

(No Model.)

2 Sheets—Sheet 1.

C. H. CORLISS.

INDICATOR FOR THE GAME OF DOMINOS.

No. 301,568.

Patented July 8, 1884.

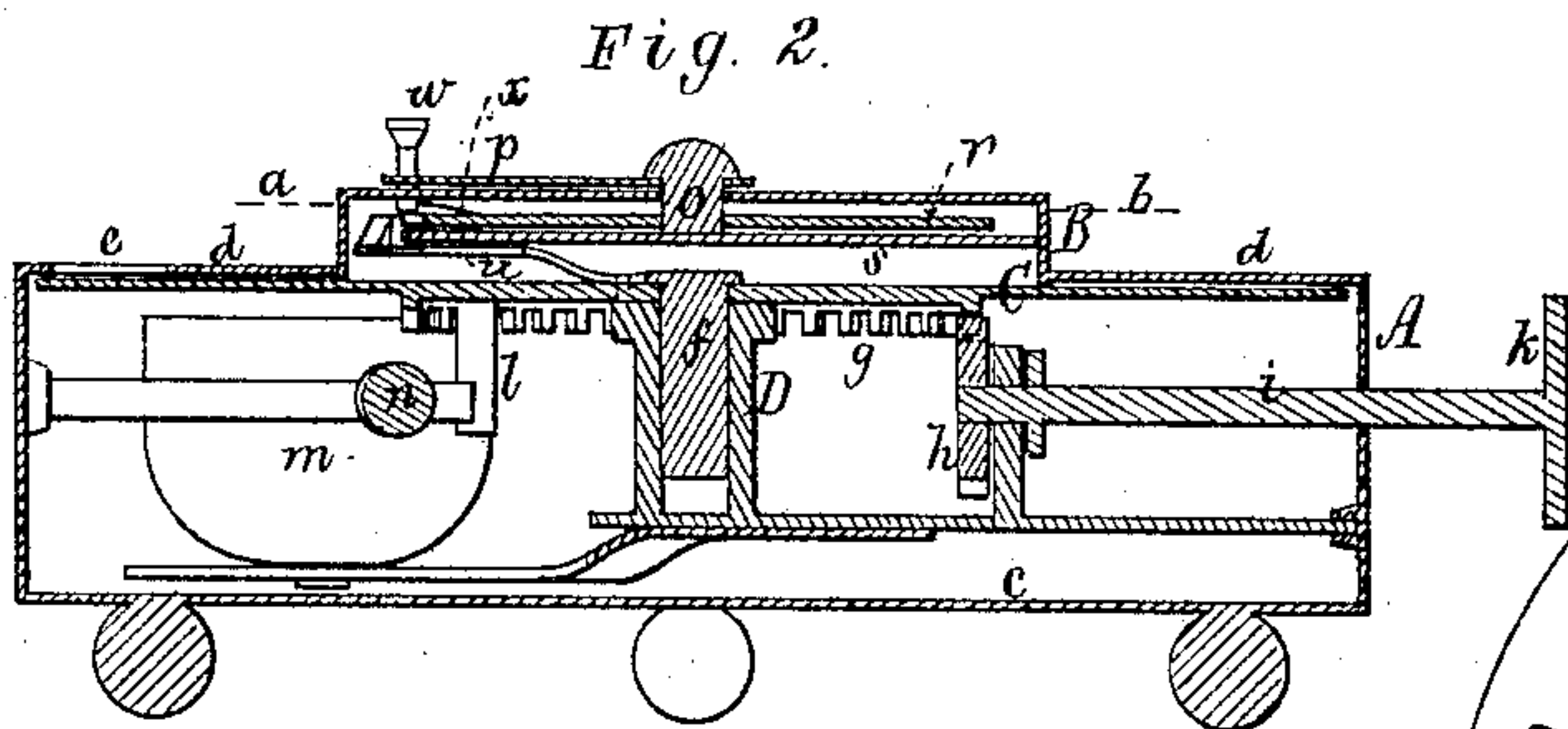


Fig. 3.

