

(No Model.)

W. F. HOCHSPEIER.  
GAME COUNTER.

No. 545,361.

Patented Aug. 27, 1895.

Fig. 1

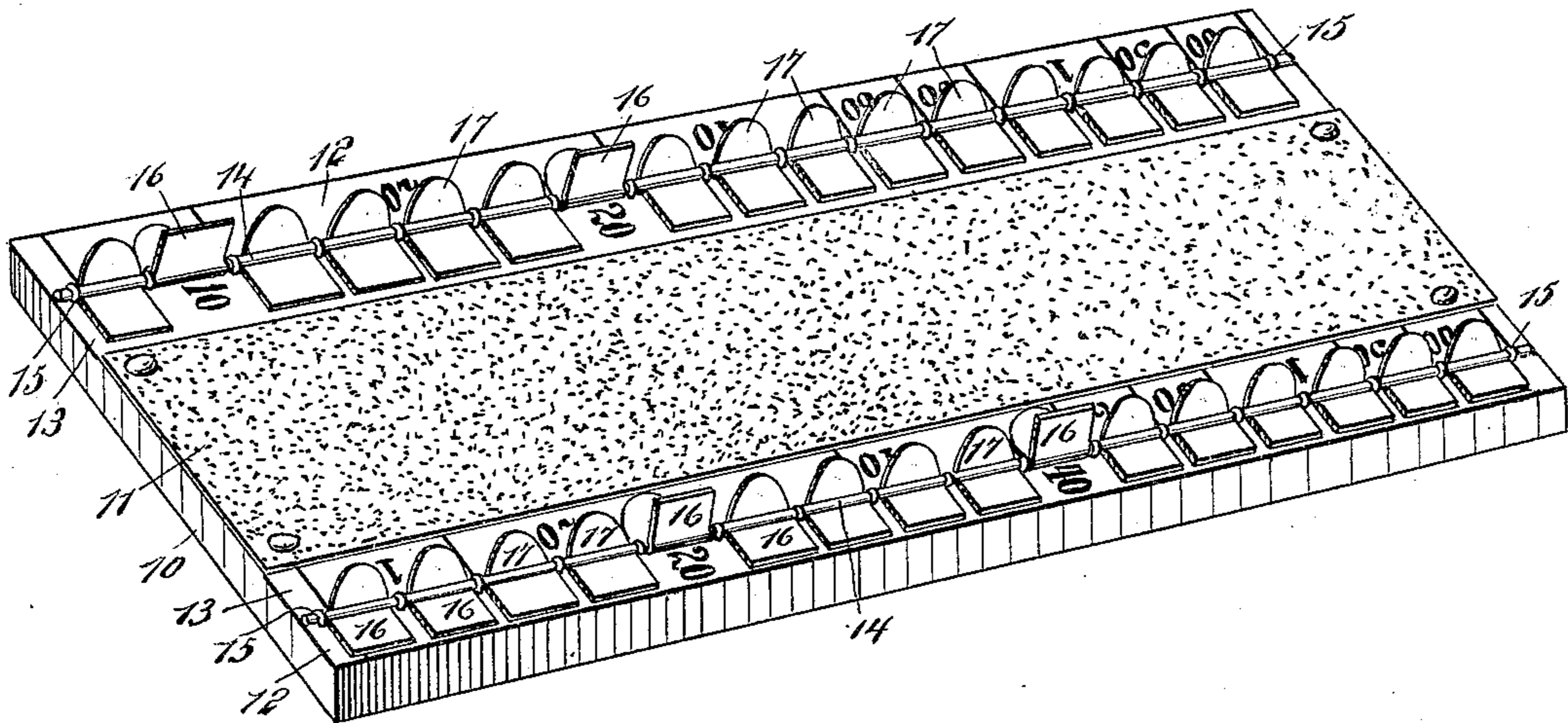


Fig. 2

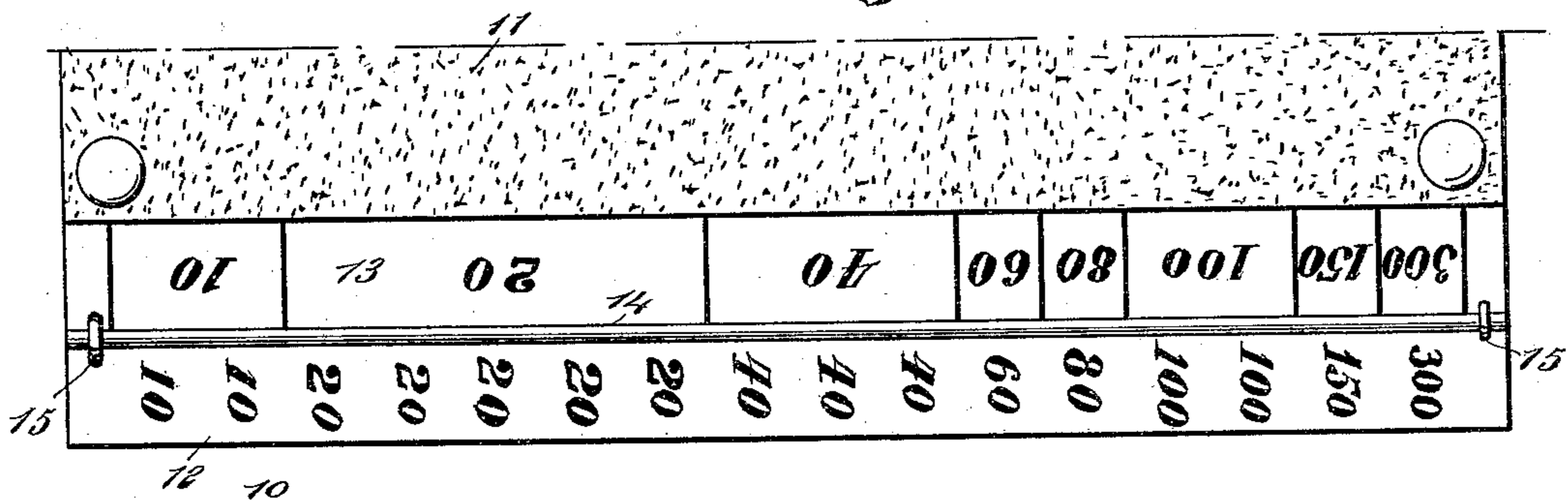
