

Dec. 31, 1935.

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2,026,048

GAME

Filed Dec. 23, 1933

3 Sheets-Sheet 1

Fig. 1

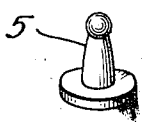
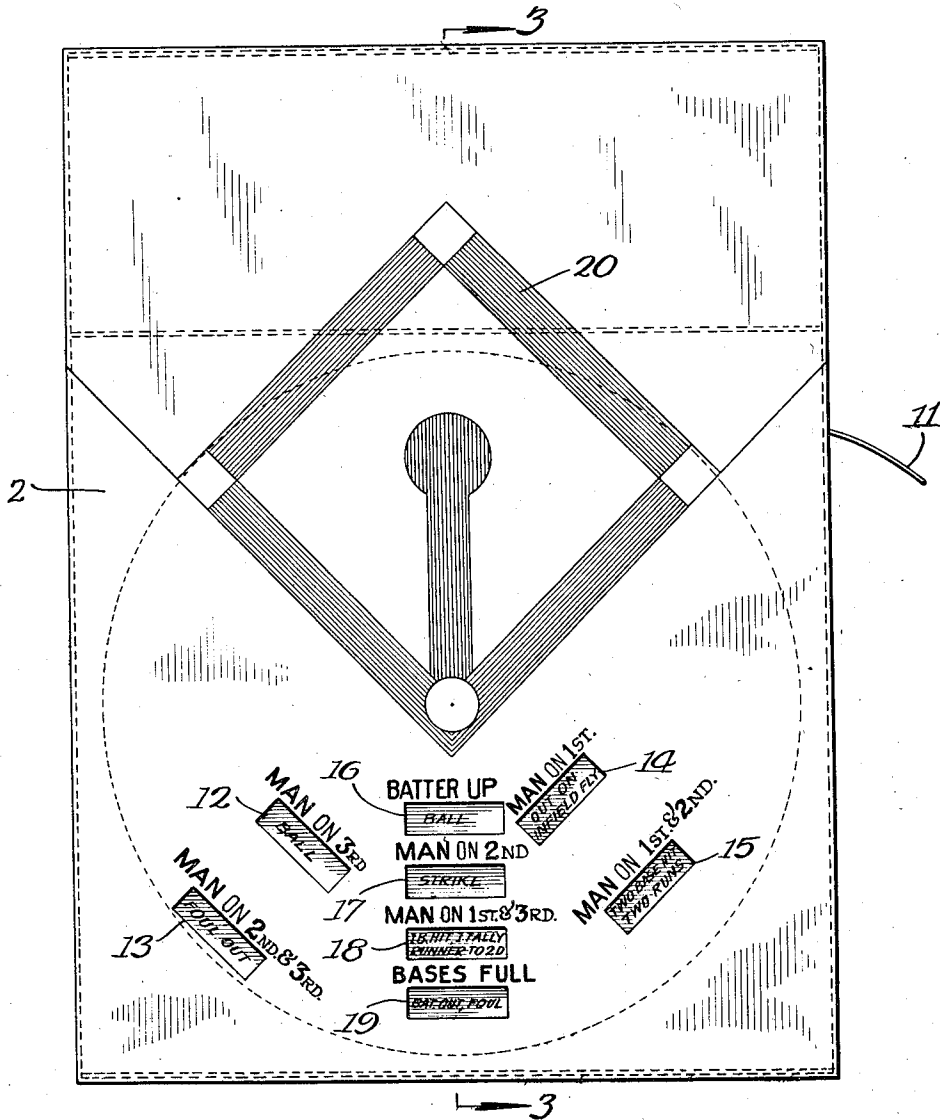


Fig. 2

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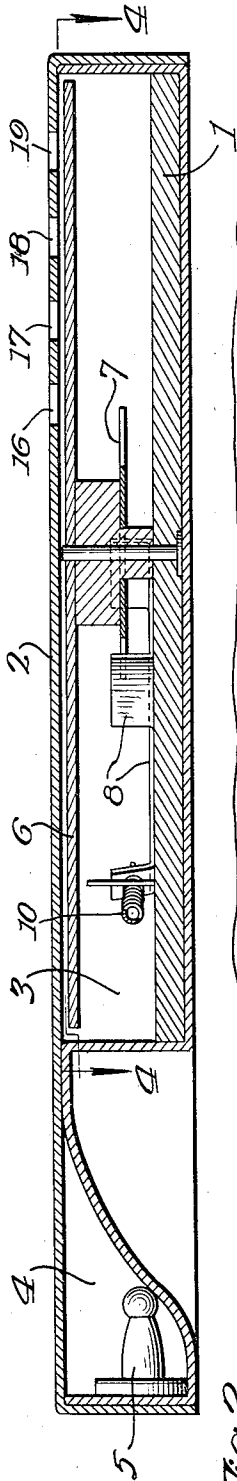


