(No Model.)

P. DRUMMER.

APPARATUS FOR SHAKING DICE.

No. 455,390. Patented July 7, 1891.

Fig. 1.

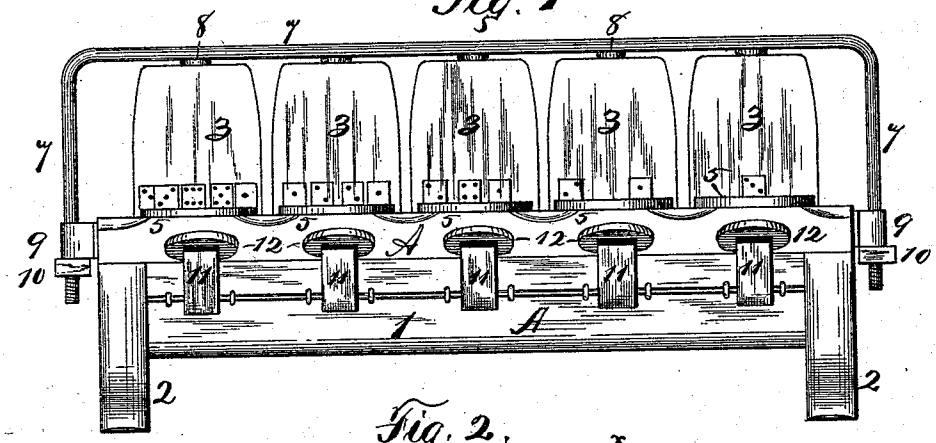


Fig. 2.

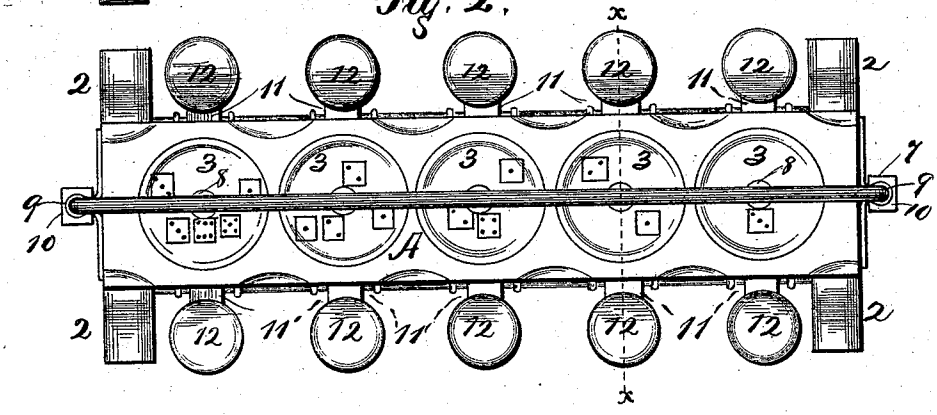
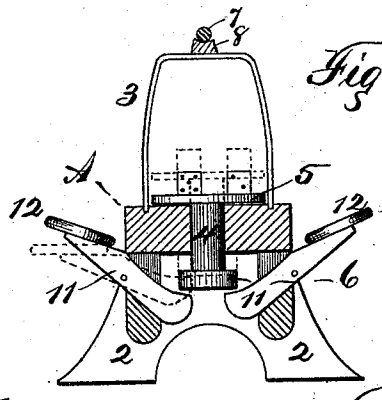


Fig. 3.



Witnesses
H. A. Carhart.
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THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

PETER DRUMMER, OF CORNING, NEW YORK.

APPARATUS FOR SHAKING DICE.

SPECIFICATION forming part of Letters Patent No. 455,390, dated July 7, 1891.

Application filed November 13, 1890. Serial No. 371,360. (No model.)

To all whom it may concern:

Be it known that I, PETER DRUMMER, of Corning, in the county of Steuben, in the State of New York, have invented new and useful Improvements in Apparatus for Shaking Dice, of which the following, taken in connection with the accompanying drawings, is a full, clear, and exact description.

