Jan. 12, 1954 W. STEIG 2,665,915

GAMING DEVICE

Filed March 15, 1951

Fig. 1.

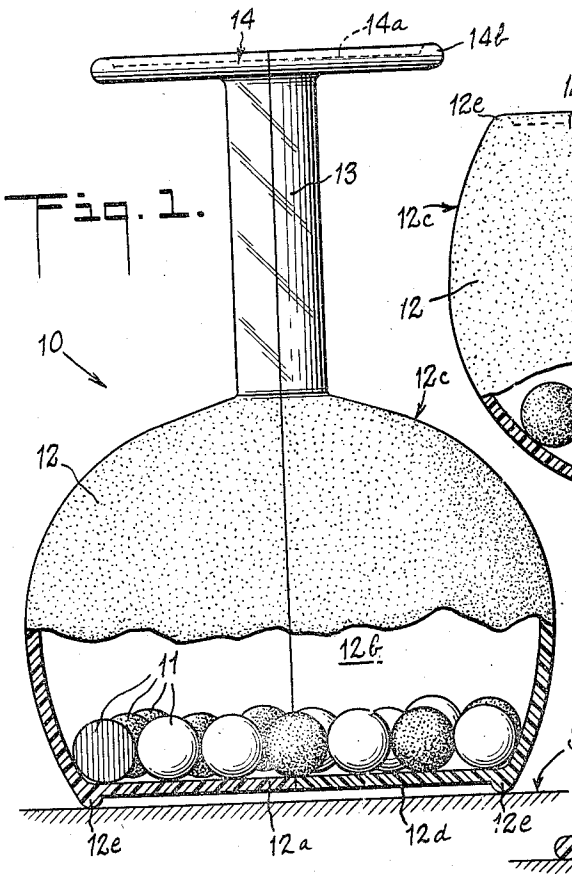


Fig. 2.

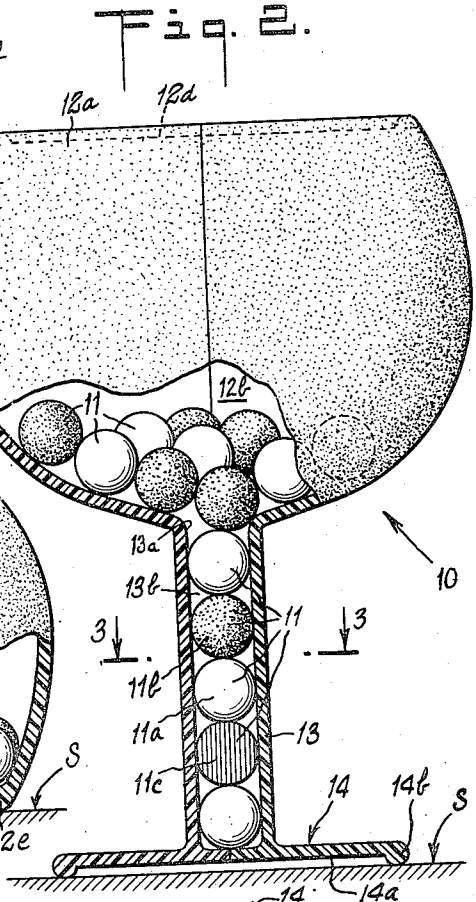
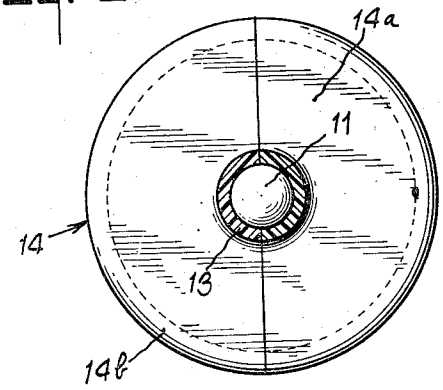


Fig. 3.



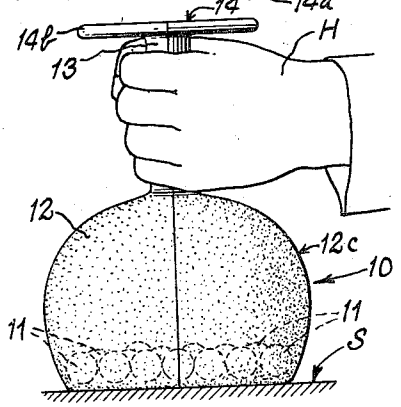


Fig. 4.

