

No. 731,163.

PATENTED JUNE 16, 1903.

C. K. CLARK.  
GAME APPARATUS.

APPLICATION FILED OCT. 15, 1902.

NO MODEL.

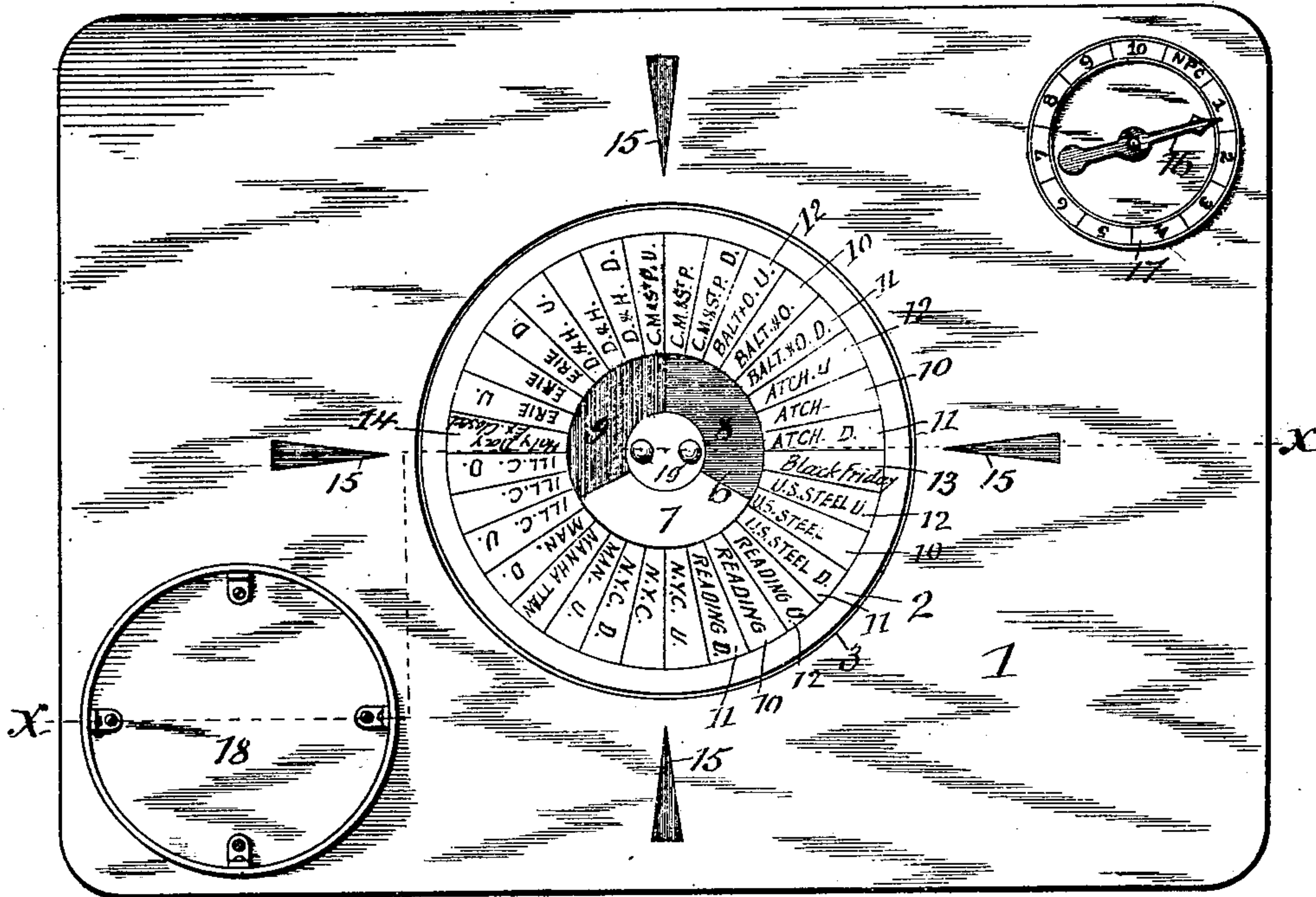


Fig. 1

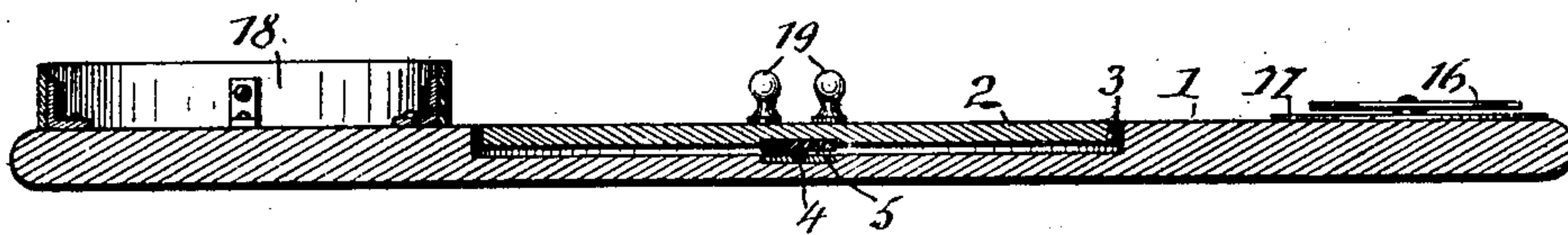


Fig. 2



Fig. 3

WITNESSES:

J. J. Laas,  
G. Van Vorst.

INVENTOR:

Charles K. Clark  
By E. Laas  
ATTORNEY.



# UNITED STATES PATENT OFFICE.

CHARLES K. CLARK, OF PULASKI, NEW YORK.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 731,163, dated June 16, 1903.

Application filed October 15, 1902. Serial No. 127,317. (No model.)

*To all whom it may concern:*

Be it known that I, CHARLES K. CLARK, a citizen of the United States, and a resident of Pulaski, in the county of Oswego, in the State of New York, have invented new and useful Improvements in Game Apparatus, of which the following, taken in connection with the accompanying drawings, is a full, clear, and exact description.

The object of this invention is to provide a social game apparatus designed to be played by two or more persons and to furnish innocent amusement without requiring either physical or mental exertions of the players; and to that end the invention consists, essentially, of a revoluble wheel having marked upon it radial panels with the names of the chances of the game in said panels, stationary pointers located outside of said wheel and determining the assumption of the chances presented at said pointers by the wheel when at rest, and an indicator revoluble independently of the aforesaid wheel and showing the values of the assumed chances; and the invention also consists in the combination, with the aforesaid elements, of certain novel features which contribute to the amusement of the game, all as hereinafter more fully described, and set forth in the claims.

In the annexed drawings, Figure 1 is a plan view of a game apparatus embodying my invention. Fig. 2 is a transverse section on line X X, and Fig. 3 is an isometric view of the die.

