

C. F. RENNER.
 GAME APPARATUS.
 APPLICATION FILED MAY 19, 1909.

947,124.

Patented Jan. 18, 1910.

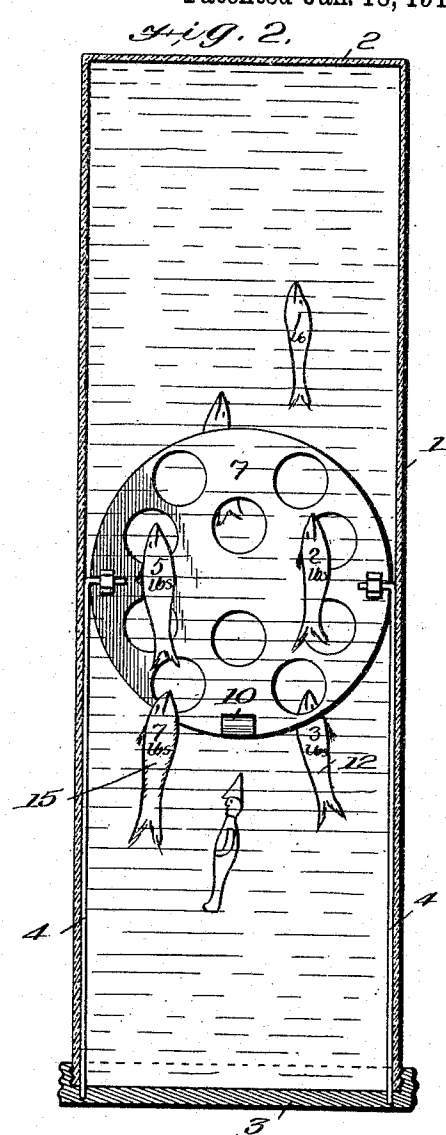
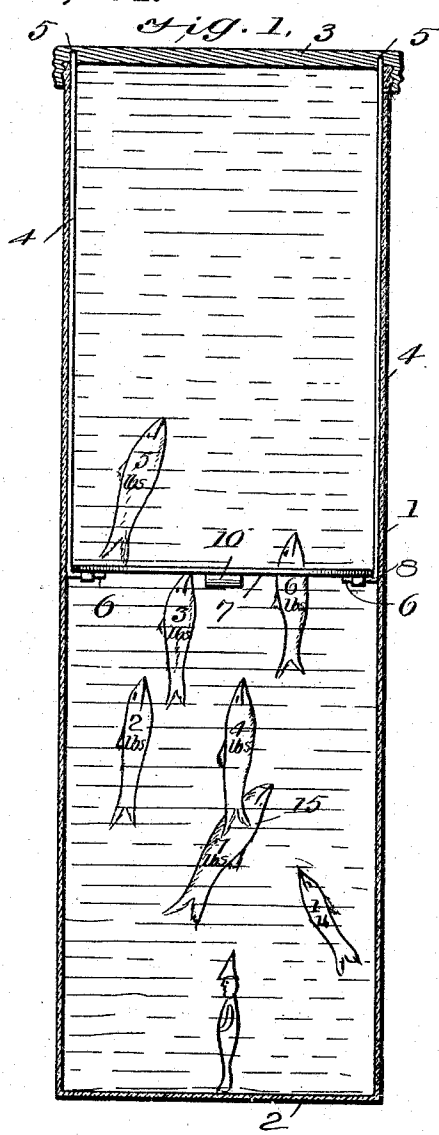
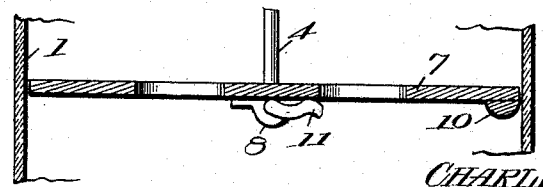


Fig. 3.



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GAME APPARATUS.

947,124.