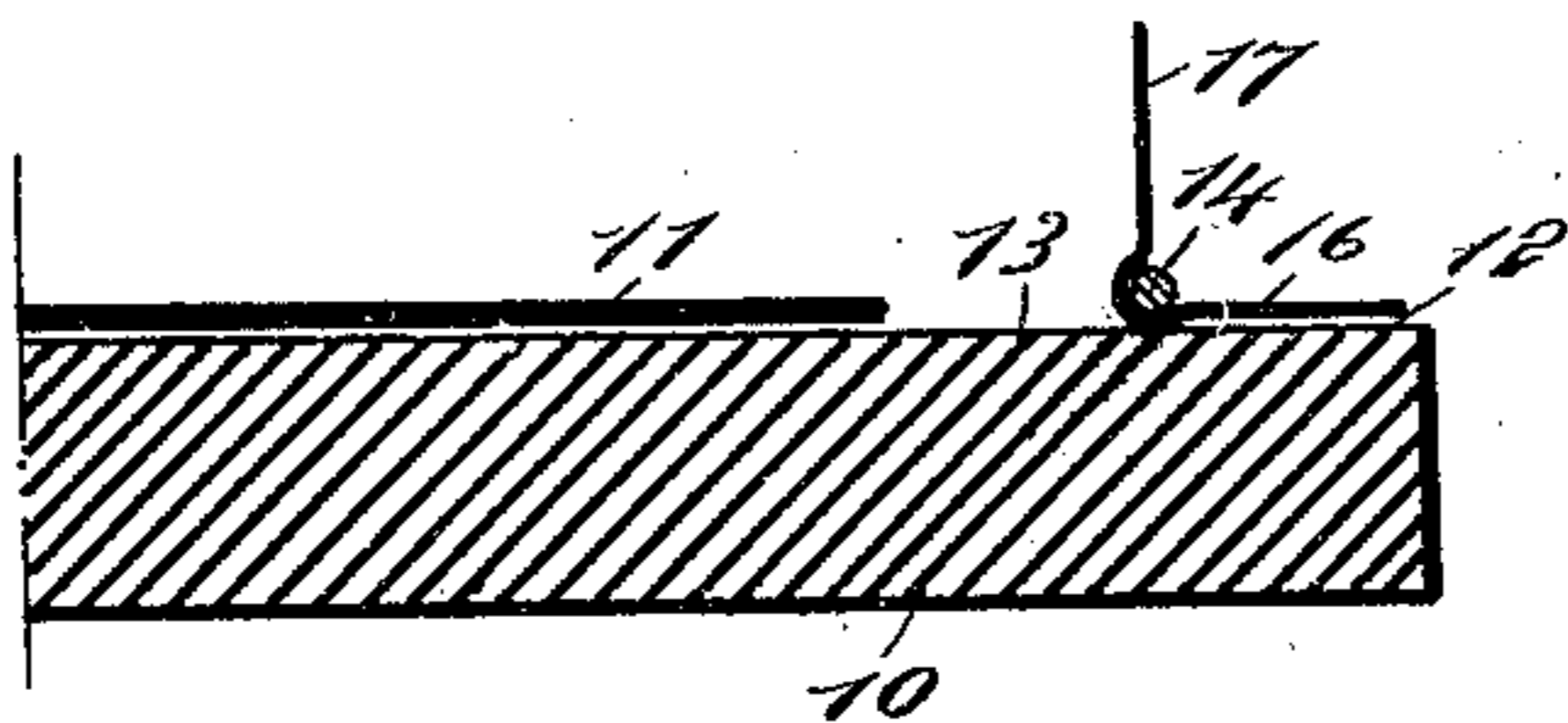


Fig. 3



WITNESSES:

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# UNITED STATES PATENT OFFICE.

