W. T. EBERT.
Game Apparatus.

No. 212,304. **Patented Feb. 18, 1879.**
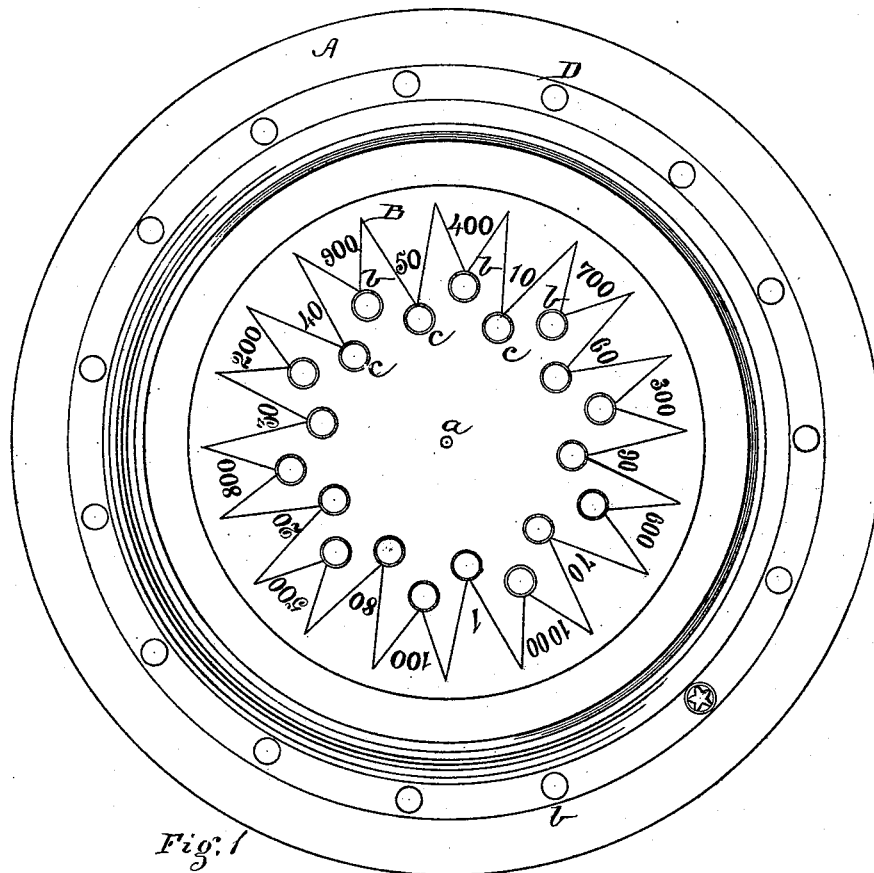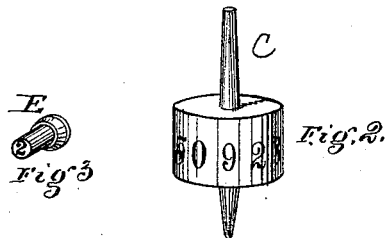

Fig. 1

C

E

Fig. 3

Fig. 2.

Witnesses

Thos. Ashmore

J. H. Morrison

Inventor William T. Ebert,

By Attorney Wm. M. Cuthbert

UNITED STATES PATENT OFFICE.

WILLIAM T. EBERT, OF PITTSBURG, PENNSYLVANIA.

IMPROVEMENT IN GAME APPARATUS.

To all whom it may concern:

Be it known that I, WILLIAM T. EBERT, of the city of Pittsburg, in the county of Allegheny and State of Pennsylvania, have invented a new, useful, and Improved Game of Chance and Device for Playing the Same, which invention is fully set forth in the following specification and accompanying drawings, in which—

Figure 1 is a plan view of the playing-board. Fig. 2 is a perspective view of the teetotum or number-top. Fig. 3 is a perspective of a lot-pin.

My invention relates to that class of games which are termed "games of chance;" and consists, first, of the method of playing a game of chance—that is to say, deciding what numbers shall be placed to the credit of the players by the spinning and entrapping a teetotum on a board provided with numbered trap-holes, as hereinafter described; second, it consists in a device for playing said game—that is to say, a table perforated with a number of trap-holes, a central countersink, a small top or teetotum, which has numeral figures on its periphery, the said trap-holes being also numbered, and a series of numbered lot-pins, all of which are illustrated in detail in the drawings.

A is a circular frame or stand, having its center recessed about three-fourths of an inch deep and about five inches in diameter, in which is seated the circular plate B, in the center of which is a small countersink, *a*, and at about three-quarters of an inch in from the edge of said plate it is perforated by a circle of holes, *b*, ten in number, which are numbered from one hundred up to one thousand between these holes; but a little nearer the center is a similar circle of holes, *c*, which are numbered from one to ninety. All of these holes are about one-fourth of an inch in diameter, slightly countersunk on their upper face, and those of each circle are equal distances apart, and are termed "trap-holes."

C is a teetotum or finger-top, having eight equal spaces, bounded by vertical lines on its periphery, which are numbered irregularly from two to nine, both numbers included. The lower stem of said top is a little less in diameter than the trap-holes, so that it will easily drop into them or be entrapped.

D is a circle of holes around the margin of the frame or stand A, ranging from one up to, say, ten in number. E is one of a number of lot-pins, the stem of which is a little less in diameter than the holes D, in which they are inserted. They have on the lower end a number of figures stamped, ranging consecutively from one up.

Operation: The game may be played by any number of persons, the object being to count up the highest number by any determined number of spinnings of the top. To decide the order in which the players play, each person draws out one of the pins E from one of the holes in circle D, and assumes the number found marked on it. The first player (No. 1 pin) then sets the point of the top in the countersink *a*, and spins it between his thumb and finger. As soon as it is at liberty it runs rapidly over the face of the plate B until entrapped in one of the trap-holes *b* or *c*. As soon as it is at rest the number of the hole is multiplied by the number on the side of the top opposite to the starting-point or countersink *a*. The next person in number then takes his turn, and so on until each person has played, when No. 1 player again plays, and the game is continued until each person has played the full number of times previously agreed upon, and the person having the highest number becomes the winner.

I do not wish to be understood as confining myself to the rule of multiplication in the game, as it is obvious that the game may be varied, and either of the rules of addition, subtraction, or division may be adopted, or the number on the top may be discarded and only the number of the hole used. Again, the number of the trap-holes or the figures on the top may be varied, all of which I claim as equivalents.

Having therefore described my invention and its operation, what I claim, and desire Letters Patent for, is—

In a game apparatus, the circular table A B, trap-holes *b c*, teetotum C, and lot-pins D, substantially as set forth.

WILLIAM T. EBERT.

Witnesses:
    JAMES BYRNE,
    OLIVER JACKSON.