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GAME DEVICE

Filed March 20, 1929

2 Sheets-Sheet 1

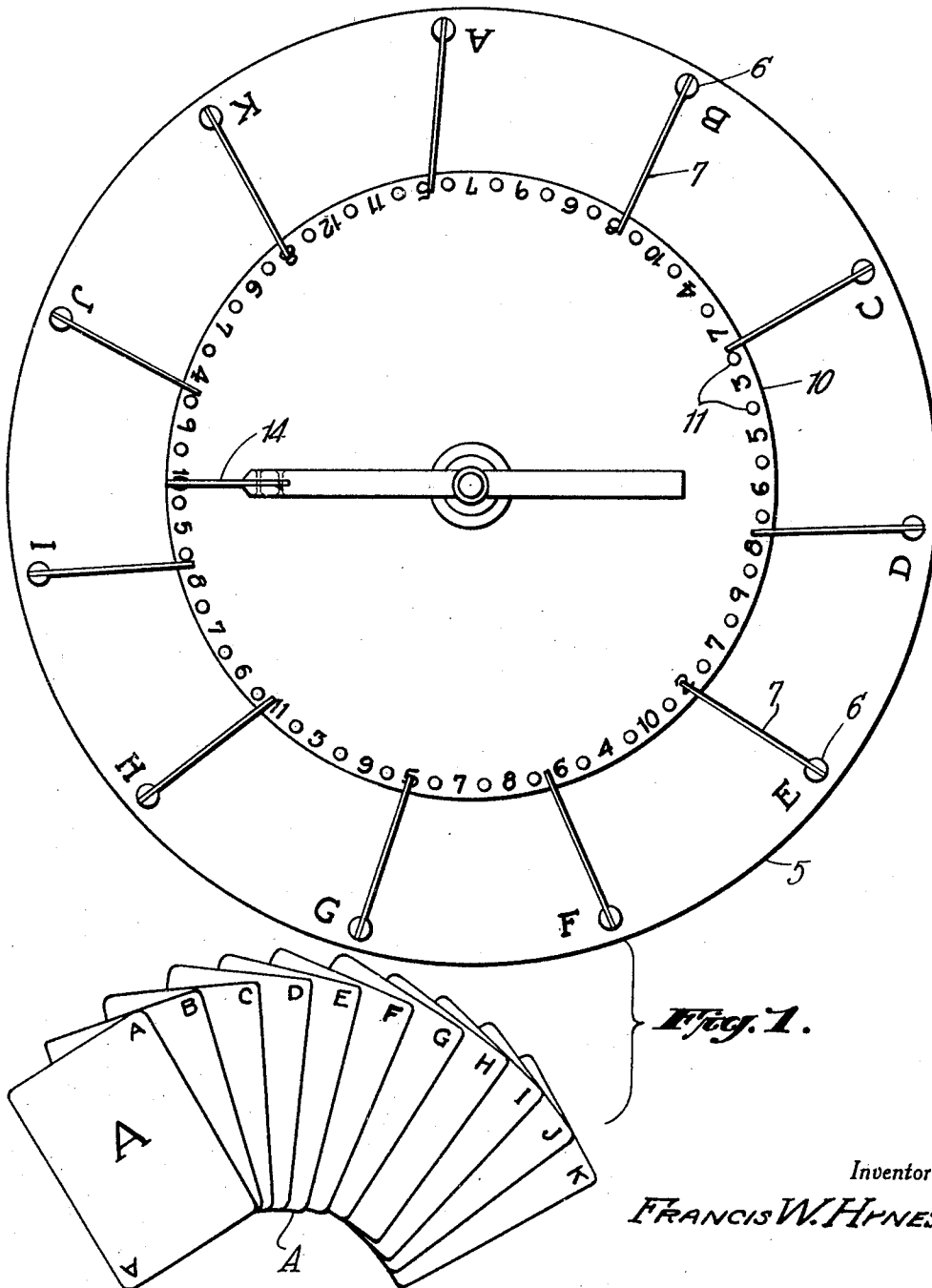


Fig. 1.

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Fig. 2.