WILLIAM F. HOCHSPEIER, OF JERSEY CITY, NEW JERSEY.

## GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 545,361, dated August 27, 1895.

Application filed January 10, 1895. Serial No. 534,471. (No model.)

*To all whom it may concern:*

Be it known that I, WILLIAM F. HOCHSPEIER, of Jersey City, in the county of Hudson and State of New Jersey, have invented a new and  
5 Improved Game-Counter, of which the following is a full, clear, and exact description.

My invention relates to improvements in game-counters; and the object of my invention is to produce a very cheap and simple  
10 counter, which is intended for use in games where various successive amounts are made and then the grand total completed, and which enables the score to be kept without setting down the sub-amounts.

15 A further object of my invention is to produce a counter of this kind which is so simple that any one can operate it without difficulty and which on account of its simplicity is not likely to get out of repair.

20 To these ends my invention consists of certain features of construction and combinations of parts, which will be hereinafter described and claimed.

Reference is to be had to the accompanying  
25 drawings, forming a part of this specification, in which similar figures of reference indicate corresponding parts in all the views.

Figure 1 is a perspective view of a counter embodying my invention. Fig. 2 is a broken  
30 plan view with the finger-pieces removed, showing a diagram of the counting-table; and Fig. 3 is a detail cross-section through one side of the counter.

The counter is provided with a suitable  
35 board or base 10, on which, preferably at the center, is a marking-board 11, this being illustrated in the form of a slate; but any substance may be used upon which the total of the score may be set down.

40 On each side of the marking-board are parallel rows 12 and 13 of figures, those in the row 12 being the figures usually employed in the game—that is, representing the various amounts which can be made—and these  
45 amounts are arranged in series, while the figures in the row 13 are less in number, but correspond with the series of figures opposite them, and thus indicate what figures are in the row 12 and covered by the finger-pieces  
50 to be presently described.

As illustrated, the board is intended for keeping account in the game of penuchle, but

it will of course be understood that the figures may be adapted for different games without departing from the principle of the invention. It will also be understood that one  
55 set of figures 12 and 13 may be used instead of the double set, as illustrated.

The rows 12 and 13 are divided by a rod 14, which may be held to the board in any  
60 suitable manner, and which, as illustrated, is held in staples 15. This rod 14 forms the pivot of a series of finger-pieces 16, which are adapted to lie flat over the figures in the row 12 and which have turned-up ends 17 at an  
65 angle to the parts 16, thus making each finger-piece of angular shape, and it turns at its elbow beneath the rod 14. Thus by pressing down the part 17 of a finger-piece the said finger-piece turns on its pivot and the part 16 is  
70 raised from the figure which it covers, so as to expose the said figure.

The arrangement of the rod 14 forms an extremely cheap and convenient way of pivoting the series of finger-pieces, but it will be  
75 understood that they may be pivoted in any other convenient manner without departing from the principle of the invention.

When the counter is to be used, the finger-pieces 16 are all turned down, so as to cover  
80 the figures in the rows 12. Then as one party or the other to the game scores, the part 17 of the appropriate finger-piece is pressed, so as to expose the desired number of the row 12, and when the limit of the game is reached  
85 the total amount is set down on the marking-board 11.

The manner of scoring will be understood better by reference to Fig. 1, where one party has scored ten and twenty, which amounts are  
90 exhibited beneath the turned-up finger-pieces 16 at one side of the marking-board 11, while the other party has scored twenty and forty, which amounts are indicated in the same manner upon the opposite side of the table.  
95

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

1. A game counter, comprising a row of score figures and angular pieces to cover the  
100 figures, each of said angular pieces being pivoted at its angle and having one part or wing adapted to normally cover the figures in line therewith, the other portion or wing normally

extending upward and serving as means for tilting the angular piece, substantially as described.

2. A game counter, comprising a marking board, rows of figures at the sides of the board, and angular tilting pieces to cover the figures, each of said angular tilting pieces being pivoted at its angle and having its parts or wings approximately of the same length, whereby when one wing is turned down the other stands up to serve as a handle to manipulate the said tilting piece, substantially as described.

3. A game counter, having parallel rows of figures, one row consisting of figures arranged in groups and the other of figures indicating the figures in the groups of the opposite row, and movable finger-pieces between the two rows of figures and adapted to normally cover the figures arranged in groups, substantially as described.

4. A game counter, comprising a board having parallel rows of figures thereon, one row having its figures arranged in groups or series

and the other having figures to correspond to those in the groups of the opposite row, and tilting angular finger pieces pivoted between the rows of figures, substantially as described.

5. The combination, with the marking board and the parallel rows of figures thereon, of the rod arranged longitudinally between the rows of figures, and the angular finger pieces fulcrumed on the rod, each of said angular finger pieces having one of its wings or parts adapted to normally cover a figure in one of said rows, the other wing extending upward and adapted to be depressed by the finger substantially as described.

6. A game counter, comprising a central marking board, parallel rows of figures on opposite sides of the board, rods extending longitudinally between each pair of figure rows, and tilting angular finger pieces on the rods, substantially as described.

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Witnesses:

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