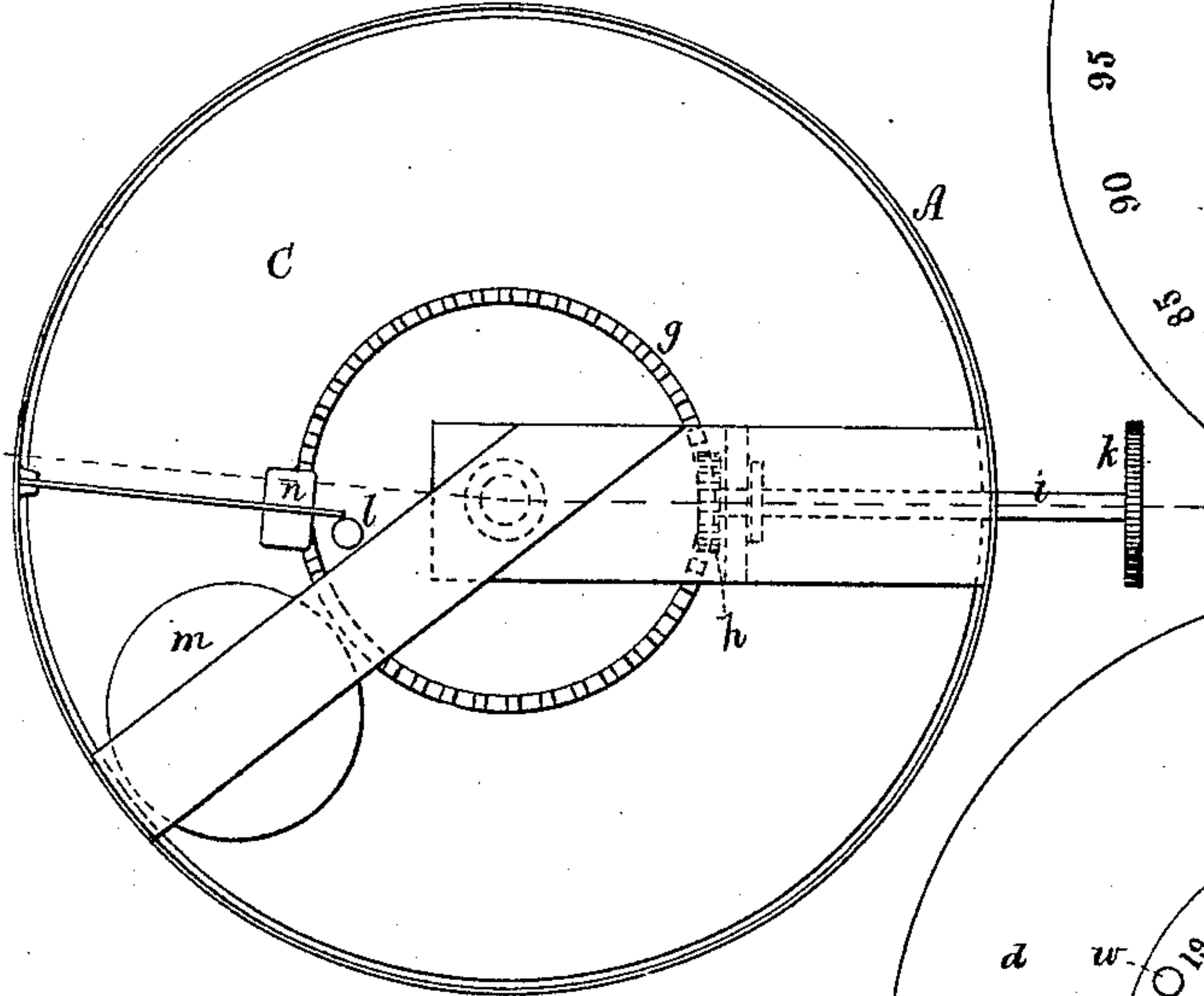


Fig. 4.

