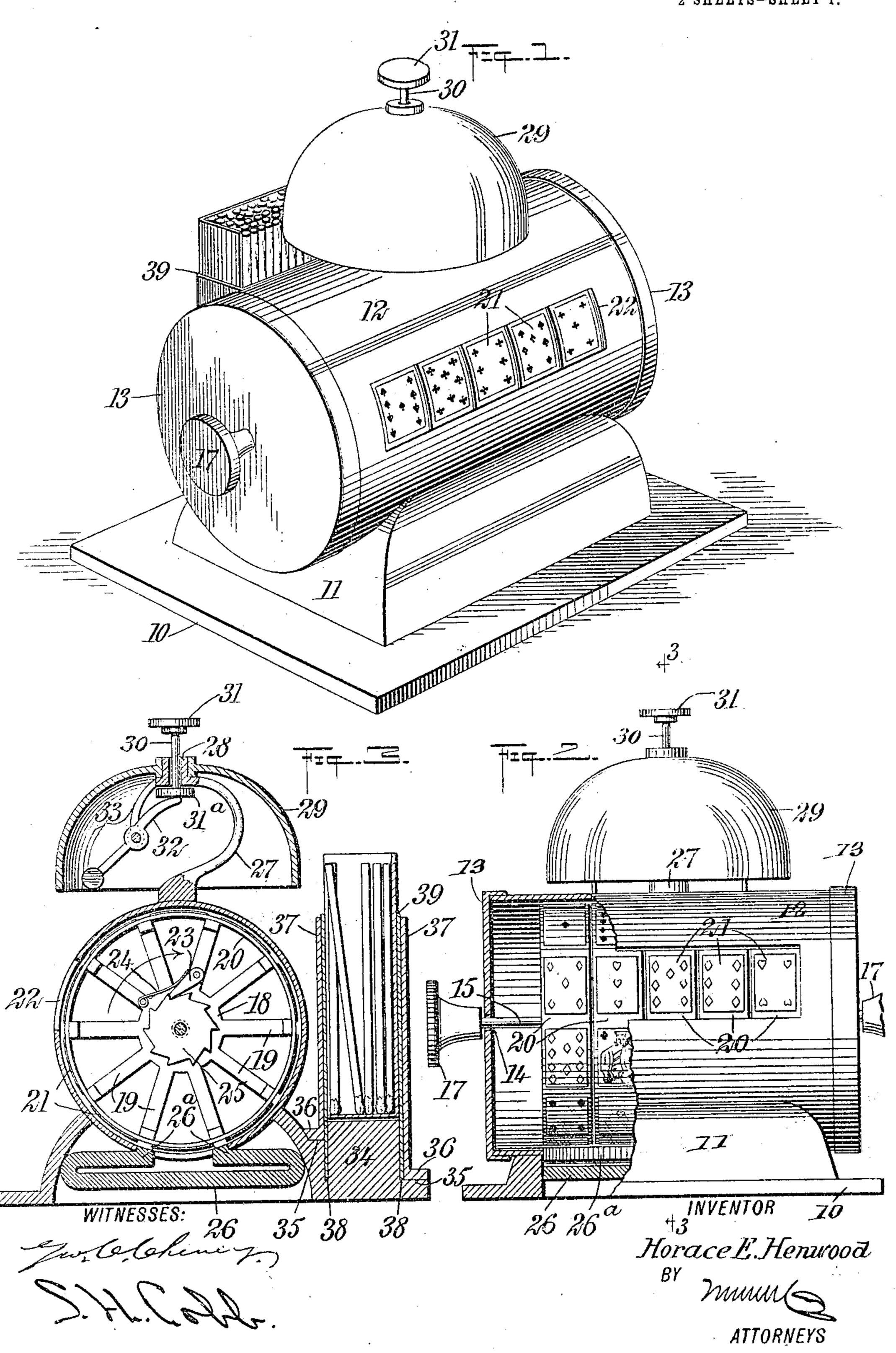
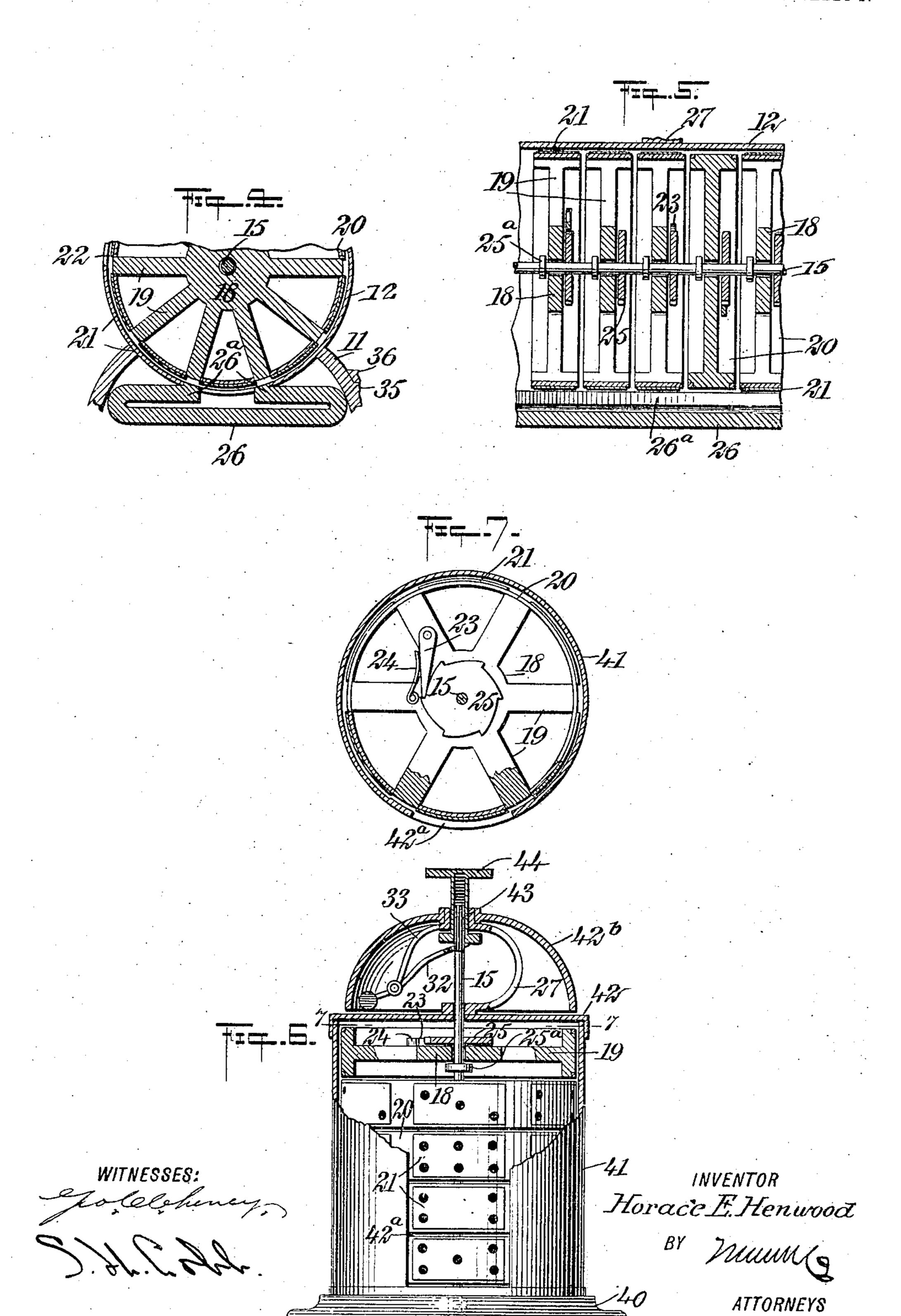
## H. E. HENWOOD. GAME APPARATUS. APPLICATION FILED MAR. 3, 1905.

