

C. A. HOTCHKISS.

GAME DEVICE.

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934,175.

Patented Sept. 14, 1909.

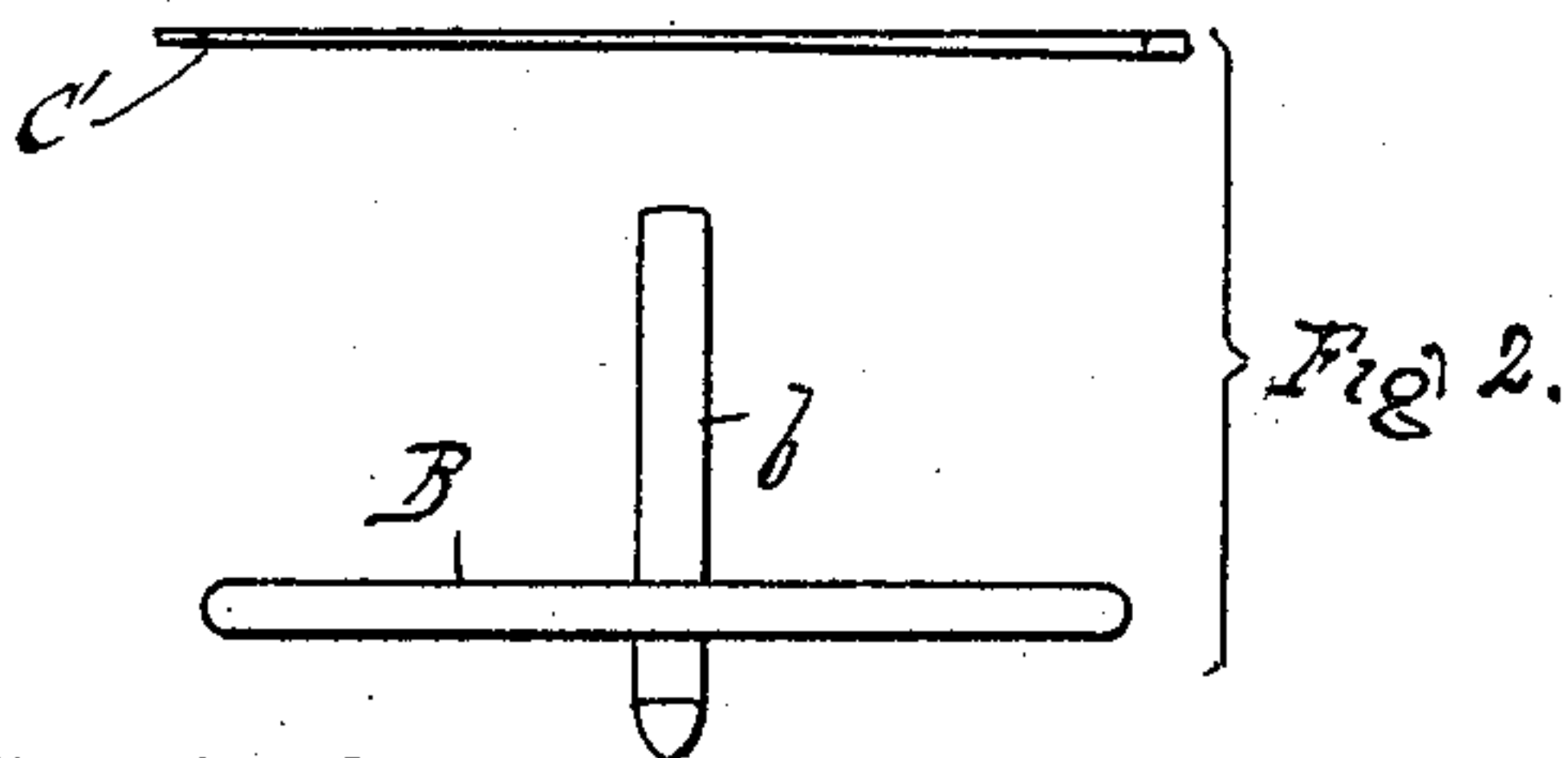
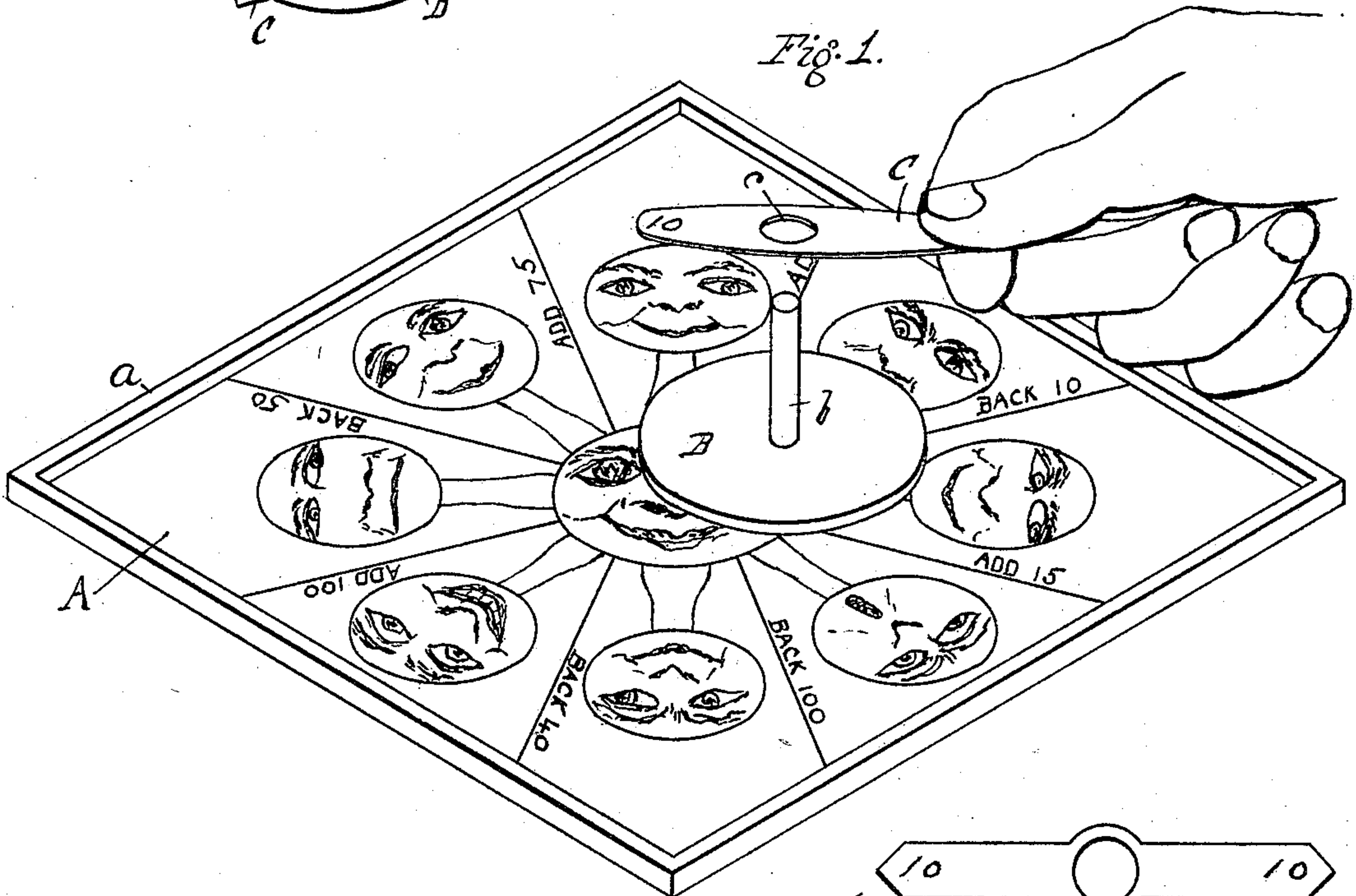