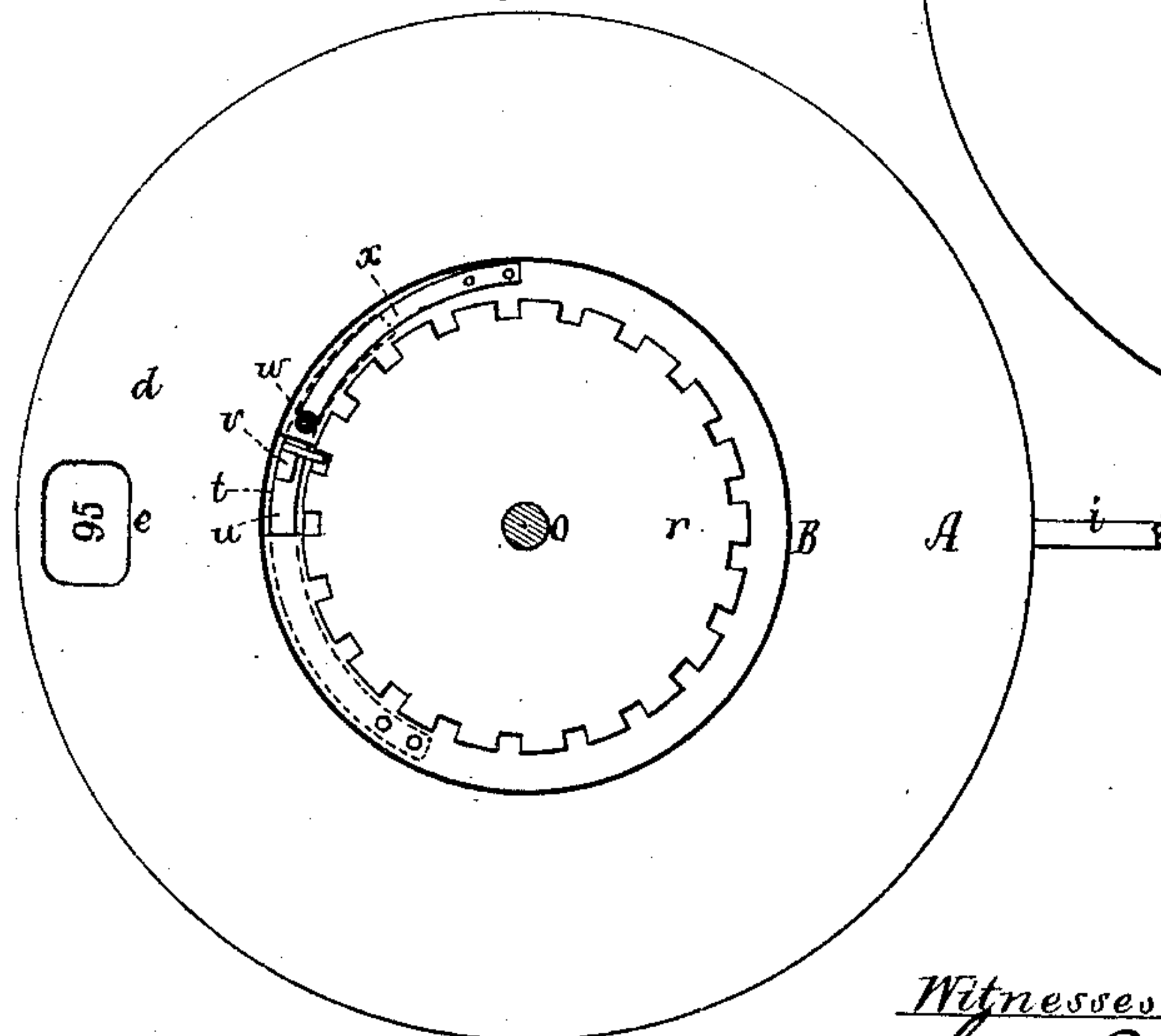


Fig. 5.



Fig. 6.

Witnesses

L. N. Piper
E. B. Pratt

Inventor.

Charles Harrison Corliss.
by *R. H. Eddy* atty

(No Model.)