Similar numerals of reference indicate corresponding parts.

The numeral 1 represents a board of suitable dimensions to allow it to be conveniently placed upon a table or other desirable support. In the center of this board is a revoluble horizontal wheel or circular plate 2, which constitutes the primary indicator of the apparatus. This wheel or plate I preferably sustain in position by providing the top of the board with an annular recess 3, which is occupied by the circular plate 2 and in which it is pivoted by a conical spur 4, secured to the center of the under side of the plate and stepped in a socketed plate 5, fastened to the board at the center of the recess, as shown in Fig. 2 of the drawings. The top of the wheel 2 is provided in its center with

circle 6, which is divided into sectors marked with different colors, preferably red, white, and blue, as indicated at 7, 8, and 9 of the drawings, for the purpose hereinafter stated. From this circle radiate lines extending to the margin of the wheel 2 and forming intermediate radial spaces or panels, in a certain number of which are marked the various chances offered in the game, which in this instance are represented as consisting of stocks of the characters which admit them to be offered to the market through the stock-exchange. Adjacent to each of the panels 10 are divisions 11 12, in which are marked the same commodity. One of said divisions contains the additional letter "D," and the other division has the additional mark "U," which letters represent, respectively, "down" or falling of the prices of the commodity, while the other letter represents "up" or rising of the price.

In addition to the aforesaid panels and divisions are two radial panels 13 and 14, which are marked, respectively, "Black Friday" and "Holiday, ex. closed," or are otherwise marked to indicate mishap liable to occur in dealing in the commodities.

