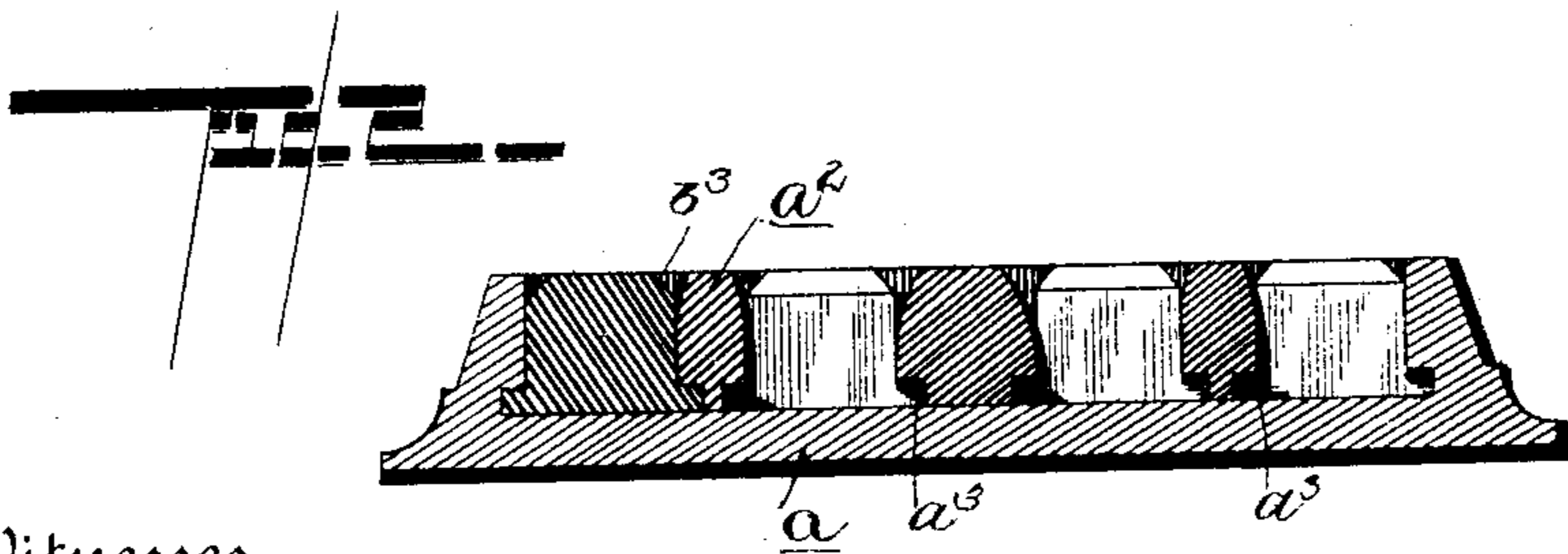
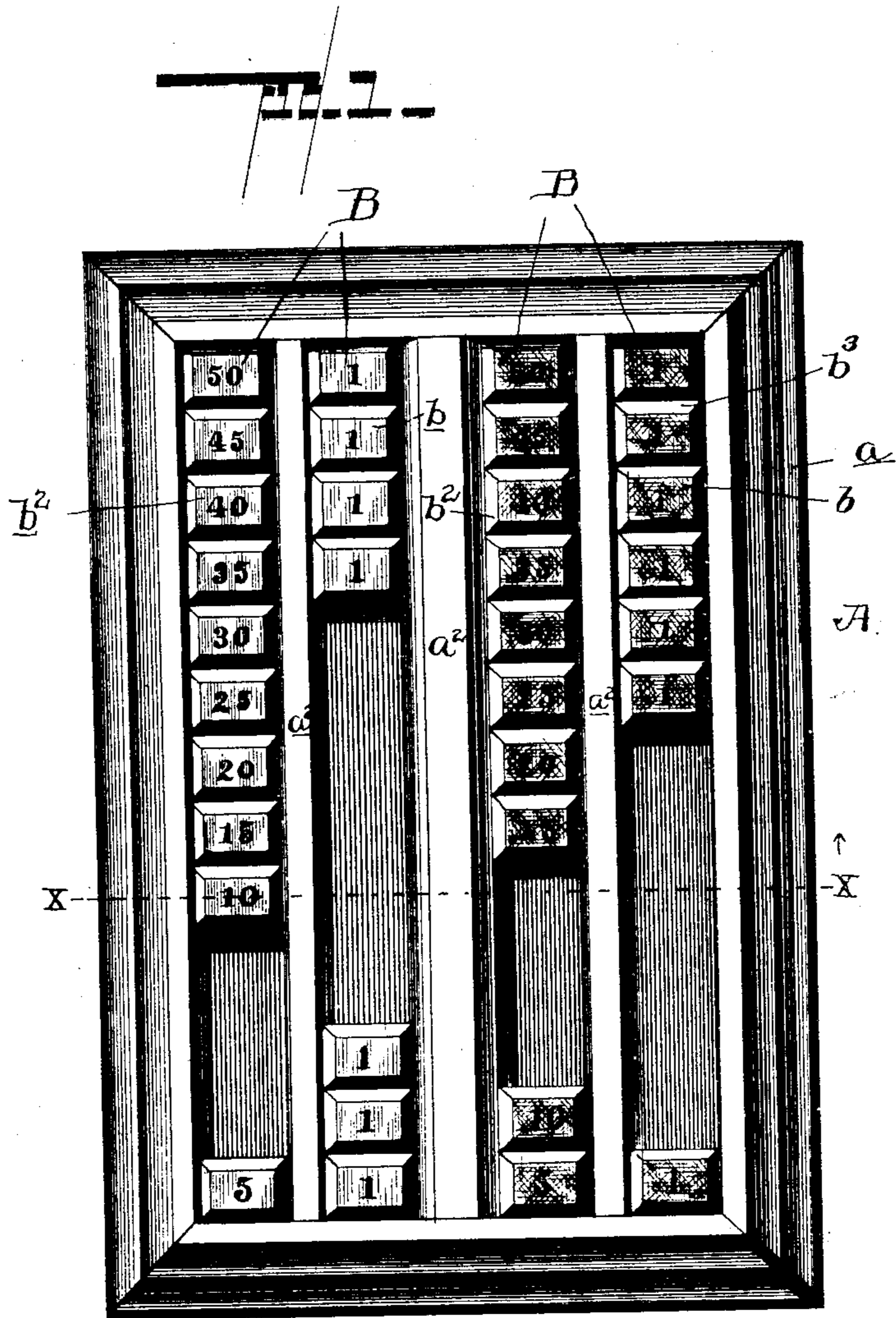