Specification of Letters Patent.

Patented Jan. 18, 1910.

Application filed May 19, 1909. Serial No. 496,877.

To all whom it may concern:

Be it known that I, CHARLES F. RENNER, a citizen of the United States, residing at Pittsburg, in the county of Allegheny, in the State of Pennsylvania, have made certain new and useful Improvements in a Game Apparatus, of which the following is a specification.

My invention is an improvement in game apparatus, and consists in certain novel constructions and combinations of parts hereinafter described and claimed.

The object of the invention is to provide a new and entertaining device, adapted to be played by one or more players, and in which the element of skill enters to some extent.

Referring to the drawings forming a part hereof: Figure 1 is a longitudinal section of the improvement, Fig. 2 is a similar view showing it in another position, and Fig. 3 is an enlarged partial section at right angles to Figs. 1 and 2.

The embodiment of the invention shown in the drawings consists of a casing 1, preferably cylindrical in shape, and of suitable transparent material, such as glass, the said casing having an integral bottom 2, and a screw cap 3.

A plurality of wires 4 have one end secured to the cap, as at 5, in any suitable manner, and the said wires extend downwardly close to the side wall of the casing, and on opposite sides thereof, to approximately the longitudinal center thereof.

The lower ends of the wires are bent inwardly as at 6, at a right angle to the body portion, and a gate 7 is provided with bearings 8, for receiving the inturned ends, the bearings being at opposite sides of the gate as shown.

The gate is circular in form to fit the casing, and is provided with a plurality of preferably circular openings 9, therethrough, for a purpose to be presently described, and at one edge of the gate, at approximately 90° from the bearings a weight 10 is secured.

The bearings 8 are in alinement, and on a diameter of the gate, so that the gate swings freely on the angular ends of the wires, but one of the inturned ends of the wires is provided with a lateral lug 11, ex-

tending toward the side of the gate provided with the weight, for limiting the swinging movement of the gate, and to retain it in horizontal position, when the casing is arranged with the cap 3 upward, as shown in Fig. 1.

The arrangement of the weight and lug with respect to the gate, is such, that when the casing is in the position shown in Fig. 1, that is in erect and normal position, the gate swings transversely of the casing and remains in such position, while when the casing is reversed, the gate swings with its plane vertically.

A plurality of hollow bodies 12 of similar shape, in the present instance, representing fishes, are contained within the vessel, which is filled with liquid 13, preferably transparent and non congealable by cold, the bodies being buoyant enough to rise slowly through the liquid when the vessel is reversed. Another hollow body 14 is also provided, shaped to represent a human figure, which is also buoyant, in about the same degree as the other figures, and the first named figures, are provided with characters 15, designating different values attached to the said figures.

The game may be played by any number of players, each taking the vessel in turn, and reversing it to first get the hollow bodies in the bottom thereof, after which it is turned into erect and normal positions.

When in reversed position, the figures pass by the gate to the bottom of the vessel, which is now the upper end, but when the vessel is placed in normal position, the gate swings transversely thereof, so that the figures must pass through the circular openings, or remain below the gate, the openings being of such size, as to permit their easy passage.

The figures that pass through the openings count for the player, and to the value of the indication thereon. The figure 14 is designated "McGinty" and is a hazard, losing the turn for the player, when he passes through the opening.

It will be evident from the description, that the game is entertaining, and not altogether a game of chance, since by some manipulation of the vessel the figure 14 may be prevented from passing. The liquid does not quite fill the vessel, sufficient space being

provided to permit the expansion and contraction due to climatic conditions.

I claim:

1. A game comprising a vessel of transparent material, and adapted to contain a liquid, a screw cap for the vessel, wires projecting downwardly from the cap and provided at their free ends with angular portions, a gate corresponding in its peripheral outline to the cross section of the vessel and provided with a plurality of substantially circular openings therethrough, bearings on the gate in which the angular portions of the wires are journaled, one of said angular portions having a lug upon which the gate rests when transverse to the vessel, a weight on one side of the gate for retaining it in transverse position when the vessel is in normal position and for swinging the gate longitudinally of the vessel when said vessel is in reversed position, and a plurality of buoyant figures within the said vessel, sundry of said figures having values indicated thereon, and one being differently shaped from the others, and adapted to act as a hazard for the purpose set forth.