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GAMING DEVICE

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2 Claims. (Cl. 273—144)

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This invention relates to gaming paraphernalia and more particularly is directed to a portable hand-manipulated score making and score indicating device of improved construction.

Among the objects of the invention is to provide a portable hand-manipulated scoring and indicating device of the character described which shall comprise few and simple parts forming a unique compact structure capable of withstanding rough treatment without becoming operatively defective, which shall provide a score making and indicating means providing continuous interest to the players, which shall be relatively cheap to manufacture, which shall be extremely simple to manipulate for making and indicating scores attained, and which shall be practical and efficient to a high degree in use.

Other objects of this invention will in part be obvious and in part hereinafter pointed out.

The invention accordingly consists in the features of construction, combination of elements, arrangement of parts which will be exemplified in the construction hereinafter described and of which the scope of application will be indicated in the claims following.

In the accompanying drawing in which possible illustrative embodiments of the invention are shown,

Fig. 1 is a front elevational view of an improved portable hand manipulated gaming device constructed to embody the invention in a normally upright position before indicating the score, partly broken away to expose the interior of the flask bulbous portion thereof.

Fig. 2 is a front elevational view of the improved gaming device shown in an inverted position with respect to that appearing in Fig. 1 for indicating a score in the flask neck portion, partly broken away to expose the interior construction thereat.

Fig. 3 is a cross sectional view taken on lines 3—3 in Fig. 2 through the neck portion of the flask, and

Fig. 4 is a reduced front elevational view of the improved gaming device showing a hand grip on the flask neck portion for manipulating the device when in a normal position as shown in Fig. 1 prior to effectuating a score indicating position as shown in Fig. 2, the position of the scoring ball elements being indicated in dotted lines concealed by the opaque wall of the flask portion.

Referring in detail to the drawing 10 denotes a portable hand manipulated score making and score visually indicating device constructed to embody the invention. Said device 10 may comprise a rigid hollow structure formed of commercially available molded or blown materials as for example a plastic resin enclosing a group of scoring elements 11 of any suitable kind such as hollow or solid balls. As shown in Figs. 1 and 4 said hollow structure includes a bulbous or funnel-body shaped portion 12 formed with a flattened wall portion 12a provided to terminate one end and serving as a base for said structure when supporting the latter in a normal upright position on horizontal surface S. Said device 10 in said normal upright position has ball elements 11 only partially occupying an enclosed space or mixing compartment 12b of said funnel-body portion 12, said group of balls 11 being accumulated on the interior side of base 12a.

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Also forming said rigid structure, there is provided an elongated tubular hand-grip neck portion 13 extending out from funnel-body portion 12. Said neck portion 13 may be formed so as to terminate at an end of said structure in diametrically opposite relation with respect to said base 12a, with a flat foot 14 which is positioned in spaced relatively parallel alignment with respect to said base 12a.

Foot 14 may be suitably sized, shaped and of a thickness to provide a reliable steady support for device 10 when the latter is in an upstanding inverted position with said foot 14 resting on surface S as is clear from Fig. 2.

In order to strengthen the rigidity of the structure forming device 10, said wall section 12a and foot 14, or either of them may be formed with set back surface portions 12d and 14a, respectively, which provide reinforcing rim ledges 12e and 14b, respectively, extending about the peripheries of each of said surface portions 12d and 14a.

The latter may be utilized to carry desirable data, such as directions for playing with device 10 or scoring intelligence. Said rim ledges 12e and 14b not only strengthen said structure of device 10 but also serve to shield said data carried by surface portions 12d and 14a, or either of them, from being mutilated in either use thereof.

Tubular neck portion 13 has a through passageway 13b communicating at its inner end opening 13a with compartment 12b, of funnel-body portion 12.

