

(No Model.)

C. S. HUNT.

TOY.

No. 249,052.

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Fig. 1.

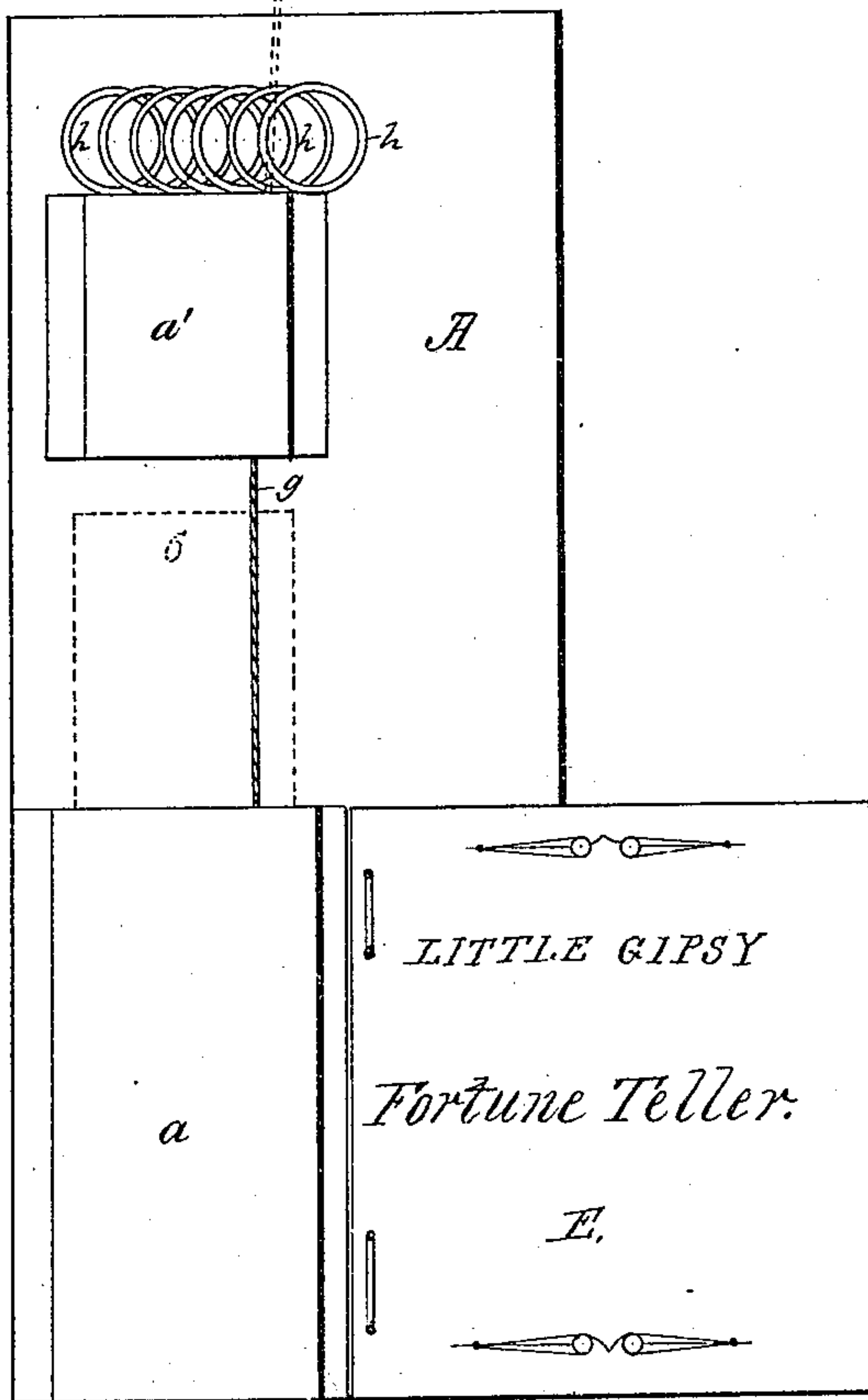


Fig. 2.

