April 1, 1924. 1,488,780

J. DISKANT ET AL

GAME

Filed Sept. 6, 1922 2 Sheets-Sheet 1

Fig. 1.

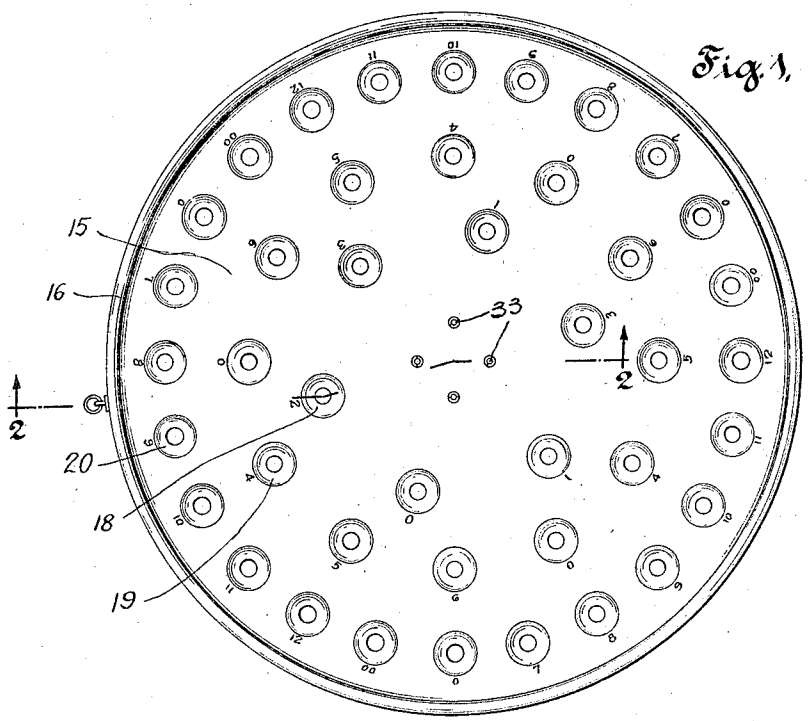


Fig. 2.

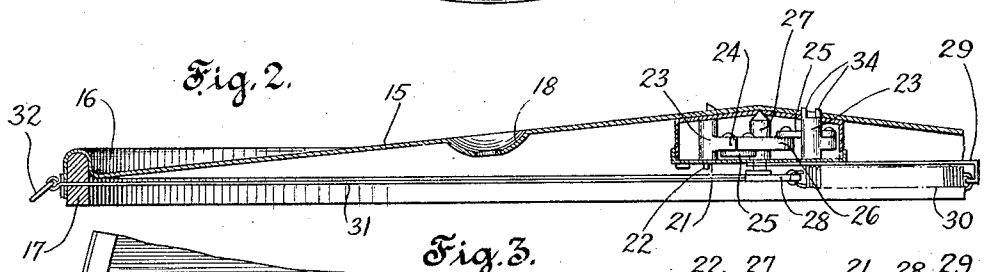
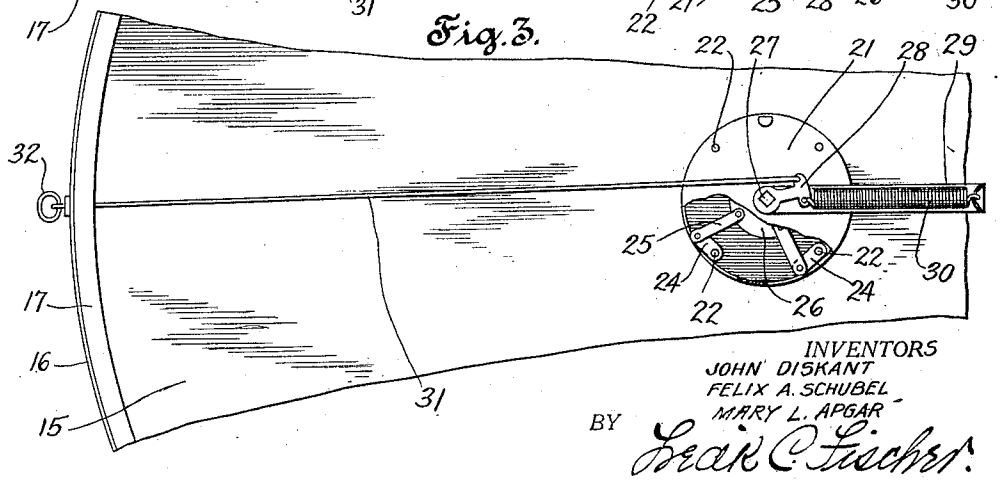


Fig. 3.



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April 1, 1924. 1,488,780

J. DISKANT ET AL

GAME

Filed Sept. 6, 1922 2 Sheets-Sheet 2

Fig. 4.