2. A game consisting of a closed vessel of transparent material and adapted to contain a liquid, a gate journaled for swinging movement on an axis transverse to the vessel and provided with a plurality of openings therethrough, a weight on one side of the gate, a lug upon which a portion of the gate adjacent to the weight rests when the vessel is in normal position, and a plurality of buoyant figures within the vessel and adapted to pass through the openings, sundry of said figures having values indicated thereon and one being differently shaped from the others for the purpose set forth.

3. A game consisting of a closed vessel of transparent material and adapted to contain a liquid, a gate journaled for swinging movement on an axis transverse to the vessel and provided with a plurality of openings therethrough, a weight on one side of the gate, a lug upon which a portion of the gate adjacent to the weight rests when the vessel is in normal position, and a plurality of buoyant figures within the vessel and adapted to pass through the openings.

4. A game consisting of a vessel of transparent material adapted to contain a liquid, a gate journaled for swinging movement on an axis transverse to the vessel intermediate its ends, means for retaining the gate in transverse position when the vessel is in normal position and for permitting it to swing longitudinally of the vessel when said vessel is inverted, said gate having a plurality of openings therethrough, and a plurality of buoyant figures in the vessel and adapted to pass through the openings, said

figures having value indications thereon and one being differently shaped for the purpose specified.

5. A game consisting of a vessel of transparent material adapted to contain a liquid, a gate journaled for swinging movement on an axis transverse to the vessel intermediate its ends, means for retaining the gate in transverse position when the vessel is in normal position and for permitting it to swing longitudinally of the vessel when said vessel is inverted, said gate having a plurality of openings therethrough, and a plurality of buoyant figures in the vessel and adapted to pass through the openings.

6. A game consisting of a vessel of transparent material adapted to contain a liquid, a gate journaled for swinging movement on an axis transverse to the vessel intermediate its ends, means for retaining the gate in transverse position when the vessel is in normal position and for permitting it to swing longitudinally of the vessel when said vessel is inverted, and a plurality of buoyant figures in the vessel, said gate having an opening therethrough to permit the passage of the figures.

7. A game comprising a vessel adapted to contain a liquid, a plurality of buoyant figures in the vessel, sundry of said figures having value indications, and one of the figures being differently shaped from the others, a swinging gate in the vessel and having an opening for the passage of the figures, and means for retaining the gate closed when the vessel is in normal position and for retaining it open when the vessel is in inverted position.

8. A game consisting of a vessel for containing a liquid, a gate within the vessel, means for retaining the gate in closed position when the vessel is in normal position, and for retaining it open when the vessel is in inverted position, and a plurality of buoyant figures within the vessel, said gate having an opening for permitting the passage thereof, sundry of said figures having value indications and one being differently shaped for the purpose specified.

9. A game consisting of a vessel for containing a liquid, a gate within the vessel, means for retaining the gate in closed position when the vessel is in normal position, and for retaining it open when the vessel is in inverted position, and a plurality of buoyant figures within the vessel, said gate having an opening for permitting the passage thereof, sundry of said figures having value indications.

10. A game consisting of a vessel for containing a liquid, a gate within the vessel, means for retaining the gate in closed position when the vessel is in normal position,

and retaining it open when the vessel is in inverted position, and a plurality of buoyant figures within the vessel, said gate having an opening for permitting the passage
5 thereof.

11. A game comprising a vessel for containing a liquid, a gate arranged transversely of the vessel and provided with an

opening, and a plurality of buoyant figures in the vessel and adapted to pass through 10 the opening.

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Witnesses:

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