

(No Model.)

T. REGENSTEINER & L. BRAUBACH.
GAME APPARATUS.

No. 424,132.

Patented Mar. 25, 1890.

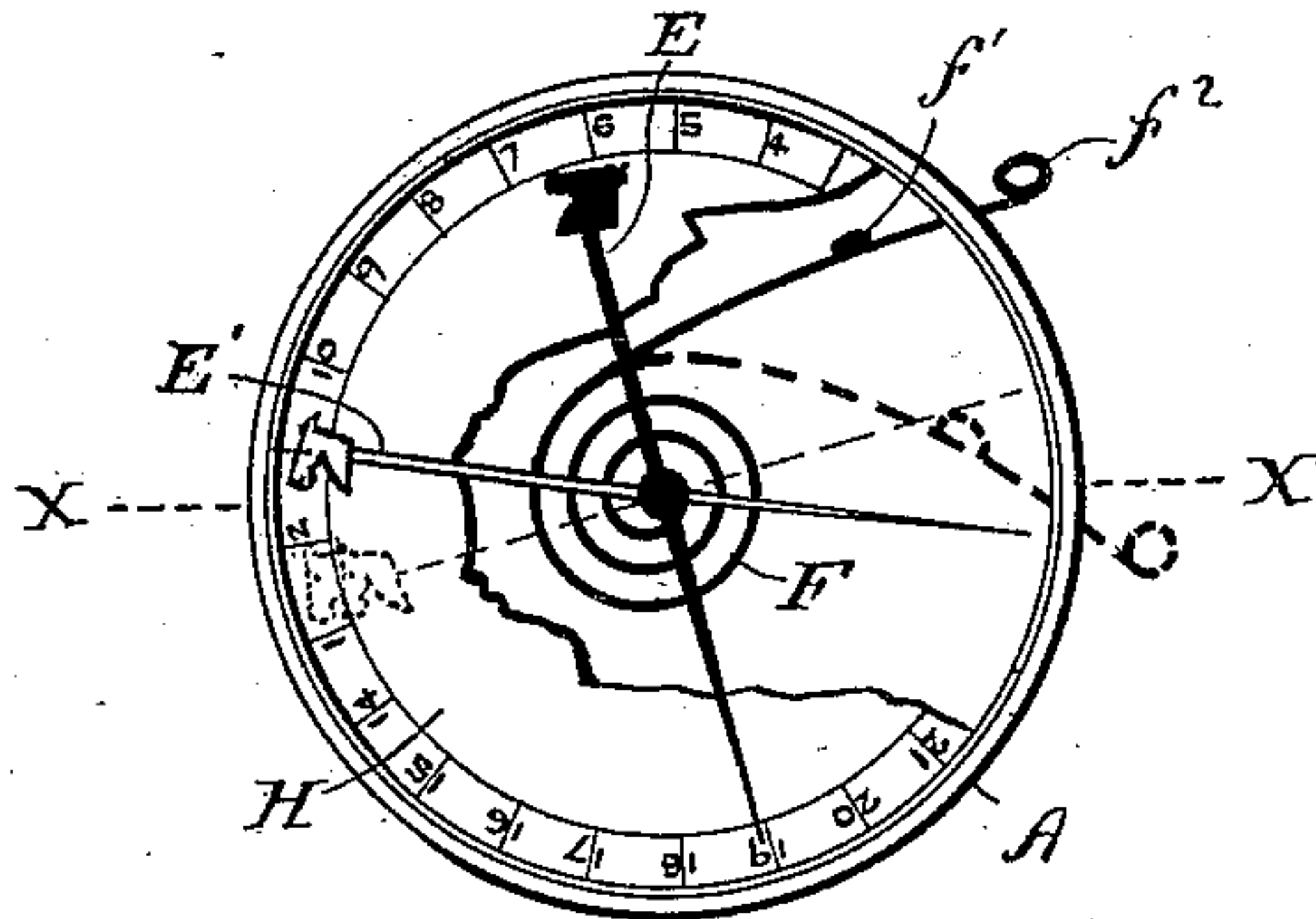


Fig. 1

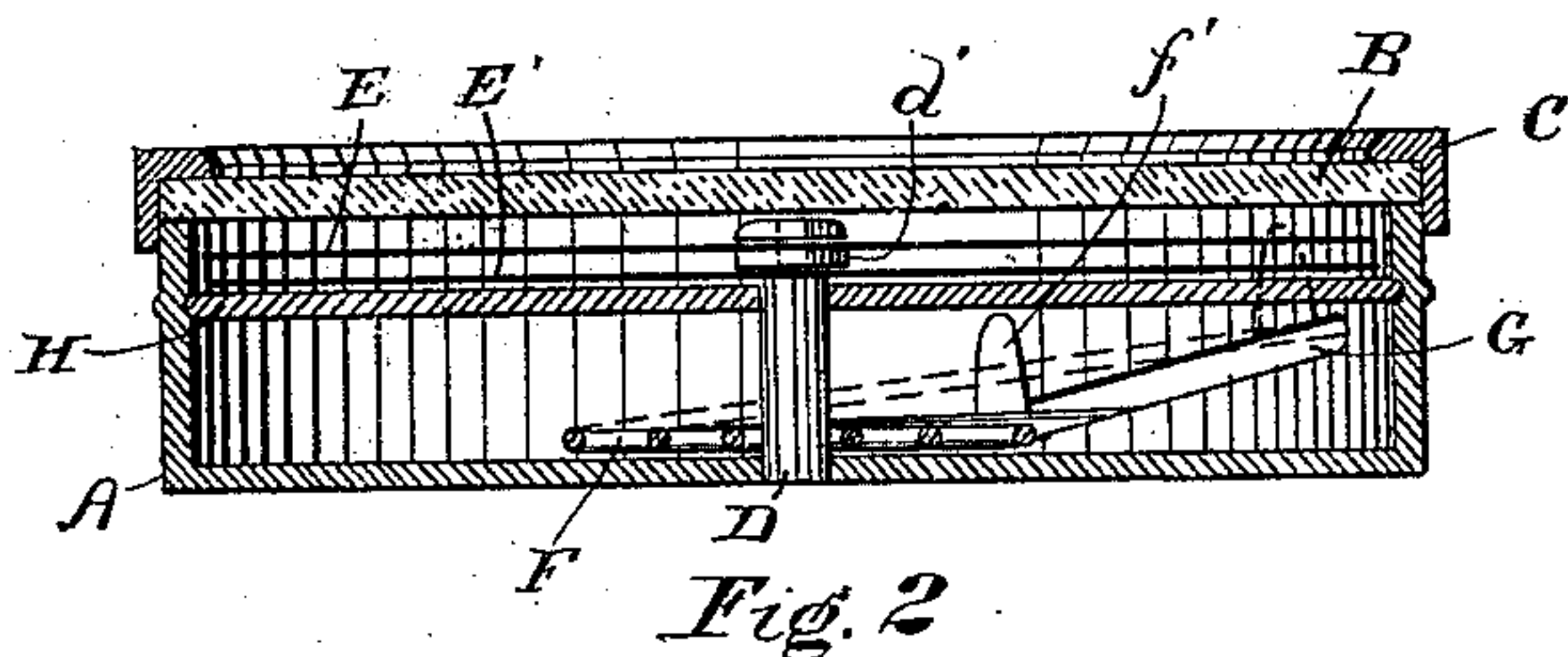


Fig. 2

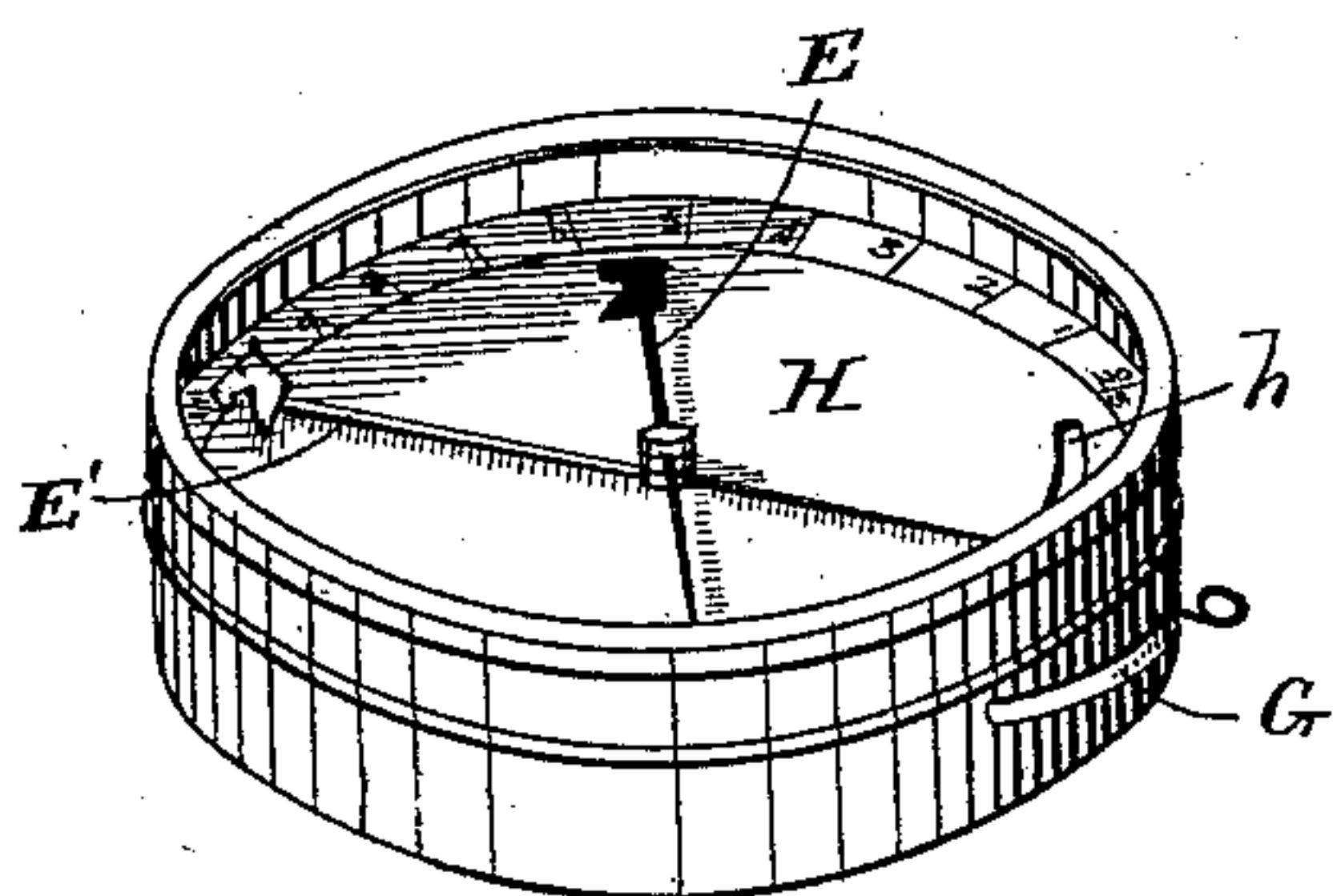


Fig. 3.

Witnesses
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UNITED STATES PATENT OFFICE.

THEODORE REGENSTEINER AND LOUIS BRAUBACH, OF CHICAGO, ILLINOIS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 424,132, dated March 25, 1890.

Application filed August 7, 1889. Serial No. 320,027. (No model.)

To all whom it may concern:

Be it known that we, THEODORE REGENSTEINER and LOUIS BRAUBACH, citizens of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game Apparatus; and we do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters of reference marked thereon, which form a part of this specification.

