(No Model.)

A. NICKEN.

GAME COUNTER AND REGISTER.

No. 321,046. Patented June 30, 1885.

Fig. 1.

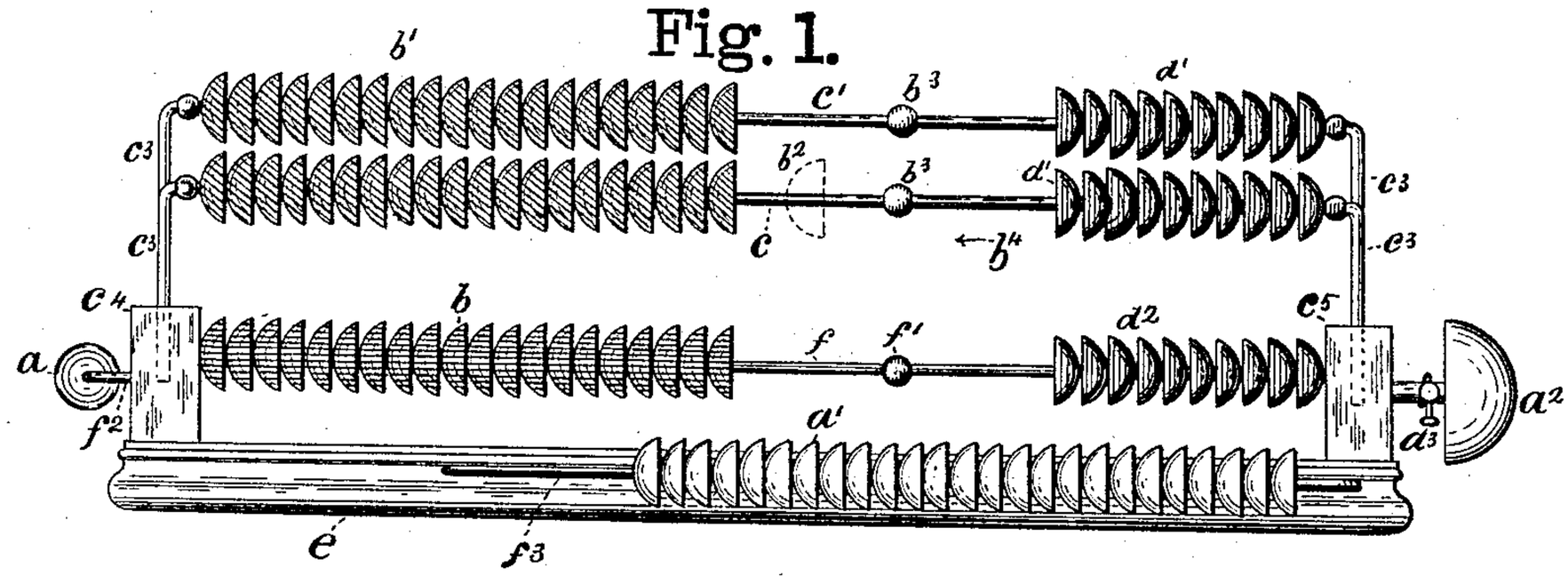

Fig. 2.

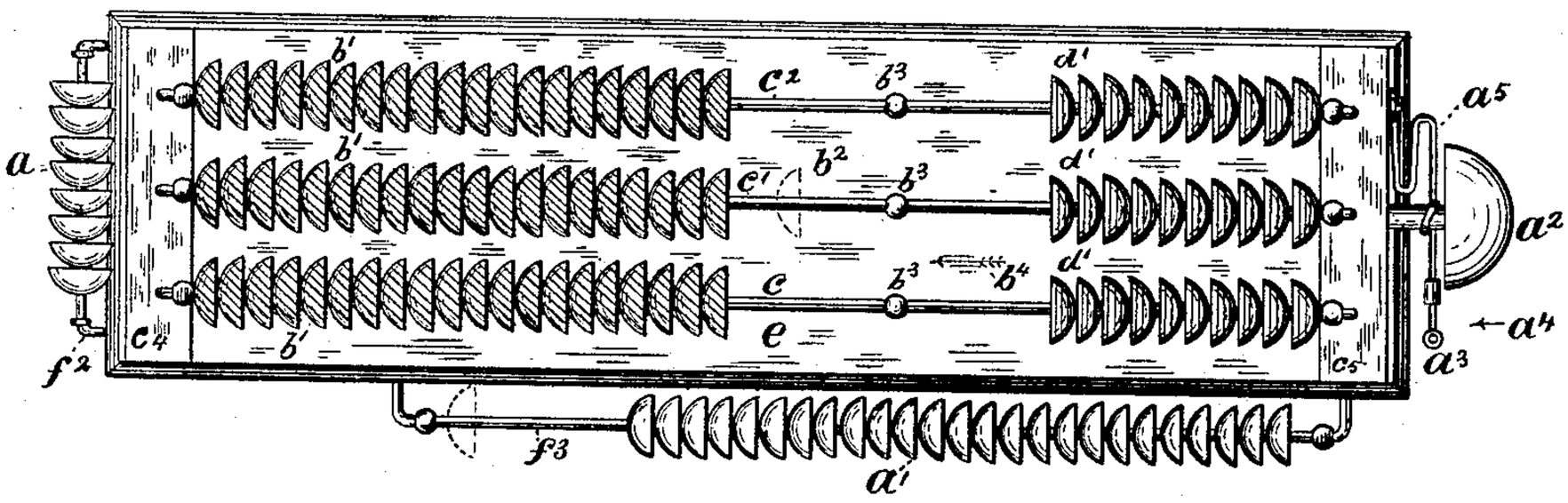

Fig. 3.