2 SHEETS-SHEET 1.



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2 SHEETS-SHEET 2.



## UNITED STATES PATENT OFFICE.

HORACE E. HENWOOD, OF NEW YORK, N. Y.

## GAME APPARATUS.

No. 807,927.

Specification of Letters Patent.

Patented Dec. 19, 1905.

Application filed March 3, 1905. Serial No. 248,248.

To all whom it may concern:

Be it known that I, Horace E. Henwood, a subject of the King of Great Britain, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

My invention relates to game apparatus, and more particularly to those in which various chance combinations of cards, dice, or the like may be secured by means of appropriate operating and controlling mechanism. Its principal objects are to provide a convention and effective apparatus of this character.

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

Figure 1 is a perspective view of one embodiment of my invention. Fig. 2 is a side elevation thereof, parts being broken away. Fig. 3 is a transverse vertical section on the line 3 3 of Fig. 2. Fig. 4 is a similar sectional detail taken through one of the wheels. Fig. 5 is a detail in central vertical longitudinal section. Fig. 6 is a broken side elevation of another form of my invention, and Fig. 7 is a horizontal section on the line 7 7 of Fig. 6.

A base 10 is shown as having an upwardlyprojecting support 11, which carries a casing 12, preferably of cylindrical form and having its axis, in the form of the invention illustrated in Figs. 1 to 5 of the drawings, extend-35 ing horizontally or in a plane substantially parallel to the base. This casing has opposite heads 13 13, in which are central openings 14, having journaled in them a shaft 15, which may be prevented from moving longitudi-40 nally by finger-pieces or operating members 17 17, secured upon opposite ends of the shaft outside the casing-heads. Supported upon the shaft are rotatable members 18, in the present instance five in number and pref-45 erably in the form of wheels, which are concentric to the casing and approximate it in diameter. From the central portion or hub of each wheel radiate spokes 19, which are preferably of such magnetic material as iron. 50 The spokes are connected by a non-magnetic rim 20, they being shown as flush with the periphery at their outer ends. Mounted upon the exterior of the rim of each wheel is a cir-

cumferential series of designs, which may be in the form of playing-cards 21, these being 55 shown as of the same number as the spokes and similarly arranged, they conveniently lying between the ends of said spokes. These cards are so arranged that they may be seen upon the various wheels side by side through 60 an opening 22, extending longitudinally of the casing. In one direction the wheels are free to rotate independently of one another upon the shaft, while in the other direction they are compelled to move together with 65 said shaft by means of pawls 23, one of which is pivoted upon a spoke of each wheel and is forced by a spring 24 into coaction with a ratchet-wheel 25, fast upon the shaft adjacent to the wheel. Upon the opposite side from the 70 ratchet-wheel each of the card-wheels may be held against longitudinal movement upon the shaft by a collar 25<sup>a</sup>, fixed thereon. When the finger-piece is turned in the direction indicated by the arrow in Fig. 3, the teeth of 75 the ratchet-wheel engage the pawls, compelling all the card-wheels to rotate in unison. When the finger-piece is released, these wheels will continue to spin, the pawls slipping freely over the teeth, and their momentum 80 and the resistance they offer to movement causing them to rotate through different angles. To stop these wheels so that one of the cards upon each wheel is in alinement with the casing-opening, controlling means is provided 85 which is preferably magnetic in character. As shown in the first five figures of the drawings, a permanent magnet 26 is mounted within the portion 11 of the base and has its adjacent poles 26<sup>a</sup> 26<sup>a</sup> extending longitudi- 90 nally of the casing and through an opening therein into proximity with the peripheries of the wheels. These poles may be separated by a space equal to the distance between two of the wheel-spokes, this in the present 95 instance being those which are adjacent, so that both poles simultaneously exert their magnetic effect to retain the spokes in proximity to them, the relation between the elements being such that when so held one of 100 the cards upon each wheel will be properly positioned with regard to the opening 22. The field of force furnished by the magnet is not of sufficient strength to greatly check the rotation of the wheels, but rather to exert 105 sufficient attraction when they approach a

state of rest to draw the wheels into a predetermined relation. The set of cards thus exposed may have assigned to it some value determining its status in the game or compe-5 tition.

Projecting above the top of the casing is a bracket 27, having at its upper extremity an enlargement 28, fitting an opening in a bell 29. Operating through a bore in this en-10 largement is a stem 30, having at its upper end a finger-piece 31 and at its lower end a head 31a, coacting with a hammer or striking-lever 32, which is pivoted upon an arm

33, depending from the bracket.