(No Model.)

A. SMITH.
GAME COUNTER.

No. 475,162.

Patented May 17, 1892.



Witnesses

H. S. Seitz
David St. Mead

Inventor

Albion Smith,
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UNITED STATES PATENT OFFICE.

ALBION SMITH, OF RICHMOND, INDIANA.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 475,162, dated May 17, 1892.

Application filed January 25, 1892. Serial No. 419,211. (No model.)

To all whom it may concern:

Be it known that I, ALBION SMITH, a citizen of the United States, residing at Richmond, in the county of Wayne and State of Indiana, have invented certain new and useful Improvements in Score or Game Counters; and I do hereby 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.

This invention relates to game-counters.

The object of the invention is to produce a game-counter by which a record of the points is made in any social game—such as euchre, casino, whist, &c.—played with cards, or in any other game in which the points are made in irregular numbers and wherein rapid counting requiring very little manipulation of the counter is desirable.

With these objects in view the invention consists, essentially, in a game-counter comprising two grooves or ways for each player or set of players, one groove of each set containing blocks or other movable bodies of any suitable material bearing a number corresponding to the lowest number of points possible to be made, the other groove of the set containing blocks or other movable bodies bearing numbers which are multiples of any suitable number—such as five—whereby a register of the points indicated by the blocks of the smaller denomination may readily be kept.

The invention is illustrated in the accompanying drawings, in which—

Figure 1 represents a plan view of a game-counter constructed in accordance with my invention, being arranged to keep the record of a game played between two individuals or two sets, the blocks or other movable bodies of one set being placed in a position to indicate a count of eight, while those of the other set are moved to indicate a count of sixteen; and Fig. 2 is a sectional view of the device, taken on the line xx of Fig. 1.

In the drawings, A represents the frame of the counter, consisting of a base a , provided with longitudinal strips or dividing-ribs a^2 , having reduced lower faces, by which ways or guides a^3 are formed for the reception of the

movable blocks. Placed within the guideways formed by the strips a^2 are the blocks B, there being preferably two guideways and two sets of blocks for each player, the set b bearing numbers corresponding to the lowest number of points to be made in the game played. For instance, in such games as casino, whist, and the like each of one set of blocks will bear the number "1," while each of the other set b^2 will bear numbers beginning with "5" and increasing by that number with each successive block. The bases of the blocks are preferably flanged and enter the guides or ways a^3 , formed by the reduced lower part of the strips a^2 , so that when the blocks are in place they may be slid back and forth freely, and at the same time will be prevented from pulling out.

It will be seen by reference to Fig. 2 that the faces of the blocks B are flush with the upper surface of the ribs a^2 and that the edges of the blocks are chamfered or beveled, as at b^3 . The object of having the blocks flush with the upper surface of the ribs is to protect the numbers on their faces from undue wear, while the beveled edges permit of the blocks being slid back and forth in the ways a^3 .

In order more readily to distinguish the counter of each player or set of players from each other, the tops or exposed faces of the blocks are painted any desired color or have pasted on them paper of different colors, bearing the numbers, or have the numbers cut, burned, or molded in them.

It will be understood that the number of sets of blocks or other movable bodies may be increased at will, according to the number of players or sets of players engaged in the game.

The movable bodies are in the present illustration of the invention shown as rectangular blocks closely confined between the dividing-strips; but it will of course be understood that I do not wish to limit myself to this precise construction, as the movable bodies may be of any desired or convenient form, the principal requirement being that they be capable of being slid back and forth in the guideways and that they bear numbers which will be kept exposed to view.

Having thus fully described my invention,

what I claim as new, and desire to secure by Letters Patent, is—

1. A game-counter consisting of a receptacle having grooves or guideways and sets of
5 movable bodies placed in the guideways, one set bearing numbers corresponding to the lowest number of points made in the game and the other bearing numbers of a larger denomination, such as five and multiples thereof,
10 of, substantially as described.

2. A game-counter consisting of a frame having guideways or grooves therein and receiving sets of movable blocks or other bodies,

each set consisting of two series of blocks, one series bearing numbers corresponding to
15 the lowest number of points possible to be made and the other bearing numbers of a larger denomination, such as five and multiples thereof, each set being indicated by a
20 different color, substantially as described.

In testimony whereof I affix my signature in presence of two witnesses.

ALBION SMITH.

Witnesses:

JOHN J. MORRISSEY,
ROLLAND A. RUSSELL.