

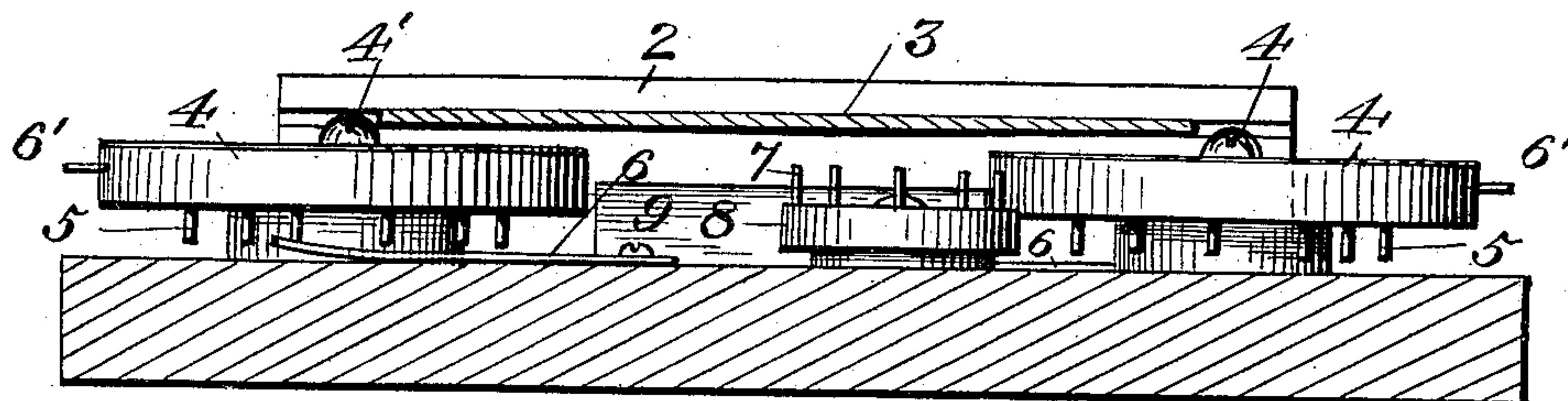
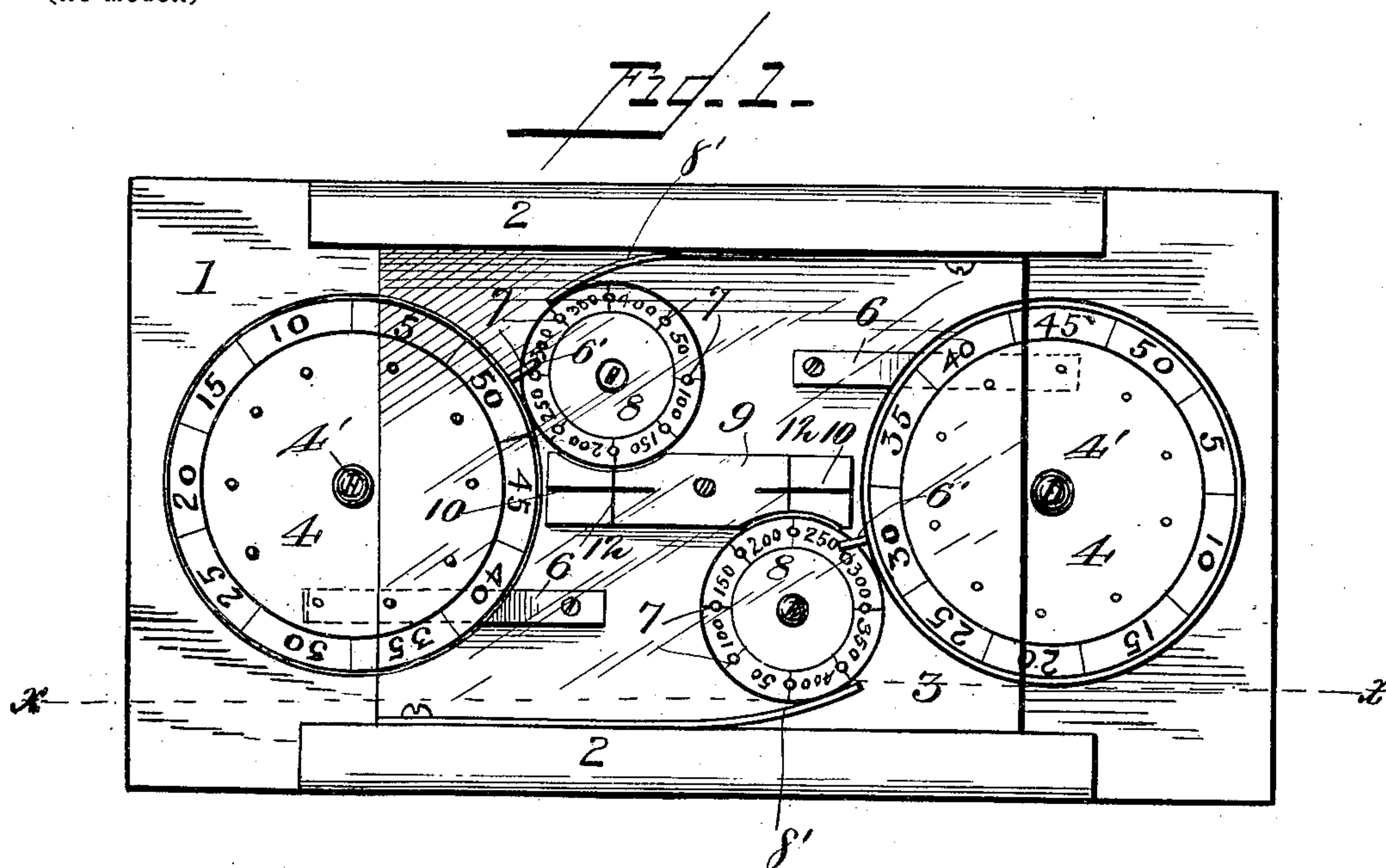
No. 648,323.

