No. 866,004. PATENTED SEPT. 17, 1907.

C. A. DEAL.

GAME APPARATUS.

APPLICATION FILED DEC. 10, 1906.

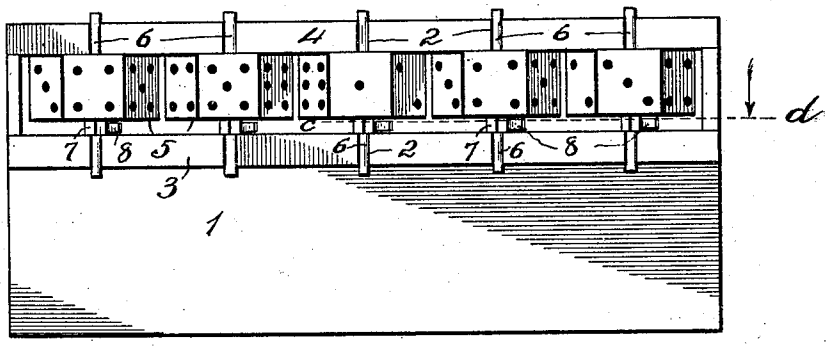


Fig 1

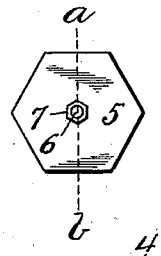


Fig 3

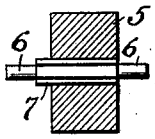


Fig 4

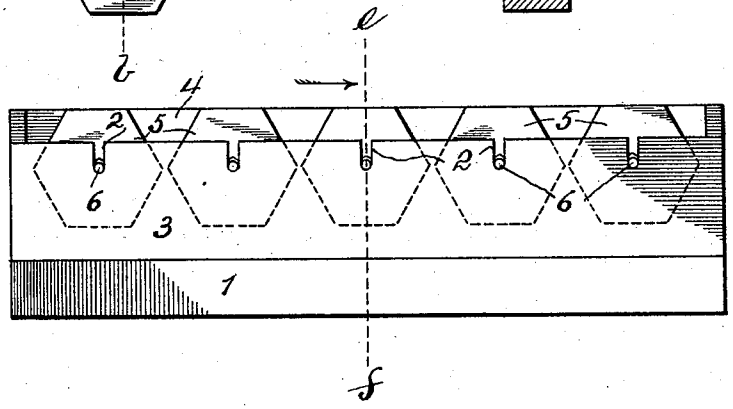


Fig 2

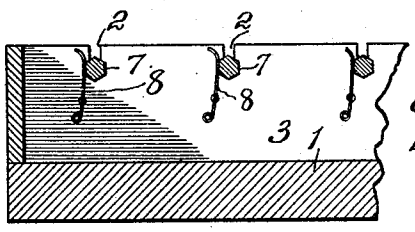


Fig 5

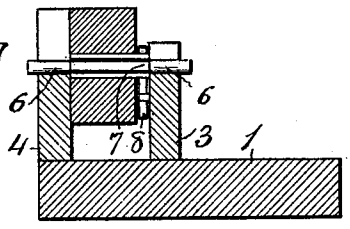


Fig 6

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GAME APPARATUS.

No. 866,004. Specification of Letters Patent. Patented Sept. 17, 1907.

Application filed December 10, 1906. Serial No. 347,100.

To all whom it may concern:

Be it known that I, CHARLES A. DEAL, a citizen of the United States, residing at Kansas City, in the county of Jackson and State of Missouri, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to improvements in game apparatus.

The object of my invention is to provide an apparatus, comprising a plurality of devices rotatively mounted on a suitable support, by which a game similar to the ordinary game of dice may be played.

The novel features of my invention are hereinafter fully described and claimed.

In the accompanying drawings illustrating my invention Figure 1 is a plan view of the game apparatus. Fig. 2 is a front elevation view of the apparatus. Fig. 3 is an end view of one of the rotatable devices. Fig. 4 is a vertical sectional view taken on the dotted line *a*—*b* of Fig. 3. Fig. 5 is a vertical sectional view taken on the dotted line *c*—*d* of Fig. 1. Fig. 6 is a vertical cross section taken on the dotted line *e*—*f* of Fig. 2.

Similar characters of reference denote similar parts.