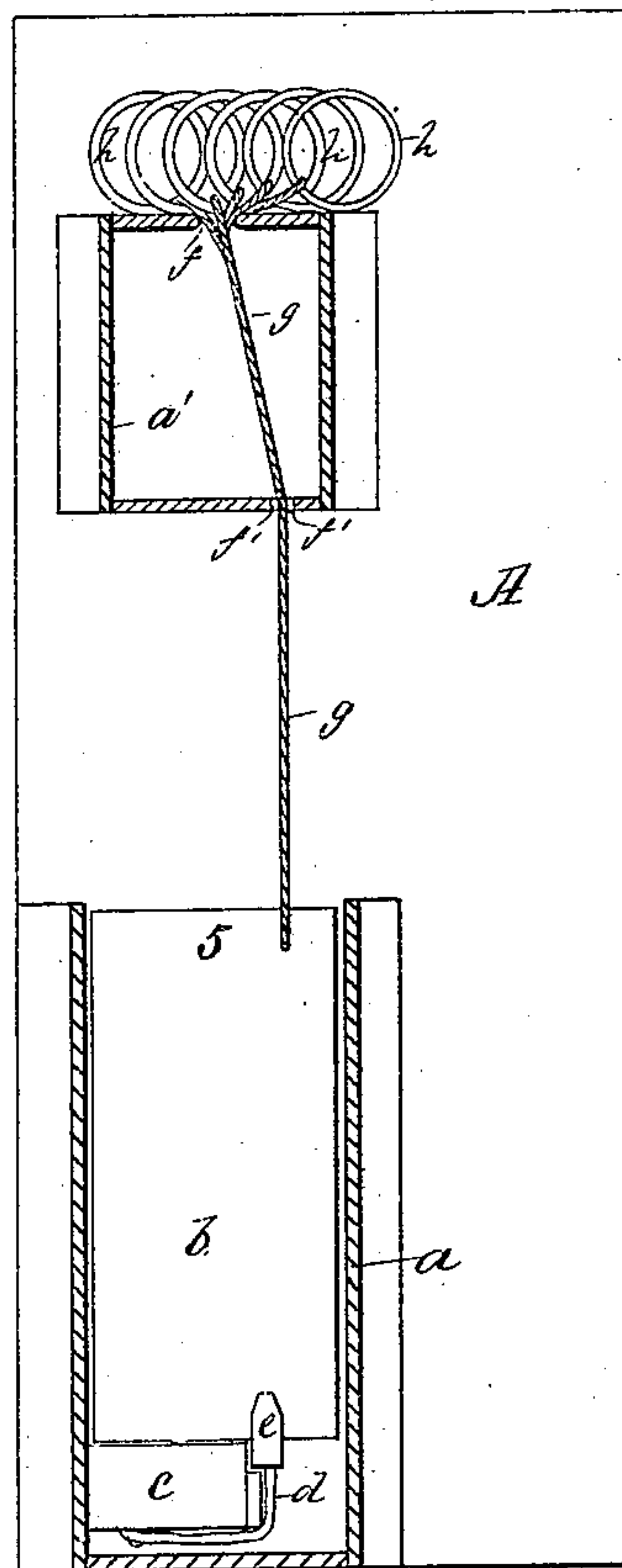
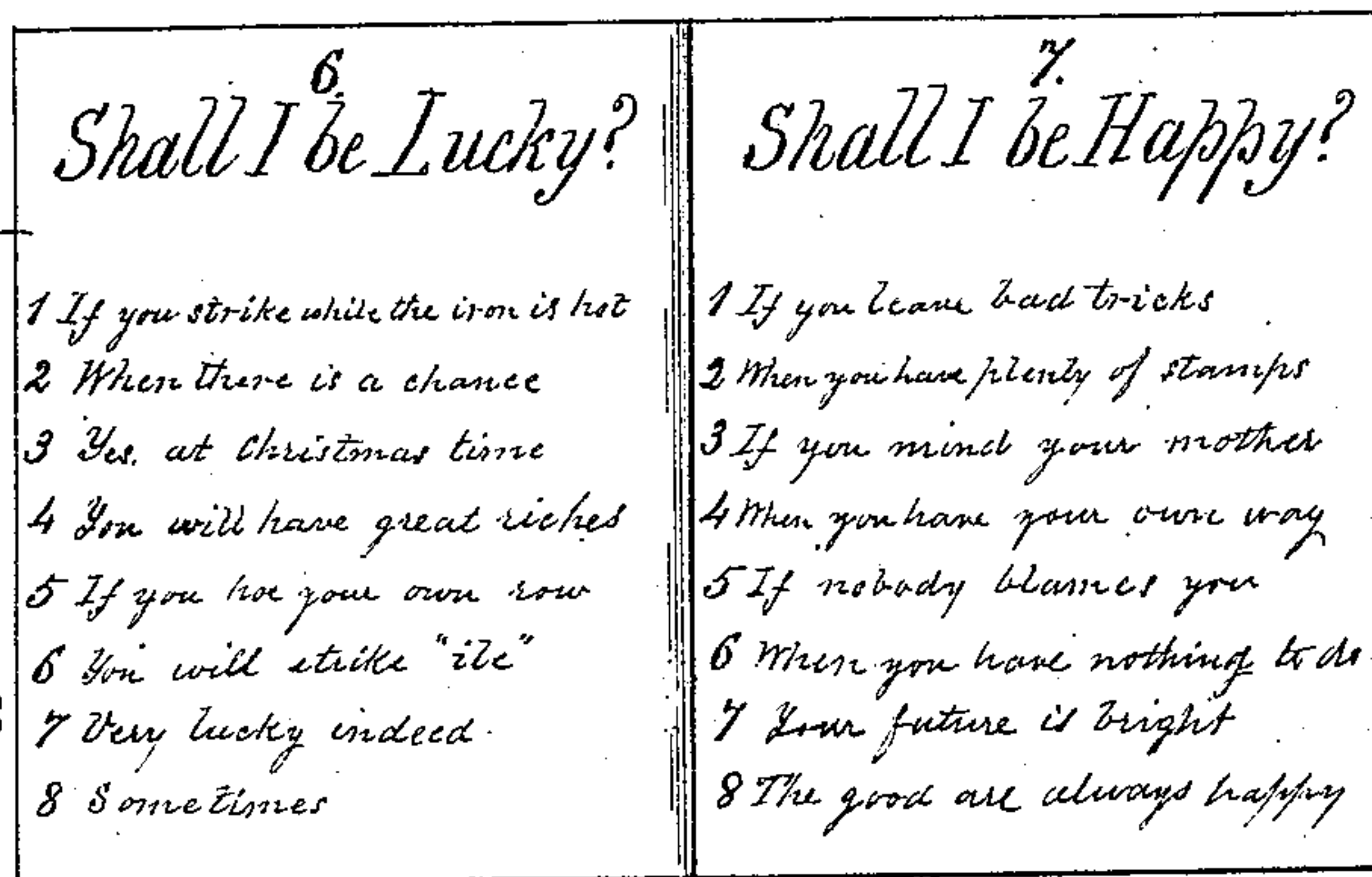