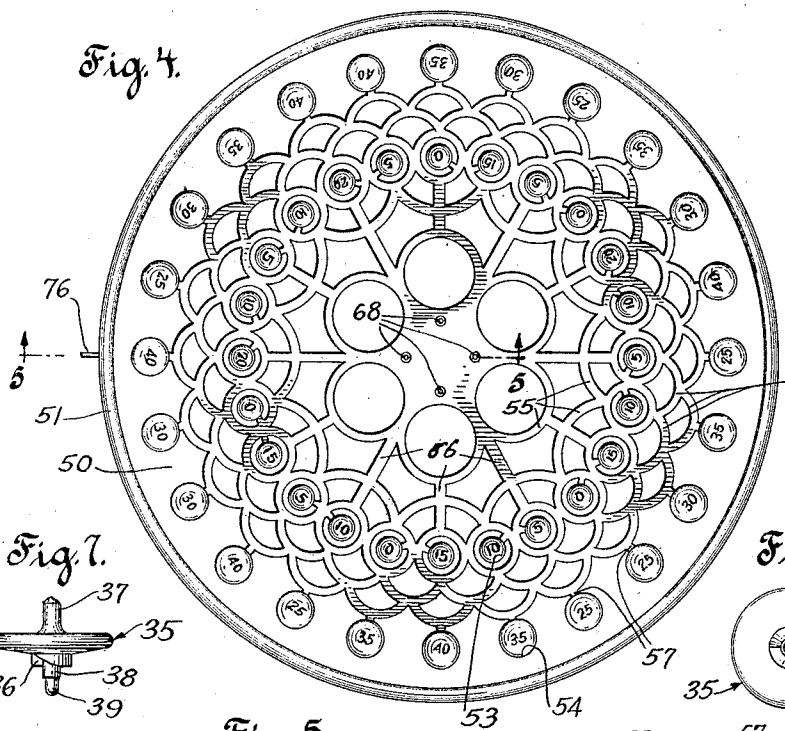


Fig. 7.

Fig. 8.

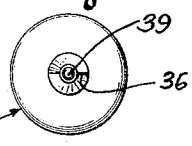


Fig. 5.

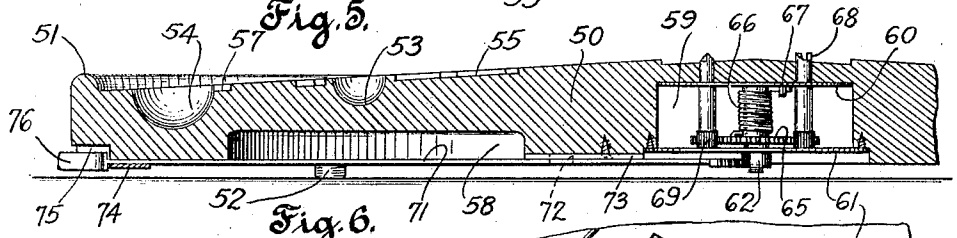
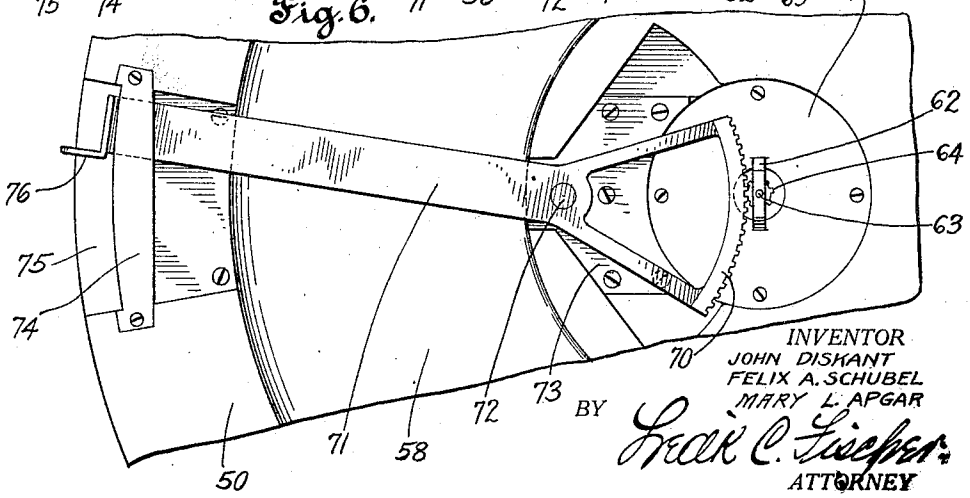


Fig. 6.



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Patented Apr. 1, 1924. 1,488,780

UNITED STATES PATENT OFFICE.

