April 22, 1924. 1,491,520

C. I. DAILEY

GAME

Filed Sept. 13, 1922

Fig. 1.

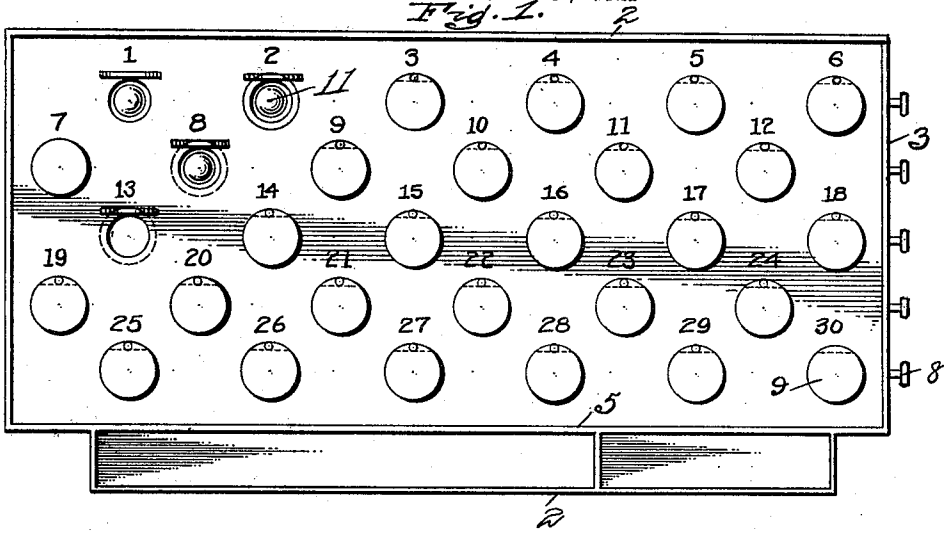


Fig. 2.

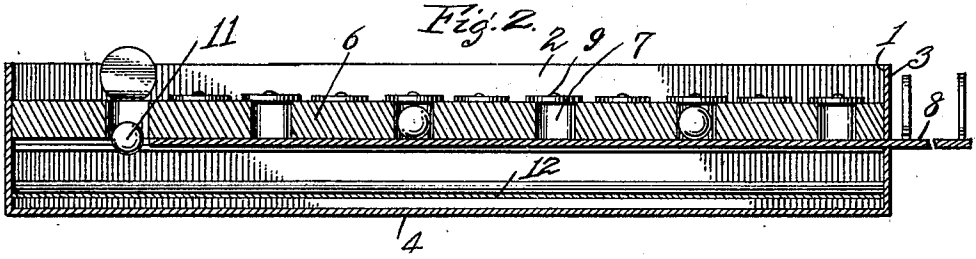


Fig. 4.

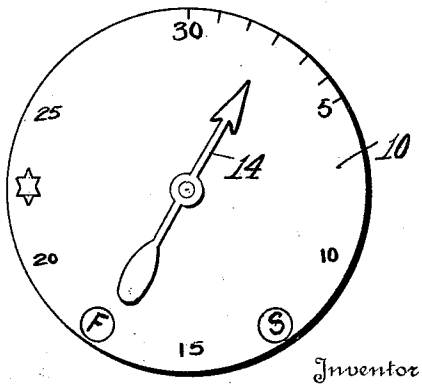
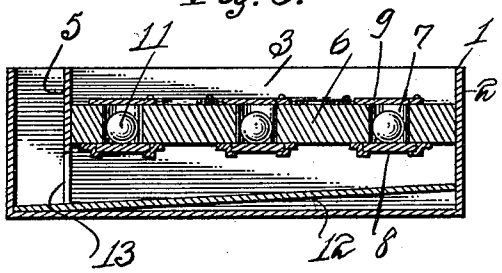


Fig. 3.



Witnesses.
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UNITED STATES PATENT OFFICE.

CLARENCE I. DAILEY, OF JEFFERSONVILLE, INDIANA.

GAME.

Application filed September 13, 1922. Serial No. 588,024.

To all whom it may concern:

Be it known that I, CLARENCE I. DAILEY, a citizen of the United States, residing at Jeffersonville, in the county of Clark and State of Indiana, have invented certain new and useful Improvements in Games, of which the following is a specification.

The present invention relates to a game and has for its primary object to provide a device which may be used indoors for playing a game somewhat similar to the common outdoor game known as hide and seek.

Another object of the invention is to provide a device of this nature which will be simple in construction, comparatively inexpensive to manufacture, and durable.