At the rear of the base opposite the casingopening is an extension 34 from the support 11, and upon this extension and upon the base, at its outer side, are surfaces 35 35, upon which rest and are secured feet 36 of side 20 walls 37 37. Just within these side walls are slots 38 to receive a match-box 39 and support it between the side walls, above which the matches extend.

The organization above described is par-25 ticularly applicable to use upon smokingroom tables, the match-holder performing its customary function, the bell enabling one to summon an attendant, and the game apparatus furnishing an agreeable diversion.

In the form of the invention illustrated in Figs. 6 and 7 a circular base 40 is shown, having a recess in which is seated a vertical cylindrical casing 41, closed at its top by a cap 42, of non-magnetic material, as is also the 35 base. The casing itself may be of steel magnetized and divided longitudinally, leaving an opening 42a, which both furnishes the magnetic poles and also the space through which the designs upon the wheels are seen. 40 The wheels may be substantially the same as

in the form previously described, though the designs have been shown as those of dice instead of cards. Their shaft is seated in the base and has a bearing in the cap and ex-45 tends into a bell 42b, carried upon said cap,

this bell being conveniently supported in a similar manner to that hereinbefore described. The shaft is shown as squared at 43 to receive a finger-piece or operating mem-

50 ber 44, which slides in the bracket enlargement which carries the bell and by the connection with the shaft may move longitudinally thereof while still being capable of transmitting a movement of rotation. The

55 finger-piece rests upon the end of the lever of the striking mechanism, and its depression sounds the bell in the usual manner. At the same time the turning of the finger-piece starts the design-wheels in rotation, as does

60 the member 17 of the first-mentioned form. This elimination of a portion of the elements serves to simplify the structure and furnishes a more compact arrangement.

Having thus described my invention, I claim as new and desire to secure by Letters 65 Patent—

1. In a game apparatus, the combination with a plurality of independently-movable members each having a series of successive designs and also having magnetic portions 70 similar to the designs in number and position, of operating means for the members, and a magnet having its poles situated adjacent to the magnetic portions of the members, said poles being separated by a space equal to the 75 distance between two of the magnetic portions.

2. In a game apparatus, the combination with a movable member having a series of designs, and a series of magnetizable portions 80 equal in number to the number of designs, of means for operating said member, and a magnet having its poles situated adjacent to the path of movement of the magnetizable portions of the members and separated from 85 each other by a space equal to the distance between two of said magnetizable portions.

3. In a game apparatus, the combination with a magnetized casing provided with an opening, of a movable magnetizable member 90 having designs visible through the opening,

and means for operating the member.

4. In a game apparatus, the combination with a magnetized casing provided with an opening at each side of which the magnetic 95 poles are situated, of a movable member having designs visible through the opening, and also having magnetizable portions separated by a space equal to the distance between the poles of the casing, and means for operating 100 the members.

5. In a game apparatus, the combination with a magnetic casing provided with an opening, of a plurality of independentlymovable magnetic members having designs 105 visible through the casing-opening, and op-

erating means for the members.

6. In a game apparatus, the combination with a magnetic casing provided with an opening, at each side of which the magnet- 110 poles are situated, of a plurality of independently-movable members having designs visible through the casing-opening and also having magnetic portions separated by a space equal to the distance between the poles of the 115 casing, and operating means for the members.

7. The combination with a casing provided with an opening, of movable members each having designs visible through the opening, a bell associated with the casing and being pro- 120 vided with striking mechanism, and an actuating member connected with the movable members and with the striking mechanism.

8. In a game apparatus, the combination of a series of movable members having de- 125 signs, a bell, and means for moving the mem-

bers, said means having a bell-striking device thereon.

9. In a game apparatus, the combination of a series of movable members having de-5 signs thereon, a shaft connected with said members for moving them, said shaft having a square portion, an operating member having a square socket for receiving the square portion of said shaft, said operating member being reciprocably and rotatably mounted,

and a pivoted bell-tongue located with a por-

tion in the path of said operating member.
In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

HORACE E. HENWOOD.

Witnesses:

JNO. M. RITTER, Sylvanus H. Cobb.