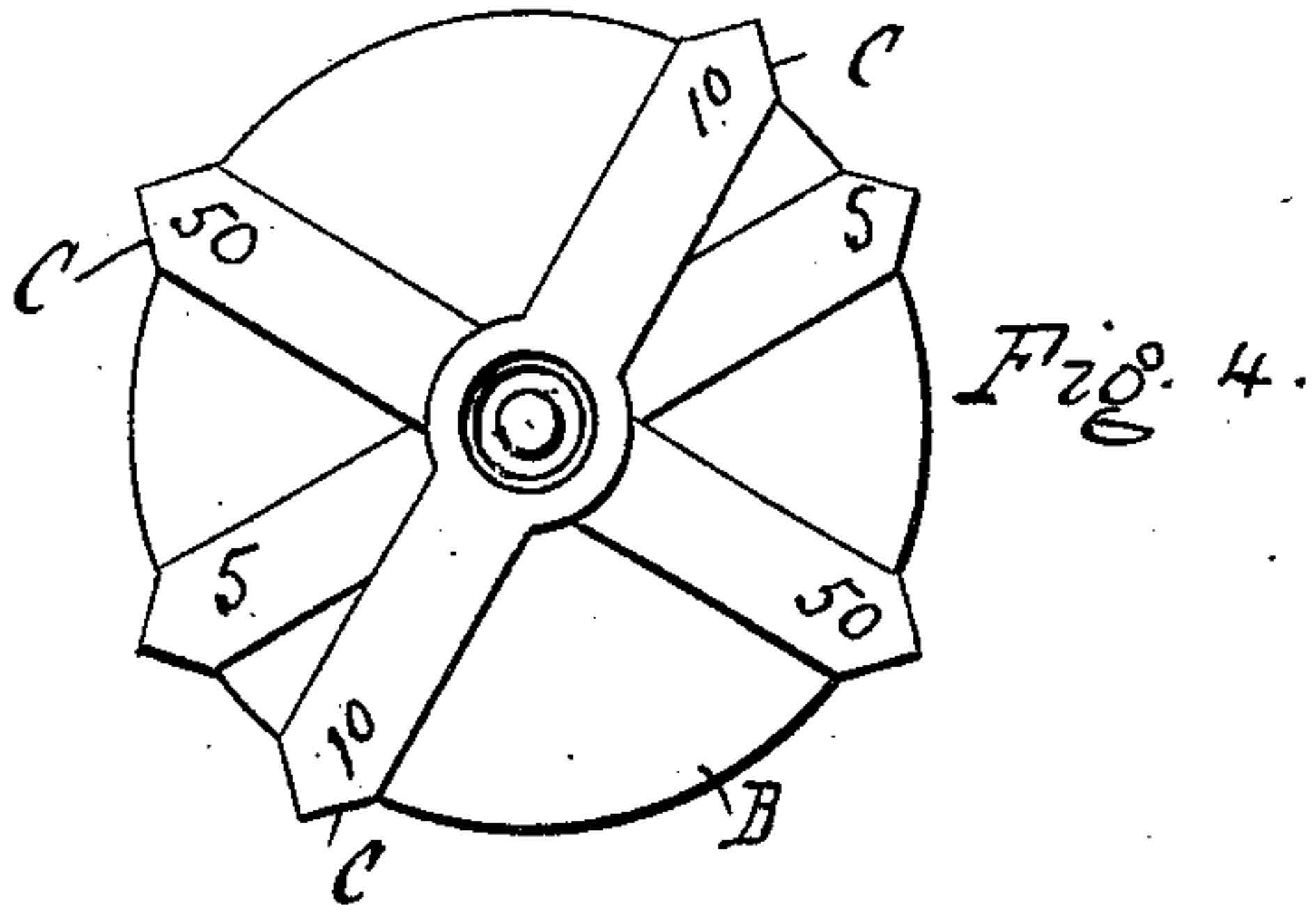
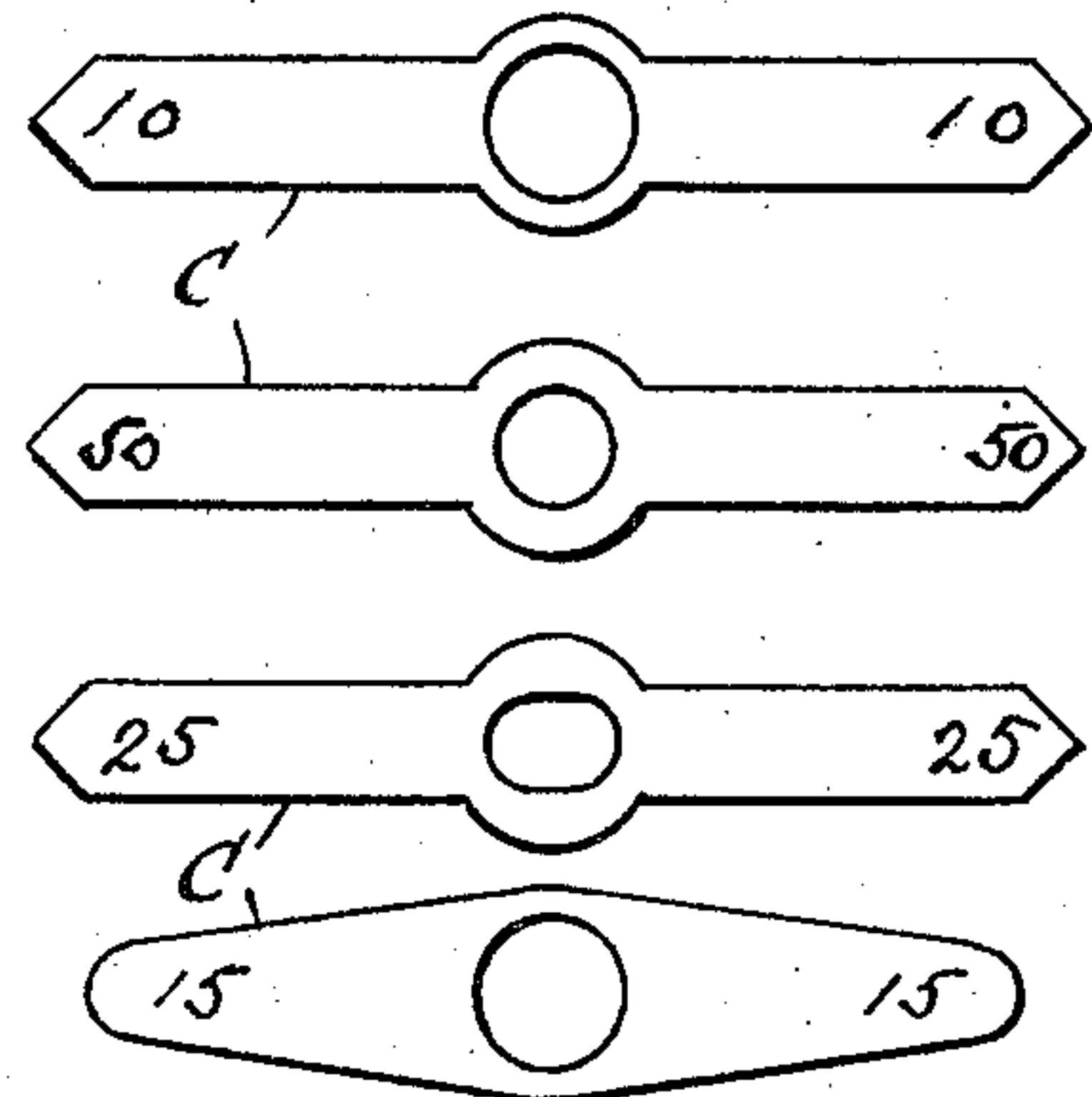