With the foregoing and other objects in view which will appear as the description proceeds, the invention resides in the combination and arrangement of parts and in the details of construction hereinafter described and claimed, it being understood that changes in the precise embodiment of the invention herein disclosed can be made within the scope of what is claimed without departing from the spirit of the invention.

In the drawing:—

Figure 1 is a top plan of an apparatus embodying my invention,

Figure 2 is a longitudinal section therethrough,

Figure 3 is a transverse section therethrough, and

Figure 4 is a plan view of a spinning device used in conjunction with the invention.

Referring to the drawing in detail it will be seen that a casing 1 is provided including the side walls 2, end walls 3 and bottom 4. The partition 5 is arranged in parallel spaced relation with, and adjacent to one of the sides 2. A platform 6 is supported between the partition 5 and the farther side 2 being disposed intermediate the top and bottom of the casing 1. This platform 6 is provided with a plurality of pockets 7 known as dens which are arranged in series or rows as is shown to advantage in Fig. 1. Under each row there is disposed a slidable member 8 forming a bottom for the pockets 7. Each pocket 7 is provided with a hinged cover 9. The pockets are numbered as is indicated to advantage in Fig. 1 said numbers corresponding to the numbers on the spinning dial 10.

Marbles or other spherical objects 11 are adapted to be hidden in the pockets 7 and when the slidable members 8 are moved outwardly from under the pockets, these marbles 11 are allowed to fall from out of the pockets. A secondary slanting bottom 12 is provided in the casing being slanted so that the marbles will roll through an opening 13 provided in the partition 5 and thus be collected in one corner of the casing. The spinning dial 10 is provided with a rotary arrow 14 and the numerals are arranged about the periphery of the dial. On the dial there is also situated a star the letter F and the letter S.

The game may be played according to any rules and regulations but in order to show the utility of the apparatus, I herein outline a system of play which will afford considerable amusement with the apparatus. A person known as a seeker leaves the room while the other players hide their marbles of various colors in the pockets known as dens. The seeker is then called into the room and is allowed to spin the dial. Should the arrow stop on any number indicating a den which is vacant he loses his privilege of spinning the dial for the time being. Should the arrow stop on a number indicating a den in which a marble is located why of course he is credited with having captured that marble. When the seeker has lost his privilege of spinning the dial the next player spins the dial and should the arrow stop at a numeral indicating any occupied den that marble will be considered free. When the player loses his privilege of spinning further by having the arrow stop at a numeral indicating an unoccupied den, the seeker again has the privilege of spinning the dial. It will thus be seen that the seeker spins the dial after each other player spins the dial. The letter F on the dial when pointed to by the arrow spun by one of the players other than the seeker allows that player to have all of his marbles free. Whenever the arrow stops at the letter S indicating a stampede, all the slidable members 8 are pulled out and the marbles allowed to roll home or to the compartment as explained above and the last one reaching this compartment loses the game and becomes the next seeker. Whenever the arrow points at the star shown on the dial it allows the player to lift any of the lids over the den, and in the case of the seeker, should any

marble be found, said marble would be considered as captured and in the case of any of the other players said marble would be considered free.

Having thus fully described my invention what I claim is:—

1. A game apparatus of the class described including a platform having a plurality of pockets therein for receiving game pieces, a slidable member forming a bottom for said pockets whereby said member may be moved so that said game pieces will fall from out of said pockets, and a hinged lid associated with each pocket so that a game piece situated therein cannot be seen.

2. A game apparatus of the class described including a casing, a platform in the casing provided with a plurality of pockets for receiving the game pieces, a slidable member associated with the pockets for forming a bottom therefor whereby the member may be moved so that the game pieces in the pockets will fall therefrom to the bottom of the casing, and hinged lids for the pockets whereby the game pieces may not be seen when said lids are in a closed position.

3. A game apparatus of the class described including a casing, a platform provided with a plurality of pockets situated in the casing, game pieces adapted to be disposed in the pockets, a slidable member associated with the pockets for forming a bottom therefor, whereby said member may be moved so as to allow the game pieces in the pocket to fall therefrom toward the bottom of the casing, a lid associated with each pocket so that game pieces in the pockets may not be seen when lids are closed, and a slanting bottom within the casing for the purpose of leading the game pieces which have fallen to the bottom to a desired assembling spot in the casing.

In testimony whereof I affix my signature in presence of two witnesses.

CLARENCE I. DAILEY.

Witnesses:

Mrs. Charles H. Rose,

Harry Bird.