

C. E. HACKLEY.
Game-Counters.

No. 167,662.

Patented Sept. 14, 1875.

Fig. 1.

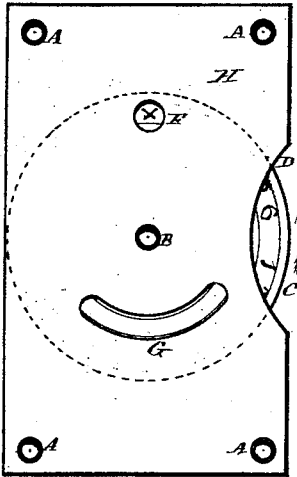


Fig. 2.

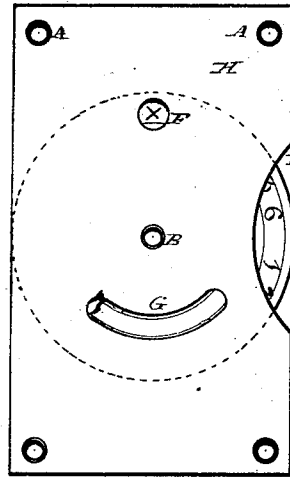


Fig. 3.

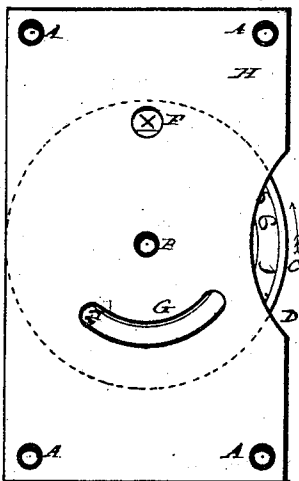
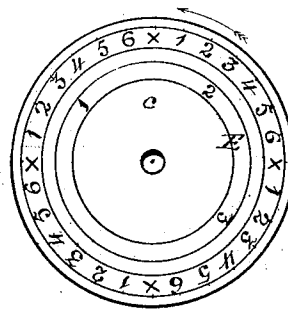


Fig. 4.



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IMPROVEMENT IN GAME-COUNTERS.

Specification forming part of Letters Patent No. **167,662**, dated September 14, 1875; application filed June 10, 1875.

To all whom it may concern:

Be it known that I, Dr. CHARLES E. HACKLEY, of the city, county, and State of New York, have invented a certain Improvement in Game-Markers, for games of whist and other games of amusement, of which the following is a specification:

The object of the invention is to make a cheap, simple, and constant record of the "points" and "scores" of each game of whist played, by the combination of a revolving disk, having the point and score numbers thereon, with a face-card board, having a circular opening for the inspection of the point-number of the game, and a sector opening of a less radius, for the inspection of the score-numbers.

But, to describe my invention more particularly, I will refer to the accompanying drawings forming a part of this specification, the same letters of reference, wherever they occur, referring to like parts.

Figure 1 is a front view of the game marker, showing its set blanked at the commencement of the game. Fig. 2 is the same plan view, with the score of the first game exhibited. Fig. 3 is the same plan view, with the score of the second game exhibited. Fig. 4 is a detached view of the revolving game-marker disk.

The construction of the game-marker is by means of a back and front of thin plates of wood, card-board, or metal, secured together by rivets or screws or other suitable means, as shown by the letters A. Between these plates is secured, by a center-pin or rivet, B, a thin disk, C, of wood, card-board, or metal, as the case may be, and with sufficient looseness to turn with ease upon its axis between the back and front plates. The diameter of the disk is intended to be that of the transverse diameter of the back and front plates, so that, except at the point D, cut out of one edge of them, to facilitate the fingering of the disk to rotate it, the whole of it is interleaved between the two plates. Upon the face of the disk, and forming an outer circle near its margin, are arranged four sets of numbers, from 1 to 6 inclusive, with an intervening blanking-space, indicated by a × between each set of serial numbers. These numbers and blanking-points are at equal distances apart from each other; also, upon the face of the disk, forming an inner circle,

as indicated by the letter E, are arranged the numerals 1 2 3 in the upper half of the circle, thus leaving the lower half of it blank.

The outer series of numbers is intended to indicate the points made in the game, which are, as the game progresses, exhibited through the circular opening F in the upper part of the front plate H, while the inner series of numbers, 1 2 3, are intended to indicate the score or number of games played, and are exhibited throughout the length of count of the six points of each game, in the open space G in the lower half of the front plate, the × indicating the seventh point, which is counted by the appearance of the score of the game.

The operation of the marker is: first, at the commencement of the game, set the circular disk, as shown in Fig. 1, which will be in the same relative position, as represented in Fig. 4, with the blanking-point or × exhibited through the circular opening F, and the score 1 concealed under the front plate. Now, on the completion of the first game, the blanking-point × is then exhibited for the completion of the first game, and in so doing the score-point 1 for the first game is exhibited at the left-hand corner of the sector and opening G, thus registering the first game and keeping it in view till the completion of the second game, when, on turning up the succeeding blanking × at the circular opening F, the figure 1 disappears at the right-hand corner of the sector opening, and the figure 2 appears at the opposite corner of it, as shown in Fig. 3, to register the second score of the game. In a like manner the third game is scored, and the "rubber" has been played.

Having now described my invention of a game-marker and its mode of operation, I will set forth what I claim and desire to secure by Letters Patent of the United States.

I claim—

As a new article of manufacture, a game-marker, consisting of the circular revolving disk C, having the outer and inner circular series of numerals thereon, as described, and the front plate H, having openings F and G therein, all arranged and operating as and for the purposes set forth.

CHARLES E. HACKLEY.

Witnesses:

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