Patented Apr. 24, 1900.

W. H. WILSON.
GAME COUNTER.

(Application filed Nov. 16, 1899.)

(No Model.)



WITNESSES:

WITNESSES:
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INVENTOR.

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UNITED STATES PATENT OFFICE.

WILLIAM H. WILSON, OF EVERGREEN, ALABAMA.

GAME-COUNTER.

SPECIFICATION forming part of Letters Patent No. 648,323, dated April 24, 1900.

Application filed November 16, 1899. Serial No. 737,220. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM H. WILSON, a citizen of the United States, residing at Evergreen, in the county of Conecuh and State of Alabama, have invented new and useful Improvements in Game-Counters, of which the following is a specification.

My invention relates to counters for use in playing dominoes and other games; and its object is to provide an improved construction of the same by which one party cannot surreptitiously count without being detected, and at the same time the game as it progresses can be readily counted without the mind of the players being disturbed.

The invention consists in the novel construction and combination of parts herein-after fully described and claimed.

In the accompanying drawings, Figure 1 is a plan view of a game-counter constructed in accordance with my invention. Fig. 2 is a central longitudinal section of the same.

In the said drawings the reference-numeral 1 designates a base, preferably constructed of wood, although any other material found convenient or desirable may be employed. Secured to this base, at the sides thereof, are two upwardly-extending walls 2, having grooves in the inner sides to receive the edges of a glass or other transparent plate 3. Journaled in said base are two or more large disks 4, the upper faces of which are divided near the edges into a number of spaces, which are numbered according to the game to be played. The journal-pins 4', upon which the disks 4 are pivoted, are provided with large heads which extend up beyond the horizontal plane of the glass plate 3. By means of this construction the glass plate cannot be moved to uncover the smaller disks or to permit surreptitious change in the result indicated by said disks. In the present instance, in which the counter is to be used for playing dominoes, these spaces are numbered in successive increments of "5" up to "50." On the under sides of these disks are pins 5, one for each of said spaces, with which is adapted to engage a pawl 6, secured to the base. The pawl or springs 6 are secured to the base of the counter and their free ends are bent upward, so that the pins 5 ride up an incline as the disk is moved around, and as it passes one

pin a loud "click" is made by the spring striking the next pin. Furthermore, the end of the spring is always in the path of a pin that has passed beyond it, and any backward movement of the disk would be stopped by the spring engaging said pin. Said disks are also provided with a peripheral pin 6', which is adapted to engage with pins 7 on the faces of smaller disks 8, also journaled to said base. These small disks are also divided into spaces and numbered as may be desired, the construction being such that for every full revolution or rotation of the large disks the small disks will be moved a step or space. Secured to each wall 2 is a friction-spring 8', which bears upon the periphery of the smaller disk 8, and these springs prevent any retrograde movement of said disks. Located centrally on said base and secured thereto is a block 9, provided with longitudinal lines 10 and transverse lines 12, which serve as a basis in determining the count.

The operation is as follows: At the beginning of the game the large disks are both set so that the figure "50" on the large disks will be in coincidence with the longitudinal lines on the block and the small disks set so that the figure "300" thereon will be in coincidence with the transverse lines on said blocks. As the game proceeds, a player in scoring will move the large disk, which is to make his score a distance corresponding with the number of points he has won. At each movement of disk 4 the spring 6 indicates the number of steps or points made by the click of said spring against one of the pins, while the disk cannot be moved backward owing to the position of the end of the spring with relation to the passed pin. When one complete revolution of the large disk has been made, the pin on the periphery thereof engaging with one of the pins of the small disk will move the latter a step or space. For instance, supposing the game to consist of three hundred points and the large disks are numbered in successive increments of "5" up to "50," then when the large disks are turned once around, indicating that fifty points have been made, the small disks will be turned one step, so that "50" will be registered thereby. Thus it will be seen that the score of the game can be readily ascertained at any time, and there

will not be any liability of either party taking advantage of the other without being detected.

In practice I prefer to have the large disks
5 of contrasting colors, so as to be readily distinguished from each other.

It will be seen that the glass cover does not completely cover the large disks, so that the latter can be readily manipulated during the
10 game.

Having thus fully described my invention, what I claim is—

As an improved article, a game-counter comprising the base, the side walls and the
15 glass cover, in combination with the num-

bered large disks provided with pins on the under side and with a peripheral pin, the pawl adapted to engage therewith, the small disks numbered on their upper faces and provided with pins and the central block provided with 20 longitudinal and transverse lines, substantially as described.

In testimony whereof I have hereunto set my hand in presence of two subscribing witnesses.

WILLIAM H. WILSON.

Witnesses:

JAS. TOMLINSON,
F. J. DEAN.