F. ROSEWATER.

GAME COUNTER.

APPLICATION FILED MAY 27, 1912.

1,039,811. Patented Oct. 1, 1912.

Fig. 1.

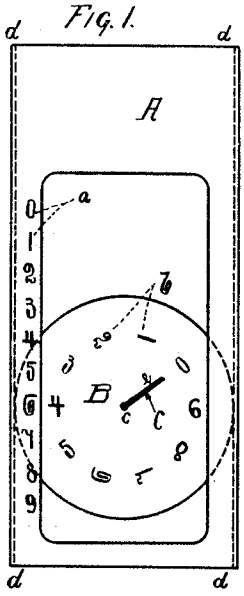


Fig. 2.

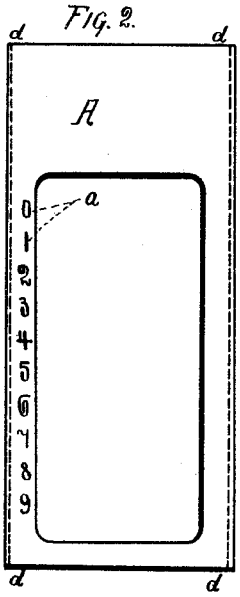


Fig. 3.

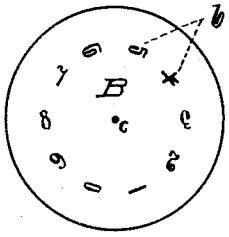


Fig. 4.

Fig. 5.

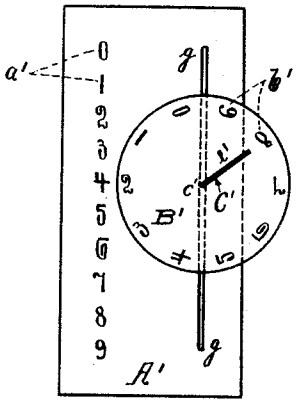
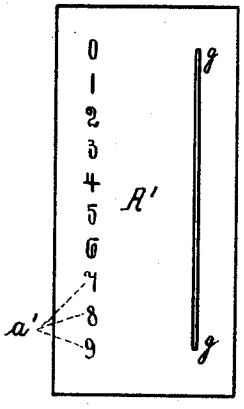


Fig. 6.



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GAME-COUNTER.

1,039,811. Specification of Letters Patent. Patented Oct. 1, 1912.

Application filed May 27, 1912. Serial No. 699,894.

To all whom it may concern:

Be it known that I, FRANK ROSEWATER, a citizen of the United States, residing at New York, in the county of New York and State of New York, have invented a new and useful Game-Counter, of which the following is a specification.

My invention consists in a contrivance for indicating numbers or characters in scoring games, in calendars, or in other indicating devices.

It is illustrated in the accompanying drawings, in which—

Figures 1 and 5 show modified forms of the device in operation. Fig. 2 shows a casing or frame faced with a row of numerals. Fig. 3 shows a disk perforated in the center and faced with a series of numerals arranged in a circle. Fig. 4 shows a dial device forming two dial hands. Fig. 6 shows a slotted plate faced with a row of numerals running parallel with the slot in it.

Similar letters refer to similar parts throughout the several views.

Fig. 1 is one form of the device in operation, indicating simultaneously one score of 64 and another of 0. It comprises three separate parts, the casing A, the disk B and the dial hand C.

Fig. 2 shows the casing A, faced on the left with the row of consecutive numerals *a*, running parallel with its vertical sides. It has the form of a hollow oblong whose vertical sides are closed and whose upper and lower ends are open, forming a groove between its opposite closed edges, *dd* and *dd*.

Fig. 3 shows the disk B, which is made of such a diameter that when placed within the groove formed between the opposite edges *dd* and *dd* of the casing A, its outer edge will be clasped and held in place at any point in the groove at which it may be stationed, capable of being optionally either revolved at or slid to or from any point desired. In its center is the perforation *c* which is also the center of the circle of numerals *b*, placed at such a distance from the outer edge of the disk as to bring them, when sliding or revolving between the edges *dd* and *dd* of the casing A, in immediate juxtaposition with and opposite to the numerals *a* on its face.

Fig. 4 shows the dial hand C. It consists of a short length of wire doubled over, each arm of which thus formed, *e* and *e*, passing through the perforation *c*, may be revolved on one face of the disk simultaneously with the revolution of the other arm on the opposite face of it, the two arms automatically clasping between them the disk and holding themselves in place wherever stationed for indicating the numerals on the face of the disk.

Fig. 5 is a modified form of the device in operation, indicating one score of 42 and another of 8. Its disk B^1 slides along a slot in the plate A^1 running parallel with the row of numerals a^1 on its face and at a distance from it equal to half the length of its own diameter. The disk B^1 is fastened to it by means of the double dial hand C^1, which passes through the perforation *c*, the slot *gg* and the perforation in the center of a blank or a duplicate disk of the same or smaller diameter placed on the back of the plate A^1. It might also be fastened by means of an eyelet or a button, the neck of which passed through the slot and whose face and back held the disk in position between them.

Fig. 6 shows the plate A^1 containing the slot *gg* and faced with the row of numerals a^1 running parallel with the slot.

The casing A, plate A^1 and the disks B and B^1 may be made of either card board, metal or any sufficiently rigid substance. The dial device C can be made of steel wire or any springy metal and may be elaborated into any suitable form.

It is obvious that owing to the capacity of the disks B and B^1 to optionally be either revolved or slid parallel with the row of numerals *a* and a^1, any numeral on the face of either disk can be readily with one adjustment brought opposite and immediately next to any one of the numerals in the row on the plate or casing to which the disk is attached and is operating with. Each series of numerals comprising all the consecutive figures from 0 to 9 inclusive, it is obvious that any number from 0 to 99 inclusive could readily be indicated, the stationary figures representing tens and the movable ones units. It is also obvious that the dial hand *c*, remaining stationary while the disk is indicating, may indicate a separate score from that simultaneously indicated by the disk, though the same set of numerals are employed. It is also obvious that the length of plates or casings, and the number of disks or of slots, might be indefinitely extended, and that both face and back of the device might be alternately utilized, and

that other series of numerals or kinds of characters might be substituted, to indefinitely widen the range of indicating the device is capable of.

The advantage I claim for this device is its extreme simplicity of construction, the manner in which separate numerals may be combined into one in immediate juxtaposition to each other, the ability of its disk dials to simultaneously serve two different scorings, and the fact that it enables a single adjustment to accomplish a change in the score that would in most devices require two separate adjustments.

I am aware that a plate in combination with a sliding band or casing has already been in use, also revolving disks fastened with eyelets, slotted plates with sliding indicators, and also revolving dial hands; but in none of these devices was there employed an alternately sliding and revolving disk operating in the manner herein described. I do not therefore claim either a revolving disk, a sliding band or casing, a sliding indicator or a revolving dial hand, but

I claim:

1. In a game counter, calendar or analogous device, the combination of the casing A together with the detached sliding and revolving disk B, each respectively faced with a series of numerals or other characters located with relation to each other as herein described, all as set forth.

2. In a game counter, calendar or analogous device, the combination of a row of numerals or other indicating characters on the face of a stationary plate or frame together with a series of circularly arranged numerals or other indicating characters on the face of a disk capable of being revolved and alternately slid in a groove or slot in a direction parallel with the aforesaid row of numerals, all located with relation to each other and operating in the manner herein described.

FRANK ROSEWATER.

Witnesses:
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Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."