Fig. 3.



WITNESSES:

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CYRENUS S. HUNT, OF HARWICH, MASSACHUSETTS.

TOY.

SPECIFICATION forming part of Letters Patent No. 249,052, dated November 1, 1881.

Application filed September 28, 1881. (No model.)

To all whom it may concern:

Be it known that I, CYRENUS S. HUNT, of Harwich, in the county of Barnstable and State of Massachusetts, have invented a new and useful Improvement in Toys, of which the following is a full, clear, and exact description, reference being had to the annexed drawings, forming part of this specification, in which—

Figure 1 is a front elevation of my invention; Fig. 2, a vertical section of the same with the book detached, and Fig. 3 the book of questions and answers.

The object of my invention is to provide a new and amusing fortune-telling toy of simple and inexpensive construction, and which shall be readily comprehended by children.

The invention consists in a block or base provided with a case which is open at one end, and in which is held, by means of springs, a series of numbered cards, which are adapted to be drawn out, severally, at random, so as to expose the number to view, and which base is also provided with a small book or table secured thereto, containing a series of numbered answers corresponding to the numerals on the cards, as hereinafter fully described.

In the drawings, A represents a piece of card-board, which is provided with a small rectangular case or pocket, *a*, secured to its surface, near its lower end. This case is made open at the top, and contains a series of cards or slips, *b*, which are secured to a block, *c*, in the bottom of the case, by means of elastic cords *d*, which are tacked to the bottom of the block before the latter is secured in place, and connected to the cards by means of thin metal clasps *e*. These clasps, which are provided with perforations for holding the knotted ends of the cords, are secured to one of the lower corners of each card, in order that the center of the lower end of the card shall rest upon the block *c*, and the clasps be in alignment with the end of the block over which the cords are to be stretched. A small notch is cut in the end of the block *c*, to accommodate the adjacent corner of the clasp. Near the upper end of the card-board A is provided another case, *a'*, which is closed at each end, and provided at the top with a single perforation, *f*, and at the bottom with a series of perforations, *f'*, through which strings *g*, connected to the upper ends of the cards *b*, are passed for the purpose of operating the cards. The strings are secured re-

spectively to one corner of the cards, so as not to obstruct or conceal the numerals and pictures thereon, and are provided with rings *h* at their outer ends, by which they are to be drawn. By having all the strings to issue at one perforation at the top it is made uncertain to which card each string is attached, and thus the drawing of a card becomes a matter of chance. To add to the amusement of the game it is designed that there shall be pictures on the cards of a ludicrous character. A small book, E, upon each page of which a question and as many numbered answers thereto as there are cards in the case are printed, is attached to the lower end of the card-board.

The toy is used as follows: One of the questions is asked—for instance, "Shall I be happy?" One of the cards is then drawn up by means of its string until its number is exposed to view, and this number indicates the number of the answer in the book under the question asked. For instance, if card No. 3 is drawn, the answer marked 3 under the above question will be read as the proper answer.

As my invention may be variously modified without departing from the main principle, I wish it understood that I do not limit myself to the detailed construction above set forth, since any similar method of drawing the cards at random may serve my purpose as well. I design to arrange the numbers of the answers in irregular order in the book, in order to increase the uncertainty of the game.

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

1. A toy consisting of a base provided with a pocket for concealing a series of numbered cards, which are secured therein by means of springs, and a perforated case through which strings connected to the cards are passed for drawing the cards at random, substantially as shown and described.

2. The combination, with the board A, of the pocket *a*, having block *c*, the elastic cords *d*, the cards *b*, having numbers thereon, the perforated case *a'*, the strings *g*, rings *h*, and the book E, containing questions and answers, as set forth.

CYRENUS S. HUNT.

Witnesses:

CORDIE MEGATHLIN,
LYDIA SMALL.