Fig. 3.



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GAME DEVICE.

934,175.

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To all whom it may concern:

Be it known that I, CHARLES A. HOTCHKISS, a citizen of the United States of America, and residing in the city of Bridgeport, in the county of Fairfield and State of Connecticut, have invented a certain new and useful Improvement in Game Devices, of which the following is a specification.

My invention relates to game devices and the particular object of my invention is to provide a game device having novel features in which the elements of chance and skill are combined in a fascinating manner.

In the accompanying drawing in which a game apparatus incorporating my invention is disclosed, Figure 1 is a perspective view of the game board with top spinning thereon; Fig. 2 is a side elevation of the top with a counter wing poised above the top stem; Fig. 3 is a plan view of a group of counter wings; and Fig. 4 is a plan view of the top with several wings placed on the stem.

The game device comprises essentially a spinning board or table A, a top B to be spun upon the board and counters C provided with holes *c* by means of which they may be placed upon the stem *b* of the top while the latter is spinning. As will be seen from the group of counters shown in Fig. 3 the holes *c* are of varying diameters and the counters are given tally values which increase as the holes narrow. The counters may be of any desired shape and may be made slightly heavier at one end than at the other as in C¹ so as to impart a wobble to the top and thus make it more difficult to place the counters on the stem *b*.

The board A is preferably provided with a bead *a* and is subdivided into divisions, radial divisions being shown, having various tally values arbitrarily determined. The board may be made humorous and attractive by ornamenting the same in any suitable way as for instance by moon faces, the expressions on which vary according to the tally value of the division in which it is situated.

The game is played by spinning the top upon the board and placing upon the stem *b* of the top as many of the counters as is possible while the top is still spinning. The position of the top upon the board determines one element of the tally, while the value of the counters which the player has succeeded in placing upon the stem forms the other element of the total tally. Thus if

the top comes to rest with its spinning point in the division having the tally value "Back 50" and the player has succeeded in placing counters on the stem which total 75 points, the total count for the spin is 25 points.

It will be understood that the tally method may be varied at will, while the construction of the parts may be modified in various ways without departing from the scope of my invention.

I claim as my invention:

1. In a game device, a top adapted to be spun upon a suitable board and provided with an upwardly extending stem, in combination with counters perforated by holes of varying diameters whereby said counters may be placed upon said stem, while the top is spinning, said counters having tally values varying with the diameters of the holes, substantially as described.

2. In a game device, a top adapted to be spun upon a suitable board and provided with an upwardly extending stem, in combination with counters perforated by holes of varying widths whereby said counters may be placed upon said stem, said counters having tally values which increase as the perforations narrow, substantially as described.

3. In a game device, a top adapted to be spun upon a board having a subdivided field the divisions of which have various tally values, in combination with tally counters adapted to be placed upon said top while in motion for varying the tally determined by the position of said top when it comes to rest upon said field, substantially as described.

4. In a game device, a top having an upwardly extending stem and perforated counters adapted to be placed thereon, while the top is spinning, the perforations in said counters being of various diameters as and for the purpose described.

5. In a game device, a top having an upwardly extending stem and perforated counters adapted to be placed thereon, said perforations in the counters being eccentric to the weight of the latter.

In testimony whereof I have signed my name to this specification, in the presence of two subscribing witnesses.

CHARLES A. HOTCHKISS.

Witnesses:

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ANNA M. VORSCHMITT.