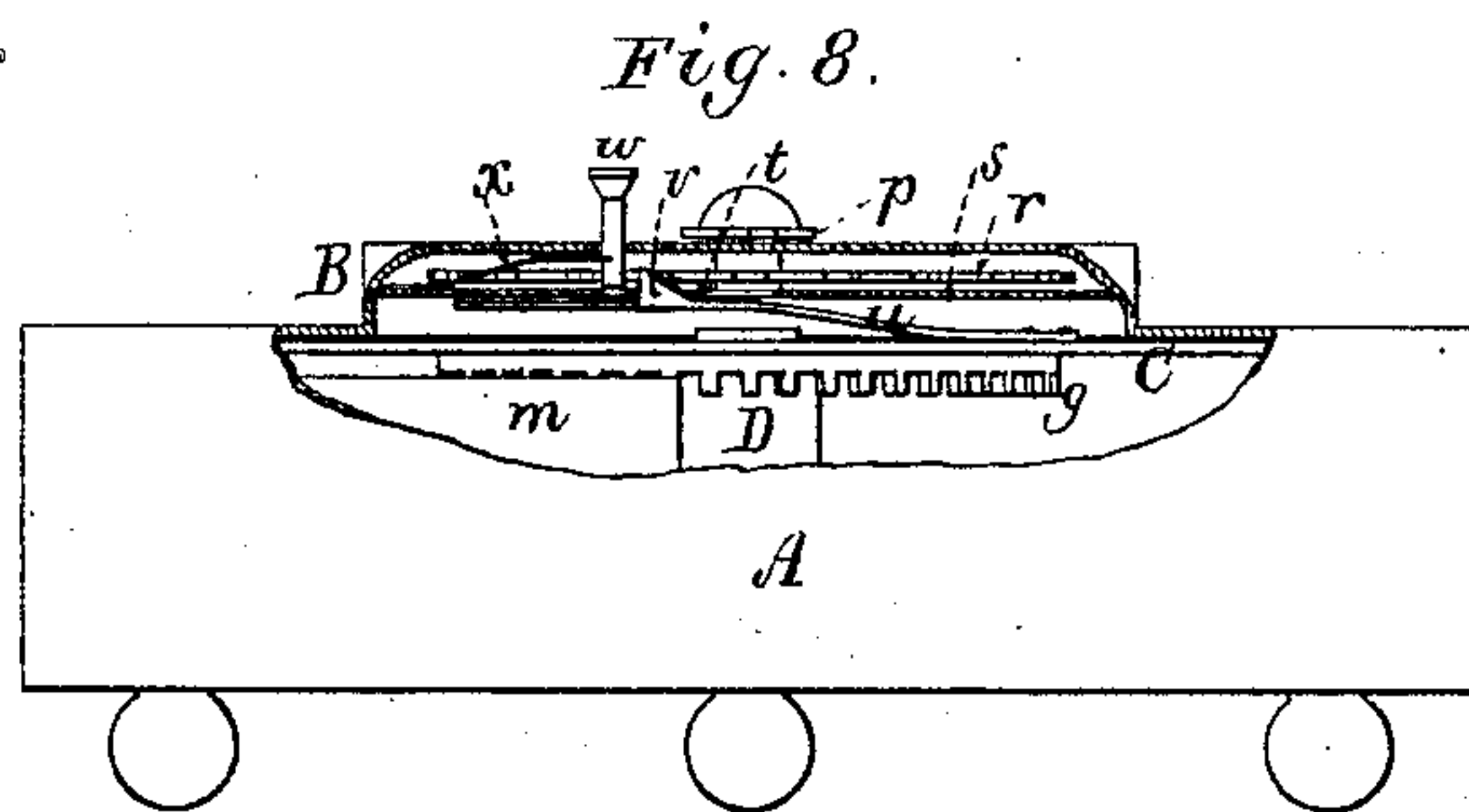
2 Sheets—Sheet 2.

C. H. CORLISS.

INDICATOR FOR THE GAME OF DOMINOS.

No. 301,568.

Patented July 8, 1884.



Witnesses.

S. N. Piper
C. D. Smith

Inventor

Charles Harrison Corliss.
by R. H. Eddy atty

UNITED STATES PATENT OFFICE.

CHARLES HARRISON CORLISS, OF BOSTON, MASSACHUSETTS.

INDICATOR FOR THE GAME OF DOMINOS.

SPECIFICATION forming part of Letters Patent No. 301,568, dated July 8, 1884.

Application filed June 5, 1883. (No model.)

To all whom it may concern:

Be it known that I, CHARLES HARRISON CORLISS, of Boston, in the county of Suffolk, of the Commonwealth of Massachusetts, have
5 invented a new and useful Improvement in Indicators for the Game of Dominos; and I do hereby declare the same to be described in the following specification and represented in the accompanying drawings, of which—

10 Figure 1 is a top view, Fig. 2 a transverse section, and Fig. 3 an under side view, of the game-indicator embracing my invention. Fig. 4 is a horizontal section on the line *a b* of Fig. 2. In Fig. 3 the case is shown as without the
15 bottom plate thereof, which is represented in Fig. 2 at *c*. Fig. 5 is a top view of the disk C, and Fig. 6 is a top view of the partition *s*, to be hereinafter explained. Fig. 7 is a view of the tooth *v*, as described. Fig. 8 is a view
20 of the indicator, with a portion of the case broken away in order to more clearly show the spring *u* and the parts adjacent thereto.

The indicator is intended to show from time to time the number of games played and the
25 amount gained in each by the player.

The case for containing the operative parts is shown at A, it being a cylindrical box, having projecting from and above it at its top a
cylindrical hollow extension, B.

