May 19, 1925. 1,538,455

L. WINKEL.

GAME DEVICE

Filed Oct. 1, 1924

Fig. 2.

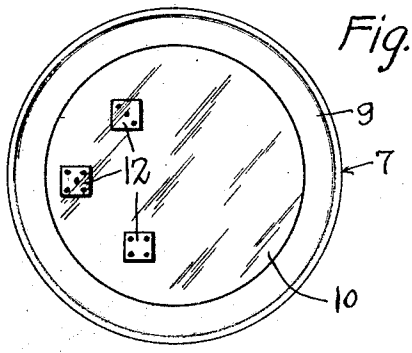


Fig. 3.

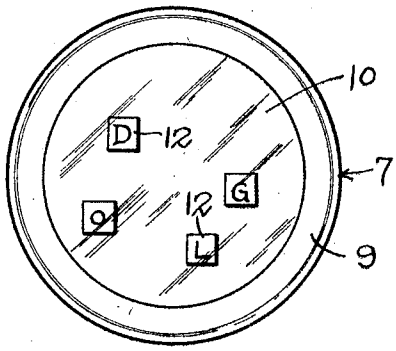


Fig. 1.

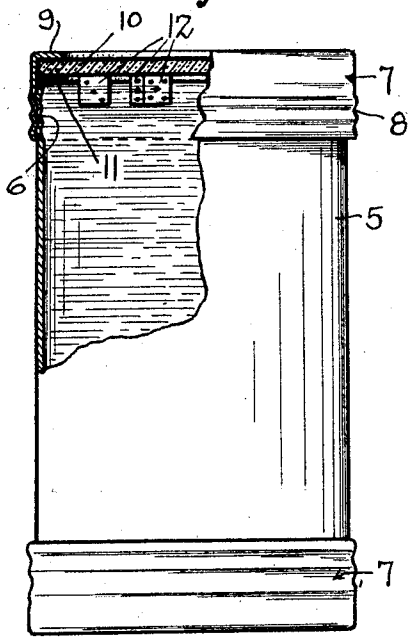


Fig. 4.

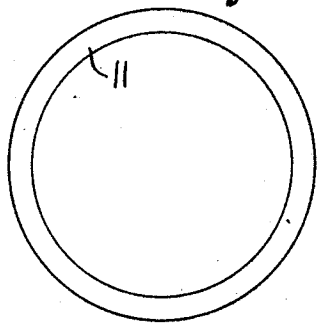
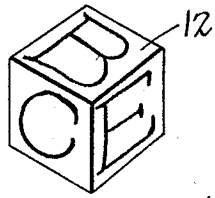


Fig. 5.



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Patented May 19, 1925. 1,538,455

UNITED STATES PATENT OFFICE.

LEON WINKEL, OF NEW YORK, N. Y.

GAME DEVICE.

Application filed October 1, 1924. Serial No. 740,884.

To all whom it may concern:

Be it known that I, LEON WINKEL, a citizen of the United States of America, residing at New York city, county of Bronx, and State of New York, have invented certain new and useful Improvements in Game Devices, of which the following is a specification.

This invention relates to game devices and in particular to a container embodying game-pieces which cannot be lost or fraudulently manipulated.

A particular object of the invention is to provide a water filled container in which floating game pieces are held, the container having glass ends and being shaped to allow the same to stand first on one end and then the other whereby the game-pieces will travel upwardly to the top of the container where they can be readily seen, the game-pieces, in their travel through the water gyrating and turning so as to present different combinations upon reversal of the position of the container.

A further object is to provide a game device of this character in which the dice-shaped game-pieces may be marked after the manner of dice or may have letters of the alphabet thereon so that children may play word games which will be amusing as well as instructive.

A further object is to provide a game device or point counter, the operation of which can not be manipulated to favor any particular player.

Referring to the drawing, wherein I have shown a preferred embodiment of my invention,

Figure 1 is a view in elevation of my game device, portions thereof being broken away to show the interior construction;

Figure 2 is a top plan view of the game device as seen in Figure 1, the game-pieces being shown in position to be read;

Figure 3 is a view similar to Figure 2 showing the game-pieces marked with letters of the alphabet;

Figure 4 is a plan view of the gasket used to render the container water-tight; and

Figure 5 is a view in perspective of one of the game-pieces.

Referring to the drawing in detail, 5 indicates a cylindrical container which may be made of any suitable material, such as nickeled or other non-rusting metal, and being formed at both ends to provide screw threads 6 which receive and hold suitable end caps 7.

The caps 7 consist of a threaded depending portion 8 and a horizontally disposed flange 9, to the underside of which is cemented the glass 10. A rubber gasket 11 is cemented to the underside of the glass so that when the caps 7 are in position, it will engage the upper edge of the casing and seal the same to prevent leakage.

The game-pieces 12 may be made of cork or other light floatable material coated with a waterproof paint and suitably marked with dice markings, letters or numbers.

The lower cap is placed in position on the casing and the same is then placed in a tank of water while the top cap is screwed on, it being understood of course that the casing will be completely filled as will also the top cap, so that no air will be imprisoned in the container. This will force the game pieces 12 against the glass at either end of the casing depending upon which end is uppermost so that when the casing is reversed the game-pieces will immediately start to the top and during their progress will be turned and gyrated by the water resistance and will appear differently than they did before reversal of the casing.

In this way the lettered pieces may be used to spell out various words, the player getting the most words out of the various combinations being the winner. When the game-pieces are marked like dice and are used in various games they can not be manipulated to favor any particular player.

It will be seen therefore that I have provided a game device which not only can not

be tampered with to adjust the result of the game-pieces but one in which time is saved that is otherwise spent in waiting for game-pieces to come to rest. Also the exertion of using the game-pieces is eliminated.

Having described my invention what I claim is:

A game device comprising a liquid filled container, the body of the container being formed from a tubular member having threaded ends, transparent closures for the ends of the container, gaskets between the ends of the container and the closures, and ring-like caps adapted to screw over the ends of said container and engage the closures to force the same towards the edges of the container whereby the device will be rendered leak proof, and floating game pieces in said container.

LEON WINKEL.