

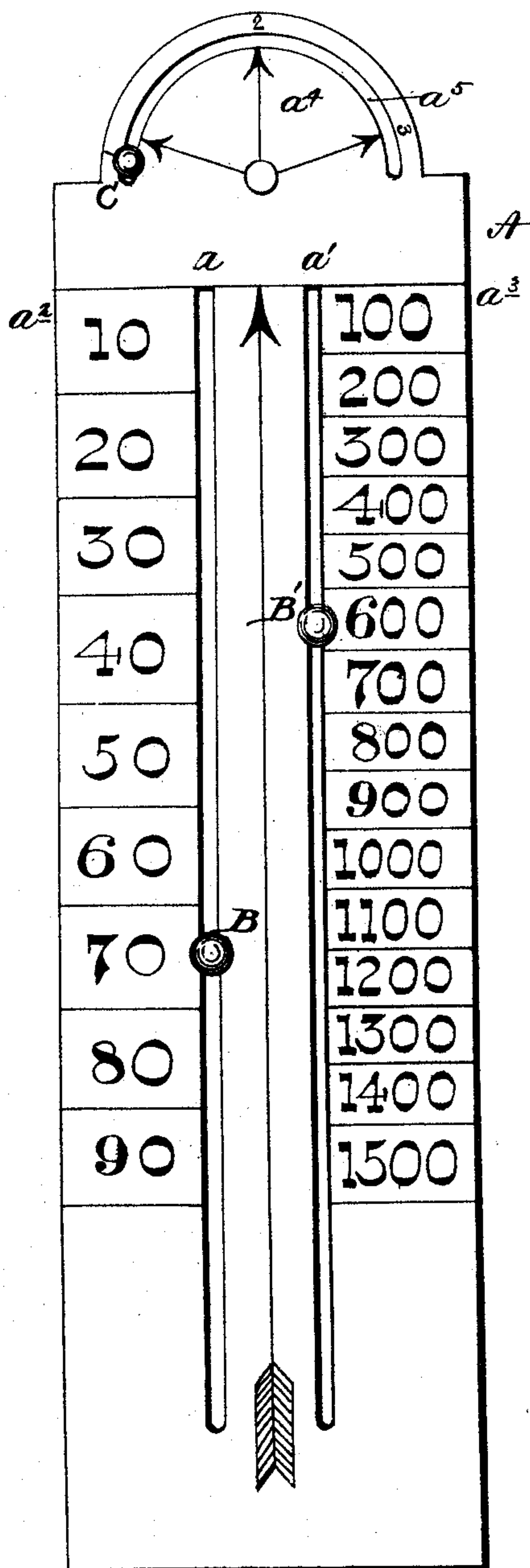
No. 633,058.

Patented Sept. 12, 1899.

R. J. WILKENS.  
GAME COUNTER.

(Application filed Apr. 15, 1899.)

(No Model.)



WITNESSES:

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# UNITED STATES PATENT OFFICE.

REINHARD J. WILKENS, OF BALTIMORE, MARYLAND.

## GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 633,058, dated September 12, 1899.

Application filed April 15, 1899. Serial No. 713,180. (No model.)

*To all whom it may concern:*

Be it known that I, REINHARD J. WILKENS, a citizen of the United States, residing at Baltimore, in the State of Maryland, have invented certain new and useful Improvements in 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 a new game-counter to be used in playing games of cards, more especially the game termed "penuchle."

The invention consists in the construction hereinafter pointed out.

The drawing shows a top or plan view of the device.

In the drawing, the letter A represents a plate, which may be made rectangular longer one way than the other. Extending lengthwise of the plate and equidistant from the middle line thereof are two parallel slots  $a$   $a'$  and an arrow may be placed upon the plate between the slots. Between the slot  $a$  and the edge  $a^2$  of the plate there are divided off nine spaces, which are numbered consecutively from "10" to "90" from top to bottom of the plate. Between the slot  $a'$  and the edge  $a^3$  of the plate there are divided off fifteen spaces, which are numbered consecutively from "100" to "1,500." The two sets of spaces may occupy the same length of the plate, so as to be symmetrical. In the slots  $a$   $a'$  are placed the sliding indicators B B'.

The top  $a^4$  of the plate A is made semicircular and has near its edge the semicircular slot  $a^5$ , in which is held a sliding indicator C. Extending from the center of the top  $a^4$  are

a number of arrows, in the present instance three, and there are placed around the edge of the top numbers to correspond with the arrows, in the present instance 1 2 3.

It is not necessary here to describe the method of playing the game of penuchle. In using this counter as a player makes a given number of points in the game he moves the indicator B until the number of points reaches one hundred and then he moves the indicator B', and by means of the two indicators anything between ten and fifteen hundred and ninety may be indicated. Each player is to have one of these counters and the players are to be numbered to correspond with the numbers at the top of the counter. As a player deals, the indicator C is to be placed opposite his number on each card, thus indicating the dealer, and consequently the one who has the next deal, thus avoiding any dispute as to who is the next dealer.

Having described my invention, what I claim is—

The game-counter consisting of the plate A, having the two parallel slots  $a$   $a'$ ; the sliding indicators B B' located in said slots; the numerals alongside of said slots; the semicircular slot  $a^5$  at the top of the plate; the sliding indicator C in such slot; the numbers arranged about the slot  $a^5$  and the arrows one for each number as and for the purpose set forth.

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

REINHARD J. WILKENS.

Witnesses:

EMMA M. GILLETT,  
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