This invention relates to a game in which a series of pointers are mounted on an axis common to each and revolve about said axis, a graduated circle or index being provided to determine the winning pointer when said pointers come to rest.

The object of the invention is to devise simple and effective means for driving the pointers with the same force, and which will be compact, convenient to operate, and will drop out of the way of the pointers after imparting thereto an initial propelling force.

The improvement consists of the novel features which will be more fully described hereinafter and claimed, and which are shown in the annexed drawings, in which—

Figure 1 is a plan view, parts being broken away, of the game apparatus embodying our invention. Fig. 2 is a cross-section on the line $x x$ of Fig. 1. Fig. 3 is a perspective view of the device.

Similar letters represent similar parts in the different figures.

A is a metallic case, which could also be made of any other suitable material.

B is a glass cover held down by a ring C, but it is not necessary to have said glass cover.

In the center of the bottom of the case A a shank D is mounted, being reduced on its upper end to support a series of revolving pointers E and E', which are kept apart by a tight washer d' . A spring F, preferably of a shape as shown in Fig. 1, is placed on or near the bottom of case A, and one of its ends, bearing a small lug f^2 extends through an oblique slot G in the side of the case.

H is a partition-plate of any suitable ma-

terial, preferably card-board, to cover the spring mechanism, and with a scale printed on its top.

h is a slot, through which the lug f' projects when the spring is drawn back.

The working of this game is as follows: The case A is held in a vertical position, so that the knob f^2 of the spring end is on top. The pointers E and E' will also take a vertical position on account of gravity, and the overbalanced ends, with the horses' heads, will hang downward. The spring is now drawn back by shifting knob f^2 along slot G until it comes in the position shown in dotted lines, Figs. 1 and 2. The case is now turned in the opposite direction until projection f' touches the pointers. First, it is to be said that when the spring is drawn back the small lug f' is raised upward and a little above the plane of the upper pointer. When the spring is suddenly set loose, after returning the case in a horizontal position, lug f' will hit the pointers E and E' and force them to revolve a number of times, lug f' having returned to the former place, allowing the pointers to swing above. The pointers will, after stopping, indicate different figures, designating the game in a number of different ways. When there is no glass cover, as intended for a larger size game, it is only necessary to draw back the spring and arrange the existing number of arms with the finger. By reason of the oblique slot G the spring will at the same time when drawn back rise, carrying lug f' in the plane of the series of pointers. When the spring is released, it will propel the pointers and drop down out of the way, so that the pointers can revolve freely. Any form of spring-yielding arm or similar contrivance that is adapted to work in connection with oblique slot G will answer equally well as the form of spring shown. However, the construction shown is preferred, because of its simplicity and compactness.

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

1. A game apparatus comprising a revolvable pointer, a propelling-spring, and the box provided with an inclined guideway on which said propelling-spring rides when drawn back to project a portion thereof within the path

of the pointer, and down which it glides after being released to withdraw said projecting portion out of the path of the pointer, substantially as set forth.

2. In a game apparatus, the combination, with the case having oblique slot G, the shank, and the pointer, of the spiral spring F, having lug f' secured at one end to the said shank, on which the pointer is mounted, and having
10 its other end projected through said slot, substantially as and for the purpose described.

3. In a game apparatus, the combination, with the revoluble pointer and the rim having oblique slot G, of the spring extending
15 through the said slot and having lug or projection f' , substantially as and for the purpose described.

4. In a game apparatus, the combination of the revoluble pointer, the board H, having slot h , and the spring having lug f' to extend 20 through said slot h , substantially as set forth.

5. A game apparatus comprising the case having oblique slot G, the spring having lug f' , and having its end extending through slot G, the board H, having slot h , and the series 25 of independent revoluble pointers, substantially as described.

In testimony whereof we affix our signatures in presence of two witnesses.

THEODORE REGENSTEINER.

LOUIS BRAUBACH.

Witnesses:

MAX ROSENFELD,

HERMAN FRANKE.