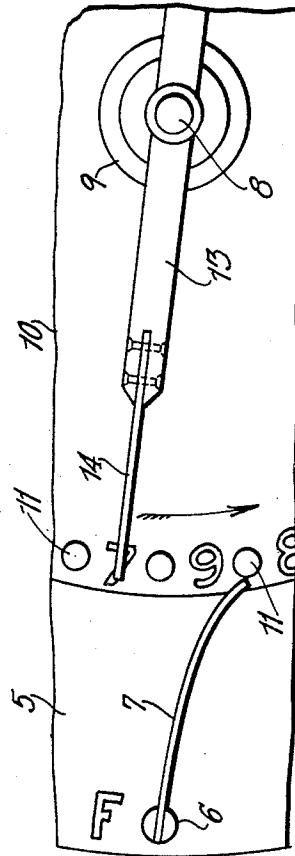
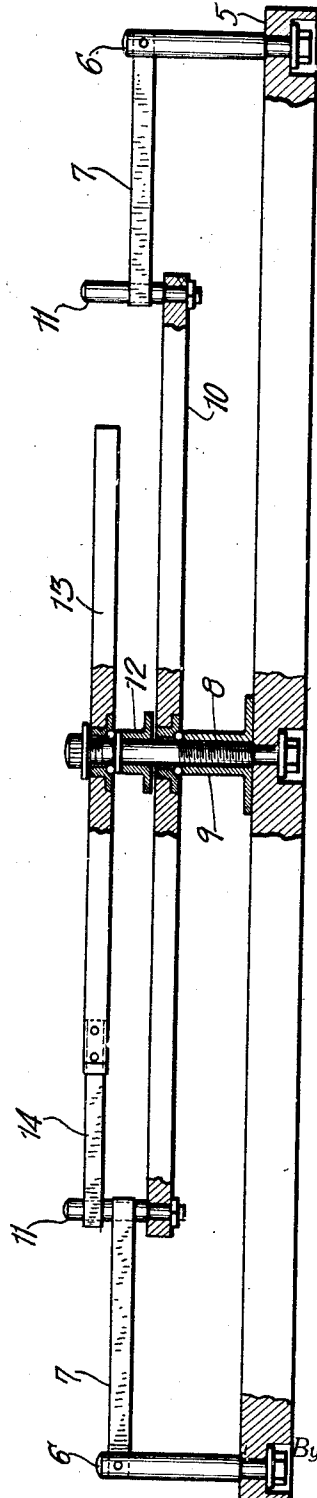


Fig. 3.

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GAME DEVICE

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This invention relates to new and useful improvements in game devices, and aims to provide a simple and novel means whereby the wellknown dice game or a game similar thereto may be played by a plurality of parties.

An important object of this invention resides in the provision of a device whereby various games of chance may be participated in by a number of contestants, and wherein the structural features relied upon to enable the playing of the games are of a generally inexpensive and simple nature, the same comprising but relatively few parts, and these so correlated, as to reduce the possibility of disarrangement to a minimum.

In the drawing, wherein like reference characters indicate corresponding parts throughout the several views, and wherein:—

Figure 1 is a group plan view of the game device, and a plurality of contestants holding cards employed in conjunction with the playing of the game.

Figure 2 is a view partially in side elevation, and partially in cross section of the game device, and

Figure 3 is an enlarged fragmentary top plan view thereof.

Now, having particular reference to the drawings, the game device consists of a circular base board 5, the perimeter of which is equipped with equally spaced upwardly projecting pins 6, there being provided eleven of these pins representative of the different points that can be made in the throwing of a conventional pair of dice. Adjacent each pin, the top surface of the base 5 is provided with a letter, these letters ranging from the letter A to the letter K, as clearly disclosed in Figure 1. The upper end of each of these pins 6 is provided with a radially inwardly extending horizontal finger 7 of leather or other flexible material. The center of the base 5 is provided with an upwardly extending stationary supporting shaft 8, upon which at the top surface of the base is arranged a supporting collar 9. Rotatable upon this shaft and supported by suitable bearing upon the collar 9 is a rotary circular

disk 10, the outer edge of which terminates inwardly of the outer edge of the base 5.

The perimeter of this disk is provided with equally spaced upwardly projecting pins 11 of a number equivalent to the number of ways in which the various points may be made in the throwing of a pair of dice. Adjacent each of these pins 11, the top surface of the disk 10 is provided with numerals from 2 to 11, the points that can be made in the throwing of a pair of dice. The number of each particular numeral is similar to the number of ways in which a particular point may be made in the throwing of the dice.