30 In the top *d* of the case, and near the edge thereof, is an opening, *e*, and within the case, and immediately below the said opening, is a disk, C, having the numbers 5, 10, 15, &c., up
35 to 100, arranged on it in a circle, and at equal spaces thereof, as shown in Fig. 5. This disk is to revolve freely on the top of a post, D, a pivot, *f*, of the disk being stepped in the post. The disk has projecting down from it a circular
40 range, *g*, of teeth, to engage with a pinion, *h*, fixed on a shaft, *i*, properly supported in the case, and disposed as shown. This shaft extends out of the case at the periphery thereof, and is provided with a milled head or but-
45 ton, *k*. By taking hold of the said head and revolving it, the shaft may be turned and the disk revolved. From the disk a stud, *l*, pro-
jects downward, and there is within the case a bell, *m*, and a hammer, *n*, therefor, whose
50 shank is a spring and extends from the hammer-head, as represented. As the disk may be revolved so as to carry the figures 100 into

position to be seen through the opening *e*, the bell will be sounded, the stud *l*, by the disk, being carried around against the hammer, so
as to draw it away from the bell, and next car- 55
ried out of engagement with the hammer, to allow the spring thereof to act and throw the hammer-head against the bell. The sounding
of the bell will signify that the game is fin- 60
ished. In some cases I dispense with the bell, its hammer, and operative stud; but it is preferable to have them to the indicator, for various reasons.

On the top of the extension B is a circular range or scale, *q*, of figures from 0 to 20, as
65 shown, and at the center of the extension there is an arbor, *o*, provided with a hand, *p*, such hand being to turn with friction on the arbor, in order for the hand to be set to the
zero of the scale *q*, as occasion may require. 70
The said arbor *o* extends upward from the central part of a disk, *r*, having twenty-one notches formed in it at its circumference, they being at equal distances apart, as shown in
Fig. 4. The said disk *r* rests upon a parti- 75
tion, *s*, extending across the extension B. Through this partition, and near its circumference, is a curved slot, *t*, (see Fig. 6,) and there projects from the disk C a curved and
inclined spring, *u*, provided with a tooth, *v*. 80
While the disk may be in movement to carry the divisional space of it marked 95 away from
the opening *e* and to bring the divisional space marked 100 immediately underneath the said
opening, the tooth *v* will, by the spring *u*, be 85
forced upward through the slot *t* into engagement with one of the notches of the disk *r*. The disk C continuing to revolve, the said
tooth will revolve the disk *r* until the tooth
may be carried against the end of the slot, 90
which taking place, the tooth which is inclined on its advancing face, as shown in Fig. 7, will, by being borne against the said end of
the slot, be forced downward out of engage-
ment with the disk *r*, and will pass around 95
underneath the partition. The spring supporting the tooth should have sufficient force
to hold the tooth in engagement with and
cause it to revolve the disk *r* while such tooth
may be in the slot. As it may be sometimes 100
desirable to have the tooth in passing the slot not revolve the disk, there is a pin, *w*, sus-

tained by a spring, *x*, arranged in the extension, and to extend over, and when forced and held down will rest on, the spring *u*. By pressing down the pin, the spring may be depressed
5 so as to keep the tooth out of engagement with the disk *r* while the tooth may be passing the slot in the partition.

From the above it will be seen that, as the player from time to time may gain in his play,
10 he, by turning the milled head, can cause the disk C to be revolved to bring the number of his gains to the opening *e*; also, that, on the amount gained reaching 100, the hand *p* will have been moved to the number of the next
15 game to be played.

I claim—

1. The game-indicator, or combination of the case A, provided with the slot *e* and the extension B and the slotted partition *s* thereof,
20 with the indicating-disk C, its spring *u*, and tooth *v*, and with the revoluble notched disk *r* and the hand *p*, the said extension B having the scale *q*, and the disk C having mechanism

for revolving it, all being substantially as set forth.

2. The combination of the stud *l* and the bell *m* and the elastic hammer *n* thereof with the game-indicator, consisting not only of the case A, provided with the slot *e* and the extension B, but of the slotted partition *s*, indicating-disk C, spring *u*, tooth *v*, disk *r*, and hand *p*, arranged and adapted substantially
25 30 as and to operate as set forth.

3. The combination of the slide-pin *w* and its spring with the game-indicator, consisting
35 not only of the case A, provided with the slot *e* and the extension B, but of the slotted partition *s*, indicating-disk C, spring *u*, tooth *v*, disk *r*, and hand *p*, all being arranged and adapted in manner and to operate substan-
40 tially as set forth.

CHARLES HARRISON CORLISS.

Witnesses:

R. H. EDDY,
E. B. PRATT.