Adjacent to the wheel 2 are stationary pointers 15, facing the list of commodities and representing, respectively, the players of the game.

In connection with the aforesaid wheel 2 is employed a suitable secondary indicator which is operative independently of said wheel. I preferably pivot the indicator 16 to the center of a dial 17, marked with an annulus of consecutive numerals, including a space marked "N. P. C.," (indicating Northern Pacific corner.)

18 represents a receptacle for suitable counters used in playing the game, as hereinafter described.

When the wheel 2 is marked with a list of stocks, as hereinbefore described, I provide a die marked on its different faces with the letters "U," "D," and "O."

19 represents knobs attached to the wheel 2 for the purpose of facilitating the whirling of said wheel.

The game-board 1 may be of any suitable size to allow any desired number of persons to play the game.

*Directions for playing the game.*—Each



player takes his or her position opposite one of the pointers 15 and is to be supplied with a certain number of counters or checks, which are to be used as a means for paying the losses and gains in the game. Assuming that each player has received ten white checks, each representing one hundred points in the game, five red counters, each representing two hundred points, and seven blue counters, each representing five hundred points, and aside from this distribution of counters there are to be deposited into the pool 18 ten white, five red, and two blue counters, and each player is to place on his or her pointer 15 two of his or her blue counters, (representing one thousand points,) which is to be considered as his or her margin, then one of the players whirls the wheel 2 so as to cause it to make a number of revolutions before it comes automatically to rest. If the wheel stops in a position to cause one of the stocks marked "U" to face the player's pointer 15, said mark indicates that the price of said stock has advanced. Then to ascertain the number of points the stock has advanced the player whirls the indicator 16 and allows it to automatically cease its motion and point to the number on the dial 17, which number represents the advance of the stock. Assuming this number to be "10," then the player takes an equal number of counters from the pool. The color of the sector 7, 8, or 9, which is adjacent to the panel marked with the aforesaid stock, indicates how said stock is classified in the market. Said colored sectors, however, are not essential. In case the wheel 2 stops at a time when one of the stocks marked "D" faces the pointer 15 it shows that the price of said stock is declining. The player then whirls the indicator 16 to ascertain the number of points the stock has declined, and the player is required to pay to each of the other players an equal number of counters. If at any time a player should lose an amount which would not allow an equal division to the other players, then he or she shall deposit the extra number of counters into the pool. In case the wheel 2 should stop when the stock is not marked either "U" or "D" the player must throw the die shown in Fig. 3. The letter "U" or "D," whichever may be presented on the face

of the thrown die, determines the rise or fall of the stock, and after whirling the indicator 16 the player receives or pays accordingly, as hereinbefore stated. If the die should happen to show "O" on the top, the aforesaid stock is to be considered inactive, and then the next player takes his or her turn at the game. In case the wheel 2 stops in a position to present to the pointer 15 the panel marked "Black Friday" the player is required to deposit one red counter into the pool 18. If the wheel stops when the panel marked "Holiday, ex. closed" is presented to the pointer 15, the player loses his or her turn, which passes to the next player. If at any time the indicator 16 should stop at "N. P. C.," the player is required to place his or her margin of counters into the pool and put up a new margin of two blue counters or the equivalent thereof in other colored counters, and the game passes to the next player. When the player has lost all of his or her counters, he or she is declared as failed and out of the game. When the pool is exhausted, the game is closed, and the player who has the greatest number of counters has won the game. If two players should happen to have the same number of counters, they should each have another play to determine who is the winner.

What I claim as my invention is—

1. The within-described game apparatus comprising a revoluble wheel having marked upon it panels with the names of the chances of the game in said panels, stationary pointers facing said wheel, and a pivoted indicator revoluble independently of said wheel and showing the values of the chances presented at the pointers when the wheel is at rest.

2. The game apparatus comprising a revoluble wheel having radial panels marked with the names of the chances of the game, stationary pointers facing said wheel, a pivoted indicator revoluble independently of said wheel and showing the values of the chances presented at the pointers, and a die for determining doubtful plays as set forth.

CHARLES K. CLARK. [L. S.]

Witnesses:

J. J. LAASS,  
GEORGE HUSTON.