Secured to the shaft 8 above the disk 10 is a supporting collar 12, while rotatable upon the upper end of the shaft and supported by suitable bearings upon the collar 12 is a pointer element 13. One end of this pointer 13 is equipped with a longitudinally extending finger 14 of leather, or other flexible material adapted for engagement at its outer end with the pins 11 of the disk 10, as clearly illustrated in Figures 2 and 3.

In association with this game device, there is provided eleven playing cards A, illustrated in Figure 1, these playing cards each bearing a letter corresponding to the eleven letters upon the surface of the base 5, and in playing the game, a card is dealt to each player. The letter indicated on the card held by each player corresponds to the letter on the base 5 assigned to that particular player. I also employ a deck of eleven numeral cards similar to the cards A in which numerals from 2 to 11 are provided thereon in lieu of the letters. In view of the slight difference between the two decks, it is not believed necessary to show the numeral deck in the drawing. The numerals thereon correspond to the numerals on the disk 10. The disk 10 is then rotated and the number adjacent each pin 11 that is contacted by the adjacent finger 7 is the play number assigned to the particular player holding the card representative of the particular pin carrying the stop finger 7. The play cards are then traded by the players for the number cards so that each player's card agrees with his assignment of the stop fingers 7. This makes it impossible for a

player to claim he is playing a number other than that shown on the card which he holds. The players who have been assigned numbers 2, 12, 3, 11 or 7 score 6, 6, 5, 5, or 1 point respectively, and do not play again until the
 5 second deal. The pointer 13 is spun and if it stops in engagement with a pin 11, which is numbered 7, the play is finished and no points are scored by the remaining players. The second
 10 deal is now in order and play is repeated as in the first deal. However, if number 7 is not indicated by the first spinning of the pointer 13, the player assigned the number indicated by the pointer scores as follows:
 15 Those assigned 4, 10, 5, 9, 6 and 8 score 4, 4, 3, 3, 2 and 2 respectively. Whenever the number 7 is indicated by the pointer 13, the play is over, and a new deal is in order. Obviously, the game is played as long as desired, and at
 20 the termination thereof, the one having the most number of points wins the game.

In addition to the foregoing character of game, that may be played, the wellknown dice game may be engaged in, and in this connection, the first "thrower" spins the pointer 13.
 25 If the pointer stops at the numerals 2, 3 or 12 it is a "crap" and he loses, but does not lose his "throw" or the spinning of the pointer. If the pointer stops at the numerals 7 or 11,
 30 it is a "natural", and he wins. If the pointer stops at any of the remaining numbers, he continues to spin the pointer until the number is "made", or until the pointer stops at the numeral 7 whereupon he loses.

In view of the foregoing description when considered in conjunction with the accompanying drawings, it will be apparent that I have provided a novel, simple and interesting
 40 game that may be participated in by a number of players, and even though I have herein shown and described the device as consisting of certain detailed structural elements, it is nevertheless to be understood that some changes may be made therein, without affecting the spirit and scope of the appended
 45 claims.

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

1. In a game device of the character described, a base member, a plurality of spaced vertical pins carried by the member, an inwardly extending flexible finger carried by each pin, a disk rotatably associated in vertically spaced relation with the base and terminating at its edge inwardly of the edge of the base, a plurality of pins arranged in spaced relation around the perimeter of the disk and extending upwardly therefrom, said
 50 fingers of the first mentioned pins being of a length to encounter the disk pins when said disk is rotated, a pointer arranged rotatably above the disk and having at one of its ends a flexible finger adapted to encounter the pins
 60 of the disk when said pointer is rotated.

2. In a game device of the character described, a base member, a series of spaced pins projecting upwardly from the base member, inwardly directed flexible fingers carried by the upper ends of said pins, a vertical supporting shaft arranged at the center of the base, a disk rotatably carried by the shaft above the base and being of a lesser diameter than the base, a plurality of vertical pins carried by the disk and adapted to be encountered by the inner ends of the flexible fingers of said first mentioned pins, a pointer rotatably mounted upon the upper end of the shaft and a flexible finger at one end of the pointer adapted to encounter the pins of the disk when said pointer is rotated.

In testimony whereof I affix my signature.
 FRANCIS W. HYNES.