register the points as the game is played, in the same manner as the first disk was operated.

The novelty in this invention consists not simply in disks provided with numbers nor in apertures through the case and the front disk whereby the numbers on the rear disk can be seen, but rather in the arrangement of two disks, each independent of the other, whereby each can be turned forward and back without imparting motion to the other, one disk being marked with a series of numbers in consecutive order from "1" up and the other with another series of numbers commencing with the ending on the first disk, one disk being used after the other has completed its operation, by which means the number of points in a game can be counted up on the first disk till its numbers are exhausted, and then, while the first disk remains dormant, the numbering can be continued on the second disk. It is of particular value in those games, like "pedro," in which a "set-back" can be subtracted and the number taken out from a given number of points already won by a party. In such case the disk can be turned back to any back number without disturbing the other disk, which cannot be the case where the disks are

geared together or where the indicating-number seen through the apertures is made up one figure from one disk and the other figure from the other, as in some game-counters.

E, F, and G are smaller disks at the bottom of the case, with edges projecting, so that they can be easily rotated. The disks E F have each a series of consecutive numbers from "1" up to any desired number, which register with apertures *b* and *d* of the case. The disk E is used simply for registering the number of games played. The disk F is used in the card-game known as "pedro" and in similar games in which "bids" are made or a certain number of points given or conceded on a good hand. The amount of the bid is indicated by turning the disk forward or back to exhibit the right number through the aperture. It so remains standing while the hand is played and serves as a record without taxing the memory of the players. The disk G has the peculiarity of being marked with the representative characters of the different suits in the pack of cards—viz., diamonds, hearts, spades, and clubs—and these characters are so disposed on the disk that they register with an aperture *c* of the case. This device is for the purpose of indicating trumps in playing. The disks, and the case also, may be made of any thin and light material suited to the purpose. Celluloid is a good material, as it is very thin and strong and presents a good appearance. The figures and characters may be applied by lithographing, printing, or in any suitable way.

This invention is not necessarily limited to two disks C D for registering points in the game. A greater number may be used, if desired.

Having described my invention, I do not claim simply disks with consecutive numbers or apertures through the case by which the numbers can be seen.

What I claim as new, and desire to secure by Letters Patent, is—

In a game-counter, the combination of a case having two apertures therein, and two overlapping revoluble disks C D located in the case, each having a series of consecutive numbers, the first disk from figure "1" up and the second in continuation of the first, said series of numbers registering with the apertures in the case, each disk having, also, a blank space between the first and last number of the series, the inner disk being imperforate, and the outer one provided with an aperture that registers with one of the apertures of the case and with the numbers on the inner disk, the whole so arranged that the points of the game are first registered on the outer disk and then continued on the inner one, and during the movement of one disk the blank space between the terminal numbers of the other disk closes the corresponding aperture of the case, as herein shown and described.

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Witnesses:
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