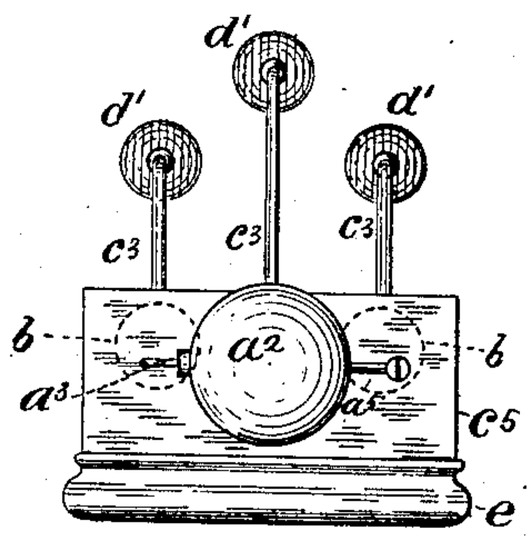

Fig. 4.

Witnesses.

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UNITED STATES PATENT OFFICE.

ADAM NICKEN, OF BUFFALO, NEW YORK.

GAME COUNTER AND REGISTER.

SPECIFICATION forming part of Letters Patent No. 321,046, dated June 30, 1885.

Application filed March 9, 1885. (No model.)

To all whom it may concern:

Be it known that I, ADAM NICKEN, a citizen of the United States, residing in Buffalo, in the county of Erie and State of New York, have invented certain new and useful Improvements in Combined Game Counter and Register, of which the following is a specification.

This invention is adapted for registering the number of points in any game, the number of games played, and the amount of anything that may be called for during the progress of the game. It is also adapted for sounding an alarm, when required, and for use by two or more persons while playing, all of which will be fully and clearly hereinafter described, shown, and claimed by reference to the accompanying drawings, in which—

Figure 1 is a side elevation; Fig. 2, a plan or top view; Fig. 3, an end view; and Fig. 4 represents a strip of metal or other suitable material for operating the device.

This game-counter can be used in playing any game which will count from one point or more upward.

The buttons *a* at the end of the counter are used to register the number of games played. Those at one side of the counter (marked *a'*) are call-buttons, and are for registering the refreshments or the number of drinks or cigars that may be received during the progress of a game.

The alarm-bell a^2 is operated by pressing against the knob a^3 in the direction of the arrow a^4 and letting it go suddenly. The spring a^5 causes it to strike the bell and give an alarm. Its object is to provide the means for calling to order in case any dispute arises, which can then be settled; or it can be used as a call-bell for refreshments of any kind, or for other purposes.

The buttons *b* represent rows of red buttons arranged on the stationary rods. They are covered with horizontal parallel lines to indicate the color. *b' b' b'* are rows of white buttons on the removable rods *c c' c^2*, and are covered with diagonal parallel lines to represent white.

The letter *d'* represents three rows of black buttons on the same rods, and the buttons d^2 represent black buttons on the stationary rods *f*, the black color of the black buttons being indicated by vertical parallel lines. There are three rods, *f*, arranged directly under the rows of buttons on the rods *c c' c^2*, and are secured rigidly to the end pieces, c^4 c^5, of the frame, so as not to be removable.

In calling for refreshments two strokes may be given, and in calling for order one stroke may be given. In playing a game of cards—euchre or sixty-six, for instance, or any game where the count runs from one upward—the red buttons *b* are used to indicate the points scored by one party, and the white buttons *b'* are used to indicate the points scored by the other party to the game, one button being moved along the rod (see dotted lines b^2, Figs. 1 and 2) toward the stop b^3 to mark the points made. The black buttons *d'* are used to register the number of games lost by each player by moving one button for each game toward the stops b^3 in the direction of the arrow b^4. In a game of dominos the red and white buttons will count five for each button moved, as no less than five can be scored in this game, the game numbering two hundred and fifty points; but each button may be made to indicate any number agreed upon by the players.

The white buttons *b'* and black ones *d'* are secured to removable rods *c c' c^2*, so that they can all be readily removed, and as easily put back in place, when desired, the vertical ends c^3 being slipped into holes in the end pieces, c^4 c^5, of the base or frame *e*. When there are but two playing, the upper rows of buttons can be thus taken off, so as to leave the red buttons *b* and black buttons d^2. The same can be done in a four-handed game of partners. In a three-handed game two of the upper rows of buttons can be taken off, leaving the top center row in place, in which case each player has a separate row of buttons for himself, to register the points he may make.

In using the whole together a register or count can be kept for five persons, and each person will have a separate register for himself, out of which number it would be well to designate some one of the number to keep the count, whose duty will be to do all the moving, and the players must call all the points made by them or lose them. In moving the buttons a flat thin strip of metal or wood, e^2, is used. (See Fig. 4.)

The buttons *a* slide upon the rod f^2, and the buttons *a'* upon the rod f^3.

I claim as my invention—

1. A game-counter provided with a suitable frame, $e\ c^4\ c^5$, having one or more rows of red buttons, b, one or more rows of black buttons, d^2, adapted to move on the rods f to or from a stop, f', and a row of buttons, a, adapted to be moved on the transverse rod f^2, substantially as and for the purposes described.

2. In a game-counter, substantially as above described, the combination of one or more rows of white buttons, b', with one or more rows of black buttons, d', all mounted upon the removable rods $c\ c'\ c^2$, and adapted to be moved to or from a stop, b^3, for the purposes described.

3. A game-counter consisting of a frame, e, and a series of buttons, $b\ d^2$, adapted to slide along the wires f to or from the stop f', in combination with the removable rods $c\ c'\ c^2$, each having a series of buttons, $b'\ d'$, adapted to slide thereon to or from the stops b^3, as and for the purposes described.

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Witnesses:
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