JOHN DISKANT AND FELIX A. SCHUBEL, OF NEWARK, AND MARY L. APGAR, OF EAST ORANGE, NEW JERSEY.

GAME.

Application filed September 6, 1922. Serial No. 586,421.

To all whom it may concern:

Be it known that we, JOHN DISKANT, a citizen of the United States, residing at Newark, county of Essex, and State of New Jersey, FELIX A. SCHUBEL, a citizen of Germany, residing at Newark, county of Essex, and State of New Jersey, and MARY L. APGAR, a citizen of the United States, residing at East Orange, county of Essex, and State of New Jersey, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to improvements in game playing apparatus designed to amuse the old or young of either sex, the results of the game depending solely on chance.

One of the objects of the invention is to provide an apparatus circular in shape, bounded by a beaded edge and having a convexly inclined surface containing a plurality of numbered openings by which the tally of each player is determined.

Another purpose is in the provision of several independent spinning tops suited to be received in the openings of the board, said tops being separately distinguishable and having means for primarily engaging in receptive seats provided for them near the center of the board.

A further aim is to produce means whereby all of the several tops have imparted to them simultaneously a rapid whirling movement, causing them to be automatically discharged from their seats and given an original impetus to move outwardly, in diverse directions, and continue spinning or rotating as they advance over the divergently inclined surface of the board until intercepted in their entourage by entanglement in openings in their path or the raised edge should they escape the pitfalls.

A still further object is to provide a game that can be played by several parties in sequence, each scoring by chance, and which requires no previous experience in playing.

These objects are attained by the novel design, construction and arrangements of parts hereinafter described and shown in the accompanying drawings, forming a material part of this disclosure, and in which:—

Figure 1 is a plan view showing the preferred embodiment of the game.

Figure 2 is an enlarged partial transverse sectional view of the same.

Figure 3 is a fragmentary bottom plan view, parts being broken away to show interior elements.

Figure 4 is a plan view showing another embodiment of the invention.

Figure 5 is an enlarged fragmentary sectional view taken on line 5—5 of Figure 4.

Figure 6 is a bottom plan view of the same.

Figure 7 is a side elevational view of one of the spinning tops used in playing the game.

Figure 8 is a bottom plan view thereof.

The apparatus comprises a so-called "board" 15, which may be stamped from sheet metal, pressed or otherwise formed from papier mâché, wood or other material, the preferred form, as shown in Figures 1, 2 and 3 of the drawings, indicating metallic construction.

A raised bead 16 at the edge re-enforces the structure and also provides a barrier preventing articles from rolling off the gradually inclined convex surface of the board.

Within the bead may be disposed a rubber band, or parts thereof, serving as feet 17 to protect the surface on which the game board is placed.

Formed in the surface of the board are two or more rows of depressed circular pockets 18, 19 and 20, spaced apart and bearing indicia of their numerical value which may vary in any preferred manner, and at the bottoms of the pockets are small apertures for a purpose further on apparent.

A cylindrical casing 21 is fixed to the underside of the board at its center and journalled therein to pass vertically through the board are a series of spindles 22 having secured to them sleeves 23 formed with crank arms 24, each arm being pivoted to links 25 projecting inward and in turn pivoted at uniformly spaced intervals to the periphery of a disc 26.

Said disc is fixed on a spindle 27 revolubly mounted in the center of the casing and having a portion extending therebelow to which is securely fixed a horizontally extending lever 28 having a transversely elongated outer end containing two openings.

An arm 29, fixed to the lower side of the casing, is provided with a bent outer end to which is engaged one end of a helically wound tension spring 30, having its opposite

end engaged in one of the openings in the lever 28.

In the other opening is attached the inner end of a pull rod 31, the same extending slightly outward beyond the edge of the board and terminating in a ring or loop 32 adapted to be grasped by the fingers of a player.

The ends of the spindles 22 extending through the board contain axial openings and are formed to present cam faced clutch engaging elements 34.

The spinning tops, generally indicated by the numeral 35, consist of a disc having a hub 36, formed with clutch elements adapted to engage the mating elements 34 and passing axially through the discs and hubs are stems, the upper elements 37 extending above the discs and their lower portions 38 being reduced in diameter and terminating in rounded points 39 adapted to contact with the surface of the board when spinning, the larger portions 38 loosely fitting the spindle openings when seated therein for actuation.

In operation, the loop 32 is grasped and drawn outwardly against the pull of the spring 30, thus turning the disc 26 and through its connections, rotating the spindles 23 carrying the tops 35. Upon abruptly releasing the loop the spring operates to rotate the spindles in an opposite direction, and by reason of the clutches, transmit rapid rotary motion to the tops, causing them to rise out of engagement with the spindles and spin upon the surface of the board gyrating towards the edge.