Fig. 3

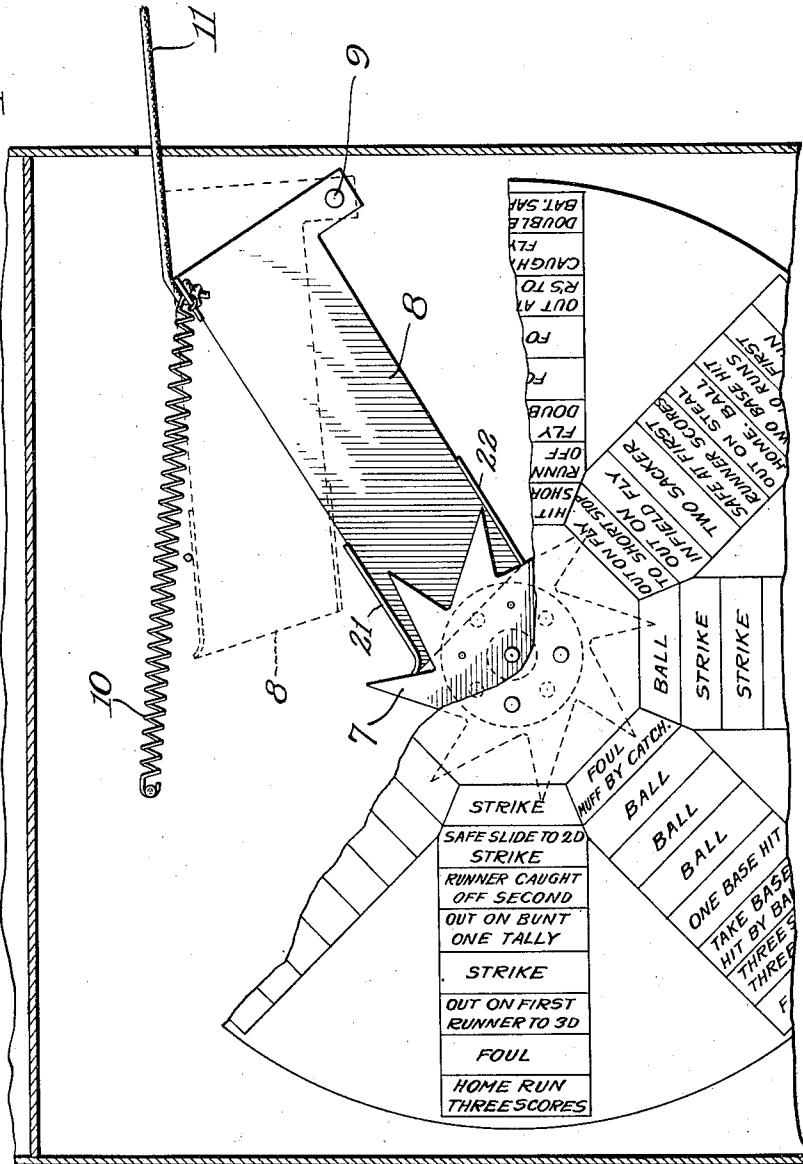


Fig. 4

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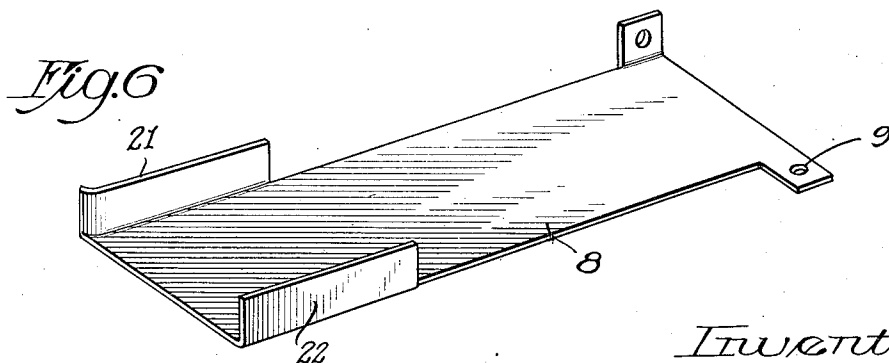
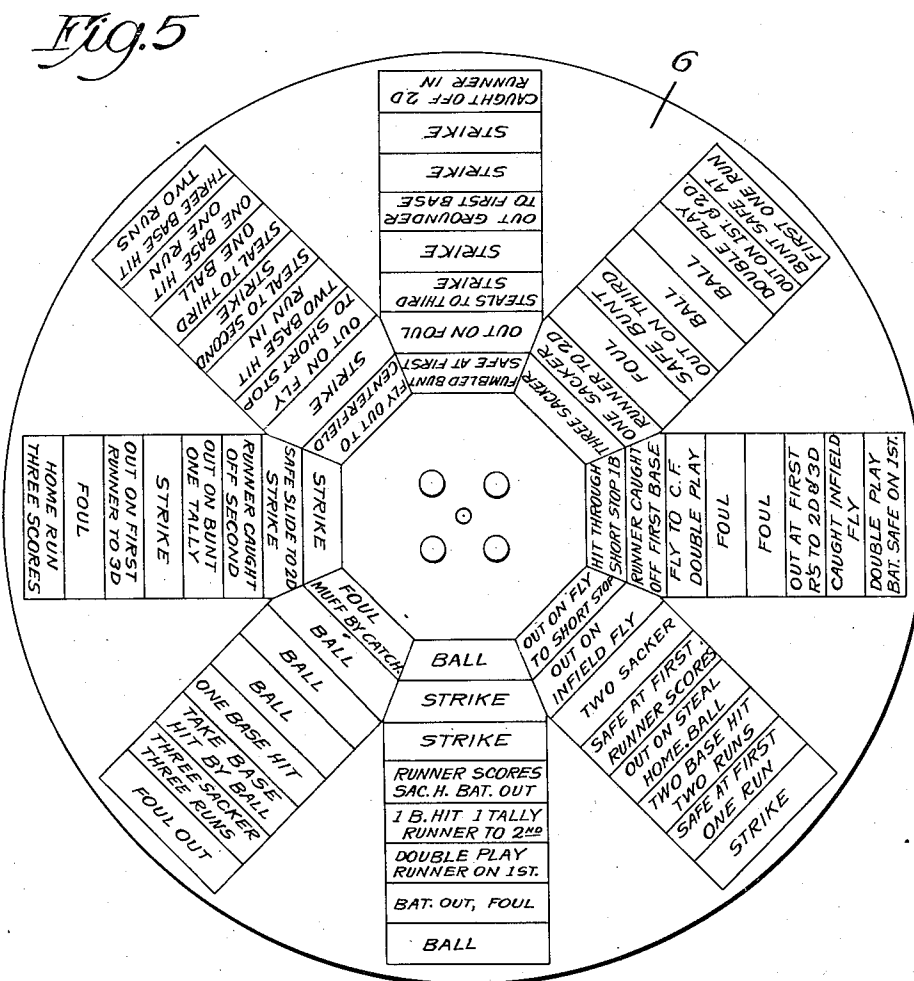
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3 Sheets-Sheet 3



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UNITED STATES PATENT OFFICE

2,026,048

GAME

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Application December 23, 1933, Serial No. 703,762

9 Claims. (Cl. 273—93)

This invention relates to games, and more particularly to games like base ball, foot ball, basket ball, cricket, and things of that kind, which are played on a field.

5 Generally stated, the object of the invention is to provide a novel and improved construction and arrangement whereby a rotary disk is combined with a covering therefor having openings therein, in such a manner that the whirling of the disk and the stopping thereof, with certain
10 indications thereon opposite said openings, is capable of reproducing practically all of the plays or conditions of any game of this kind, whereby every possible play, or every possible
15 condition of such a game, may be simulated on the field pictured on the cover outlying the rotary disk.

It is also an object to provide certain details and features of construction and combinations
20 tending to increase the general efficiency and the desirability of a game device of this particular character.

In the accompanying drawings, Fig. 1 is a plan view of a base ball game embodying the
25 principles of the invention.

Fig. 2 is a perspective of one of the players, that is to say, one of the pieces that are moved around on the field of the game.

Fig. 3 is an enlarged longitudinal section on
30 line 3—3 in Fig. 1 of the drawings.

Fig. 4 is a horizontal section on line 4—4 in Fig. 3 of the drawings, with certain portions of the device shown broken away for convenience of illustration.

Fig. 5 is an enlarged plan view of the rotary disk whereon the indicating means are shown in the form of printed statements arranged in
35 radial columns.

Fig. 6 is a perspective of the actuator that
40 forms a part of the mechanism for operating the device.

