

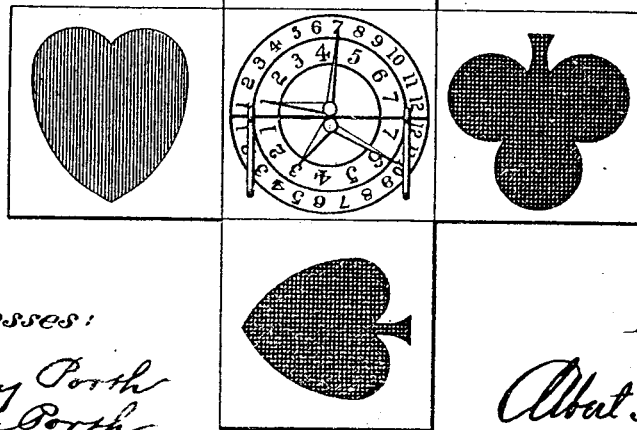
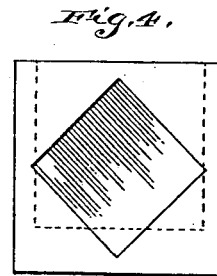
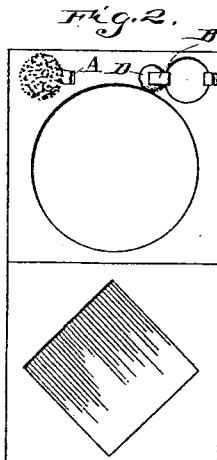
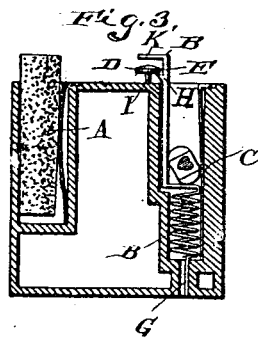
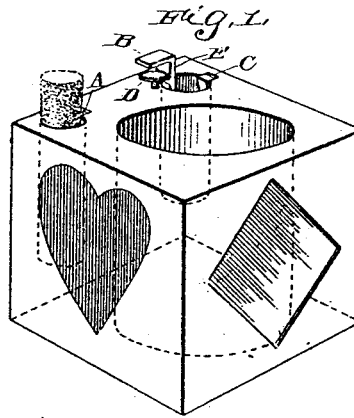
No. 648,800.

Patented May 1, 1900.

A. SCHLIEF.  
GAME REGISTER.

(Application filed Mar. 7, 1900.)

(No Model.)



Witnesses:

Henry Porth  
Chas Porth

Inventor:

Albert Schlieff

# UNITED STATES PATENT OFFICE.

ALBERT SCHLIEF, OF WESTPHALIA, MISSOURI.

## GAME-REGISTER.

SPECIFICATION forming part of Letters Patent No. 648,800, dated May 1, 1900.

Application filed March 7, 1900. Serial No. 7,759. (No model.)

*To all whom it may concern:*

Be it known that I, ALBERT SCHLIEF, a citizen of the United States, residing at Westphalia, in the county of Osage and State of Missouri, have invented a new and useful Game-Register, of which the following is a specification.

This invention relates to combination game-registers and is hereinafter fully described.

In the accompanying drawings, Figure 1 is a perspective view of the register. Fig. 2 is a development of the six sides of the register-block. Fig. 3 is a vertical sectional view. Fig. 4 is a side view.

The register-block may be made of any desired material; but celluloid is preferable. It is a cube with the suits of an ordinary deck of cards on the four sides. When in use, the block is placed after each deal to the left of the dealer, with that side up which shows the trump, thus also indicating the next dealer.

At the left of the center of the block in Figs. 1 and 3 is shown a receptacle A for chalk or a pencil, which is held in place by a flat spring.

In the center of the block is a cylindrical opening which can be used as a dice-box, or when the block is not used in a game forms a good sponge-holder.

In place of representing the diamond of the pack of cards on one side of the register-block a small four-sided mirror is attached, as shown in Fig. 4.

At the left of Fig. 3 and at the back of Fig. 1 is shown my dice-throwing mechanism. A cylindrical receptacle receives spring B, which is attached in the small opening G. The spring is continued on up by means of the rod E, which has a projection II for contacting with the head D of a screw I, which is threaded into the block, as shown. The arm K, extending over the head of the screw, is designed to be pressed to the right, thus releasing the

projection II and allowing the spring to throw the dice out of the receptacle. The spring C prevents the dice from falling out, but is not strong enough to interfere with the action of the spring.

On the bottom of the block are attached four hands, as shown, in two pairs, each pair to act in connection with one-half of a dial, thus enabling the opposite players to keep score of the game. The longer hands may be used to indicate units and the shorter tens of points or the longer hands points and the shorter games or any other desirable combination may be used.

What I claim as my invention, and desire to secure by Letters Patent, is—

1. In a game-register, the combination of a base, two independent pivots attached to the same, a long and a short hand on each of said pivots, a dial with two concentric rings of figures, said pivots being placed just above and below a line dividing said dial.

2. In a game-register, a cubical block marked on the sides with the indices of the suits of a pack of cards, a double register on the bottom of said block, two hands for each half of said register, said block having a small receptacle for chalk and a large central receptacle.

3. In a game-register, the combination with a block, a double register, two hands for each half of said register, said block having three receptacles, a coiled spring in one receptacle for ejecting dice, a projection on said spring, a screw, a head on said screw to engage said projection, another spring for retaining a die in said aperture until the same is ejected by the spring.

ALBERT SCHLIEF.

Witnesses:

HENRY CASTROP,  
EMIL M. KOCH.