1 denotes the base which is horizontally disposed and has secured to its upper side two parallel vertical supports the upper edges of which are provided respectively with vertical oppositely disposed slots 2. The front support is denoted by 3 and the rear support by 4. Between the supports 3 and 4 are a plurality of similar rotatable devices, preferably hexagonal in cross section, said devices having each a plurality of peripheral plane faces each of which is provided with a distinguishing mark. When devices hexagonal in cross section are employed, the plane faces are provided with marks representing in consecutive order the numerals 1, 2, 3, 4, 5, and 6. The devices are denoted by 5 and are provided respectively with horizontal parallel pivots 6, the ends of which project beyond the ends of the devices 5. Said pivots are preferably cylindrical and rotatively mounted respectively in opposite slots in the supports 3 and 4. Preferably the ends of the pivots 6 project beyond the outer sides of the supports 3 and 4 so that the pivots may be easily gripped by the fingers for the purpose of removing the devices 5 from said supports. The devices 5 and the rear support 4 are preferably so disposed that after rotation, the devices 5 when brought to rest may have one set of plane faces in the same horizontal plane as the upper edge of the support 4, which upper edge serves as a means for determining which faces to consider in determining the result of a "throw." The upper edge of the support 4 also serves as a guide for the hand used to set the devices 5 in rotation.

In order to bring one set of faces of the devices 5 in the same horizontal plane and in an uppermost position after rotation, the following described mechanism is preferably employed:—Each pivot 6 adjacent one end, preferably the forward end, is provided with a plurality of peripheral faces 7 corresponding in number to the number of peripheral faces on each device 5. Secured to the inner or rear side of the support 3 are a number of vertical springs 8 adapted to bear respectively on the peripheral faces 7 of the pivots 6. The disposition of said springs and said faces 7 is such that, after rotation, the devices 5 will be brought to rest with one set of uppermost faces in the same horizontal plane.

In playing the game, one hand of the player is employed to sweep over and strike the devices 5 in consecutive order, the operating hand for convenience resting at the time upon the upper edge of either the support 3 or the support 4. The devices 5 thus being struck will rotate and will be brought to rest by the springs 8 with one set of faces in the horizontal plane of the upper edge of the support 4. After the devices 5 have been brought to rest, the player at his option may remove from the supports 3 and 4 such devices 5 as he may select, which removed devices may be set aside, as in the ordinary game of dice, to await the result of the next "throw" or "throws" which are made by the operator in the manner just described, but with such devices 5 as still remain in position on the supports 3 and 4.

My invention may be modified in different ways within the scope of the appended claims without departing from its spirit.

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

1. A game apparatus comprising a suitable support and a plurality of similar devices rotatively mounted upon and separately removable from said support, each device having a plurality of peripheral plane faces, each face having a distinguishing mark, the support having a guide disposed transversely to the axes of said devices and having an edge disposed in the same plane occupied by one set of faces of said devices when said devices are brought to rest.

2. A game apparatus comprising a base, two parallel vertical supports on said base, and a plurality of similar devices rotatively mounted upon and between said supports, each device having a plurality of peripheral plane faces each having a distinguishing mark, the axes of said devices being in the same plane and parallel with each other, and the upper edge of one of said supports being in the same plane as one set of faces of said devices when said devices are brought to rest with one set of faces in the same horizontal plane.

3. A game apparatus comprising a base, two parallel vertical supports on said base and having vertical oppositely disposed slots in their upper edges, and a plurality of similar devices provided with axial projections rotatively mounted respectively in the slots of said opposite supports, each device having a plurality of peripheral plane faces each having a distinguishing mark, one set of faces of said devices being adapted to lie in the same plane as the plane occupied by the upper edge of one of said supports.

4. A game apparatus comprising a horizontal base, two parallel vertical supports on said base having respectively two rows of vertical oppositely disposed slots in their up-

per edges, a plurality of devices disposed side by side between said supports, each device being hexagonal in cross section, the face of each device having marks representing consecutive numbers, said devices having parallel end pivots rotatively mounted in the same horizontal plane in opposite slots in said two supports, any one set of faces of said devices being adapted when brought uppermost to be disposed in the same horizontal plane as the upper edge of one of said supports.

5. A game apparatus comprising a base, two vertical parallel supports on said base, a plurality of similar devices rotatively mounted between and upon said supports, said devices being separately removable from said supports, each device having a plurality of peripheral plane faces each having a distinguishing mark, the axes of said devices being parallel with each other and located in the same horizontal plane, and means by which, after rotation, said devices may be brought to rest with the uppermost plane faces in the same horizontal plane.

In testimony whereof I have signed my name to this specification in presence of two subscribing witnesses.

CHARLES A. DEAL.

Witnesses:
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E. B. HOUSE.