As thus illustrated, the invention comprises a rectangular box body 1, provided with a rectangular top cover 2, as shown more clearly in
45 Fig. 3 of the drawings, said covering fitting down over the rectangular box body. The box body is formed in a manner to provide a rectangular chamber 3, and also a smaller chamber 4, as shown.

50 The little players or movable pieces 5, of any desired shape, are stored in the chamber 4, when they are not in use.

In the chamber 3, is the rotary disk 6, immediately below the top of the cover. This
55 disk is provided with a ratchet wheel 7, and a

spring-controlled actuator 8 is pivoted at 9 and provided with means for engaging the teeth of said ratchet wheel in the manner shown more clearly in Fig. 4 of the drawings. The actuator 8 is held in its normal position by the coil
5 spring 10, and a cord or other means 11 is provided for moving the actuator 8 into the position shown in dotted lines, thereby to give the disk 6 a good whirl.

On the cover, there are rectangular open-
10 ings 12, 13, 14, 15, 16, 17, 18 and 19, grouped together and arranged in the manner shown in Fig. 1 of the drawings. Printed on the top of the cover, immediately forward of said openings, is a base ball diamond 20 having the conven-
15 tional shape and features of the ordinary base ball diamond, as shown in Fig. 1 of the drawings.

On the top of the disk 6, as shown in Fig. 4, there are radial columns of printed statements, each statement being that of some ordinary
20 play or condition possible in a game of this kind, as clearly shown in the drawings.

With the instrumentalities thus shown and described, an imaginary game of base ball may be played in an obvious manner by successive
25 whirls of the disk 6, and by observing what plays or conditions are exposed by the openings 12 to 19, inclusive, previously mentioned. The little players or pieces 5 represent the bat-
30 ters, of any particular inning of the game, of course, and are used by the persons playing the game to simulate the base ball players on the diamond, in a manner that is obvious to those familiar with base ball.

While the invention is shown in its adaptation
35 for the playing of base ball, it is obvious that by slight changes, the invention can also be used for other games, such as those previously mentioned, or practically any game that is played
40 on a field, such as those where there are teams or players or groups of players that are opposed to each other.

It will be seen that the actuator 8 is formed of sheet metal, with two up-turned side flanges 21 and 22 at its engaging end, the flange 21 being
45 slightly curved at its end, whereby when these two flanges engage the toothed wheel 7, in the manner shown in Fig. 4 of the drawings, the said wheel is locked against rotation in either
50 direction, inasmuch as the curved end of the flange 21 prevents the wheel 7 from turning backward, while the flange 22 prevents the wheel from rotating forward. But, of course, when the flexible cord 11 is pulled, and the actuator is
55

thrown into the position shown in dotted lines in Fig. 4, the wheel 7 is released from engagement with the actuator, and the disk 6 is caused to spin freely until it stops of its own accord, or until it is stopped by the return of the actuator 8 to normal position. And, of course, it will be understood that the toothed wheel 7 may be a wheel-like element with teeth of any suitable or desired character, and that the actuator 8 may likewise be of any suitable or desired character, without departing from the spirit of the invention.

It will be seen that as the actuator member 8 swings clear of the wheel 7, as indicated in dotted lines in Fig. 4, the disk 6 is spun or rotated in a counter-clockwise direction, and that when the spring 10 is permitted to swing the actuator 8 back into normal position, it then turns the wheel 7 slightly in the opposite direction, in a clockwise direction, as a sort of back lash before the motion of the disk is stopped. In this way, it is impossible for a player to pick out or determine a stopping point for the disk, and hence the point at which the disk will stop is purely a matter of chance and guesswork. Also, it will be seen that the indications on the disk are necessarily readable transversely of each radial column, whereby these indications, representing different plays, are in effect practically readable in the direction of the concentric circles on which they rotate, inasmuch as each indication reads from left to right, and the travel of each indication on its allotted circle is from left to right when the disk is spun or rotated freely out of control for whatever length of time the player may desire.

What I claim as my invention is:

1. In a game, a rotary disk having indications thereon, and mechanism for rotating said disk out of control, so that it may stop by chance only, said mechanism comprising a toothed wheel rigid with the disk, and a pivoted actuator provided with parallel flanges spaced apart for engaging the teeth of said wheel, means for operating the actuator, thereby to rotate the disk freely, and a spring for returning the actuator to normal position, serving by the re-engagement of the actuator with the wheel to give the disk some rotation in the opposite direction before stopping to indicate the resulting play.

2. A structure as specified in claim 1, the forward rotation of the disk being in an anti-clockwise direction.

3. A structure as specified in claim 1, said wheel having a plurality of the teeth thereof disposed between said flanges when the latter are in normal position.