As this surface is slightly conical, the tops move outwardly towards the edge of the board, their gyrations being continued by the momentum originally imparted being maintained for a considerable period of time, eventually ceasing at the beaded edge, or upon entering into any of the several pockets disposed in their path and which being numbered, indicate the tally of the play.

The upper surface of the board may be colored in portions and also the tops which add to the variations of the game, as certain colors of tops and correspondingly colored sections may be assigned to one player, or combination of colors and numbers arranged in great variety.

In the modification shown in Figures 4, 5 and 6, a solid board 50 is indicated, the same being provided with a raised marginal bead 51 and cushion feet 52.

The upper surface of the board contains two or more rows of spaced apertures 53 and 54, the generally smooth surface of the board being interrupted by a succession of curved grooves or channels 55 having single entrances 56 and 57 leading to the apertures.

The underside of the board contains an annular recess 58 to lighten the structure and a central recess 59 in which are fixed casing plates 60 and 61, the latter covering the recess.

Attached to the plate 61 is a bridge 62 and mounted centrally in the plates is a spindle 63 having fixed upon it a pinion 64 between the bridge and outer plate.

A gear 65 is fixed to the spindle within the recess and encircling the spindle is a coiled torsion spring 66 fixed at its end respectively to the gear and a rigid pin 67.

A plurality of spindles 68 are rotatably mounted in the plates, their upper ends being provided with openings and clutch elements in the manner before stated to engage the spinning tops 35.

The lower ends of the spindles have secured to them pinions 69 meshing with the gear 65 to receive rotary motion.

Engaging the pinion 64 are the teeth of a segment 70, extending from a lever 71 pivoted on a stud 72 fixed in a plate 73, the outer end of the lever extending between guide plates 74 and 75 set in the underside of the board near its periphery, the lever terminating in a handle 76 extending into position where it can be readily operated.

From the foregoing it will be seen that upon moving the lever, the segment will transmit motion to the center spindle 63 and by the gear and pinion connections, drive the spindles in which the tops are engaged in substantially the same manner before explained.

The foregoing disclosure is to be regarded as descriptive and illustrative only, and not as restrictive or limitative of the invention, of which obviously an embodiment may be constructed including many modifications without departing from the general scope herein indicated and denoted in the appended claims.

Having thus described our invention, what we claim as new and desire to secure by Letters Patent, is—

1. A game comprising a board having a slightly conical surface containing a plurality of numerically valued pockets, a plurality of vertical spindles grouped about the center of said board, clutch elements at the upper ends of said spindles, means for rotating all of said spindles simultaneously at a high speed, and spinning tops having means co-operative with said clutches and adapted to whirl upon the surface of said board until intercepted by its pockets.

2. A game comprising a board having a convex surface containing a plurality of spaced pockets, a plurality of spindles grouped at the center of said board, driving connections between said spindles, spring operated means for actuating said connections, clutch elements on the upper ends of said spindles, tops engageable with said

spindles, and co-operative clutch elements on said tops, said clutch elements permitting automatic disengagement of the tops and their release to whirl upon the surface of said plate.

3. A game comprising a circular board having a beaded edge and an inclined periphery converging upwardly at the center, said board containing one or more rows of depressed apertures arranged in spaced relation, a plurality of spinning tops adapted to enter the mentioned apertures when in operation, seats normally receptive of said tops, said seats being grouped near the center of said board, and means for rotating all of said seats simultaneously thereby imparting spinning motion to said tops and discharging them from said seats.

4. A game comprising a board having a convex surface containing a plurality of spaced pockets, a casing secured centrally in said plate below its surface, a plurality of spindles journalled in said casing extending through the plate, clutch elements formed on the extending hollow ends of said spindles, spring actuating mechanism in said casing for rotating said spindles, means for manually setting said mechanism into operation, spinning tops normally seated on said spindles, and clutch elements carried by said tops co-operatively with the first named clutch elements, said tops being receivable in the mentioned pockets when discharged from the spindles.

5. A game comprising a board having a convex surface containing a plurality of spaced pockets, a casing secured centrally in said plate below its surface, a plurality of spindles journalled in said casing extending through the plate, a plurality of spinning tops having means for operative engagement with said spindles, cranks fixed on said spindles, a spindle journalled in the center of said casing extending through its lower side, a crank lever fixed to the last named spindle, a pull rod engaging said lever and extending through the edge of said board, a pull spring also engaging said lever at one end and a fixed point at the other, a disc fixed to the last named spindle, and connections between said disc and the cranks on the first named spindle.

This specification signed and witnessed this 26th day of August, 1922.

JOHN DISKANT.
FELIX A. SCHUBEL.
MARY L. APGAR.

Witnesses:
MORRIS ROSENBLATT,
W. H. APGAR.