As here shown, playing a game with device 10, fifteen ball elements 11 may be employed in said compartment 12b. Of these fifteen, seven may be colored white, as shown at 11a, seven colored black, as shown at 11b, and one colored red, as shown at 11c. Device 10 may be grasped by

neck portion 13 with the latter extending in a normal upward direction removed from a rest position on surface S shown in Figs. 1 and 2. A player may, if so desired, shake device 10 to mix the relative positions of the ball elements 11. The device 10 is then inverted from said normal position so that the neck portion 13 extends to produce a score and indicating thereof, that is in downward direction for resting foot 14 on surface S as shown in Fig. 2. In said inverted position a plurality of ball elements 11 will flow into passageway 13b and will be visible in a single row in neck portion 13.

When it is desired to use device 10 in developing skill, wall 12 of said compartment may be transparent to permit a player to observe and by shaking arrange the relative positions of the ball elements 11 in some degree of choice before said inverting manipulation. However if chance is to determine the score making, that is, which five ball elements 11 of the fifteen group will pass into neck portion 13 and the distribution of color arrangement, wall 12 may be treated to make it opaque thereby screening or concealing the mixed arrangement of ball elements 11 after said shaking of device 10.

Scoring may be based on statistical possibilities or permutation and combinations of said various color arrangements. For example scoring may be agreed upon in accordance with the following table:

	Points
"Quintet," five balls of one color	50
"Quartet," four balls of one color (in sequence)	15
"Quartet," four balls of one color with red ball	150
"Twin Duet," two pairs of same color (separated)	10
"Twin Duet," two pairs of same color with red ball	100
"Trio-Duet," full house	5
"Black-White," two pairs of two colors	2
"Black-White," two pairs of two colors with red ball	20
"Trio," three-of-a-kind	2
"Trio," three-of-a-kind with red ball	10
"Pair" or "Duet"	1
"Pair" or "Duet," with red ball	5
"Solo Red," no other combinations in neck	1

After each scoring, device 10 is turned back to said normal upwardly extending direction position of neck portion 13 and said base 12a seated on surface S. The scoring making hand manipulation can then be repeated as described above.

When the game is played by two or more persons, and where there are four or a greater even number of contestants, the scoring may be credited for team plays in the well understood manner. It is to be noted that the above scoring table is merely suggestive and the credited points may be varied to conform more closely to calculated or empirical observed chance combinations.

It is also contemplated to play with device 10 with many other variations of scoring, as for example, making the red colored ball element when appearing in neck portion 13 either a liability or an asset. Or, if desired, by providing a device 10 for each player and a five ball element score making means for each device 10, using a so-

called poker playing version as an interesting positive in which pairs, three of a kind, full houses and flushes determine the point count.

In playing the device 10 an increased interest surprise as in playing the above described poker version may be provided by holding the hand H in effective gripping position directly after score making or provide an additional contest of guessing before taking the hand H away to expose the score indication in the well understood manner.

It will thus be seen tht there is provided a gaming device of the character described whereby the several objects of this invention are achieved and which is well adapted to meet the conditions of practical use.

As various possible embodiments might be made of the above invention, and as various changes might be made in the embodiment above set forth, it is to be understood that all matter herein set forth or shown in the accompanying drawings is to be interpreted as illustrative and not in a limiting sense.

Having thus described my invention, I claim as new and desire to secure by Letters Patent:

1. A portable hand inverting score making and indicating game device comprising a structure having a hollow bulbous portion being formed with a flat base to terminate one end thereof, an elongated transparent hand grip tubular neck portion of at least a length to receive the palm of the hand of a user extending from said flask portion formed to terminate at an end diametrically opposite to said base with a flat foot extending in spaced parallel alignment with respect to said base, said foot and base serving to selectively support said structure in relatively upright positions on substantially horizontal surfaces, and a plurality of scoring elements enclosed in said hollow structure movable from an accumulated group in said bulbous portion into said tubular neck portion for visibly indicating a score on inverting the device from a supporting position on the base to that on said foot, at least said bulbous portion being made opaque to conceal said accumulated group of balls therein, the bore of said tubular neck portion being sized with respect to said scoring elements to accommodate at least five of the latter for viewing therethrough and concealment by said palm of the user.

2. The portable hand inverting score making device defined in claim 1 in which said foot and base, each have a setback data-carrying surface portion and a reinforcing rim ledge extending about the periphery of each surface portion.

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