4. As an article of manufacture, a game device for simulating the playing of a game on a field, a hollow body having a base and top wall spaced apart a distance vertically, a rotary disk mounted to rotate freely about a vertical axis in a plane between said base and top wall, close to the latter, indications in fixed position on said disk, arranged in radial spaced columns, each indication being readable crosswise of its allotted column, so that the indications in each column are parallel with each other, and are in effect readable practically parallel with the concentric circles on which they rotate, a plurality of different indications fixed on the upper surface of said top wall, representing different possible positions of the players on the field, the

top wall being apertured for exposing the indications on the disk, and a manual mechanism for rotating the disk out of control, whereby the disk will stop by chance only, said indications on the disk representing different plays of the game, and said apertured top wall co-operating with all of said indications for determining the resulting play when the disk comes to rest, said mechanism comprising a toothed wheel rigid with the axis of said disk, and a pivoted actuator having parallel flanges spaced apart to engage the teeth of said wheel, so that a plurality of teeth will be between said flanges when the mechanism is in normal or inactive position, means for operating the actuator, to rotate the disk in an anti-clockwise direction, and a spring for returning the actuator to normal position.

5. As an article of manufacture, a game device for simulating the playing of a game on a field, a hollow body having a base and top wall spaced apart a distance vertically, a rotary disk mounted to rotate freely about a vertical axis in a plane between said base and top wall, close to the latter, indications in fixed position on said disk, arranged in radial spaced columns, each indication being readable crosswise of its allotted column, so that the indications in each column are parallel with each other, and are in effect readable practically parallel with the concentric circles on which they rotate, a plurality of different indications fixed on the upper surface of said top wall, representing different possible positions of the players on the field, the top wall being apertured for exposing the indications on the disk, and a manual mechanism for rotating the disk out of control, whereby the disk will stop by chance only, said indications on the disk representing different plays of the game, and said apertured top wall co-operating with all of said indications for determining the resulting play when the disk comes to rest, said mechanism comprising a toothed wheel rigid with the axis of said disk, and a pivoted actuator having parallel flanges spaced apart to engage the teeth of said wheel, so that a plurality of teeth will be between said flanges when the mechanism is in normal or inactive position, means for operating the actuator, to rotate the disk in an anti-clockwise direction, and a spring for returning the actuator to normal position, the return movement of the actuator causing some clockwise motion of the disk before it stops to indicate the resulting play.

6. As an article of manufacture, a game device for simulating the playing of a game on a field with a ball, a hollow body having a base and top wall spaced apart a distance vertically, a rotary disk mounted to rotate freely about a vertical axis in a plane between said base and top wall, close to the latter, indications in fixed position on said disk, arranged in radial spaced columns, representing every possible play with the ball, each indication being readable crosswise of its allotted column, so that the indications in each column are parallel with each other, a plurality of different indications fixed on the upper surface of said top wall, representing different possible positions of the players on the field, said top wall being apertured relatively to said fixed indications and for exposing the indications on the disk, including an aperture of a size to expose only one indication at a time, and a manual mechanism for rotating the disk out of control, adapted when released to check

said rotation, whereby the disk will stop by chance only, and said apertured top wall co-operating with all of said indications for determining the resulting play when the disk comes to rest.

7. A structure as specified in claim 6, said indications on the top wall being those necessary for simulating the playing of baseball, comprising the expression "Batter up", "Man on 1st", "Man on 2nd", "Man on 1st and 2nd", "Man on 1st and 3rd", "Man on 2nd and 3rd", and "Bases full"; and the indications on the disk comprising words representing practically every possible play made by a batter in the game of base ball.

8. A structure as specified in claim 6, said mechanism comprising a toothed wheel rigid with the axis of said disk, and a pivoted actuator having parallel flanges spaced apart to engage the teeth of said wheel, so that a plurality

of teeth will be between said flanges when the mechanism is in normal or inactive position, means for operating the actuator, to rotate the disk in an anti-clockwise direction, and a spring for returning the actuator to normal position.

9. A structure as specified in claim 6, said mechanism comprising a toothed wheel rigid with the axis of said disk, and a pivoted actuator having parallel flanges spaced apart to engage the teeth of said wheel, so that a plurality of teeth will be between said flanges when the mechanism is in normal or inactive position, means for operating the actuator, to rotate the disk in an anti-clockwise direction, and a spring for returning the actuator to normal position, the return movement of the actuator causing some clockwise motion of the disk before it stops to indicate the resulting play.

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