My invention relates to games, and particularly to devices for shaking dice and playing games with the dice.

My object is to produce an apparatus for shaking dice in which the dice inclosed cannot be handled or tampered with, which throws the dice uniformly and in any number from one to five, according to the game, and which in any "pick-and-leave" game always shows the last throw and in fact all of the throws, and in which the dice are placed upon disks within separate transparent inclosures, and means are provided by which the disks are separately projected upward and stopped suddenly, so that the dice are thrown up higher than the travel of the disk and fall thereon after it has by gravity returned to its normal position.

My invention consists in the several novel features of construction and operation hereinafter described, and which are specifically set forth in the claims hereto annexed. It is constructed as follows, reference being had to the accompanying drawings, in which—

Figure 1 is a side elevation. Fig. 2 is a top plan, and Fig. 3 is a vertical transverse section on line X X in Fig. 2.

A is the body, provided with side rails 1 and legs 2. The body is provided with circular grooves in its upper surface to receive the edges of the inverted glasses 3 and with perforations central to the circle of the grooves, in which I insert the piston-rods 4, which are provided on top with disks 5 of nearly the same diameter of the inside of the glasses, so that they fit freely therein, and with heads or stop-shoulders 6 upon their lower ends. A bail 7 extends across the bottoms of the glasses either with or without an elastic packing 8 between it and each glass, and its ends pass down through brackets 9 on the ends of the body, and the bail is tightened by the nuts 10. The side rails 1 are mortised at intervals corresponding with and in line with the pistons, and levers 11 are pivoted therein in such manner that their inner ends will engage with the heads on the piston-rods when they are raised by the depression of the outer end by pressure applied to the buttons 12.

The dice are placed upon disks within the glasses and are thrown by a quick depression of a lever-button, which raises the piston-rod, bringing the head into sudden contact with the bottom of the body, which gives an impulse to the dice, throwing them clear of the head, and they will fall upon and roll around upon the head, displaying the spots on their upper faces.

As shown in the drawings, with five glasses—one, *a*, containing five dice, the next, *b*, four, the next, *c*, three, the next, *d*, two, and the last, *e*, one—this device is adapted to several games—as, for instance, the pick-and-leave games of "poker" dice and "twenty-one" or "aces-seven."

In playing poker dice I first operate the cup with five dice, and in case it is necessary to beat a previous high throw I decide to try for aces, (or one spots.) I then throw the cup with four dice in the next glass and obtain two aces more. Then I have two dice more to shake and operate the cup containing two dice and obtain another ace, leaving me only one die to shake; so I then throw the single-die cup, but fail to obtain an ace, which leaves my throw as follows: one ace in the first cup, two in the second, and one in the fourth, making a total of four aces.

In playing the game of twenty-one or aces-seven I first use the three-dice cup and obtain one ace. Then I throw the two-dice cup and obtain another ace. I then throw the single-die cup and obtain a tray, or three spot, which makes my throw two aces and a tray, giving a total of seventeen.

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

1. A game device consisting of a base, multiple inverted dice-cups secured thereon by a rod 7, each cup being closed by a disk, said disks carrying graduated series of dice and mounted to move vertically within each cup, a piston-rod supporting each disk, and a lever engaging with each piston-rod, substantially as described, for the purposes set forth.

2. A game device consisting of a base, multiple inverted dice-cups secured thereon by a rod 7, an elastic packing 8, inserted between the bail 7 and the cups, each cup being closed by a disk, said disks carrying graduated series of dice and mounted to move vertically within each cup, a piston-rod supporting each disk, and a lever engaging with each piston-rod, substantially as described, for the purposes set forth.

In witness whereof I have hereunto set my hand on this 8th day of November, 1890.

PETER DRUMMER.

In presence of—
MERIA DRUMMER,
DANIEL ROCK.