

No. 818,153.

PATENTED APR. 17, 1906.

A. EHEBALD.
GAME DEVICE.

APPLICATION FILED DEC. 12, 1905.

Fig. 1.

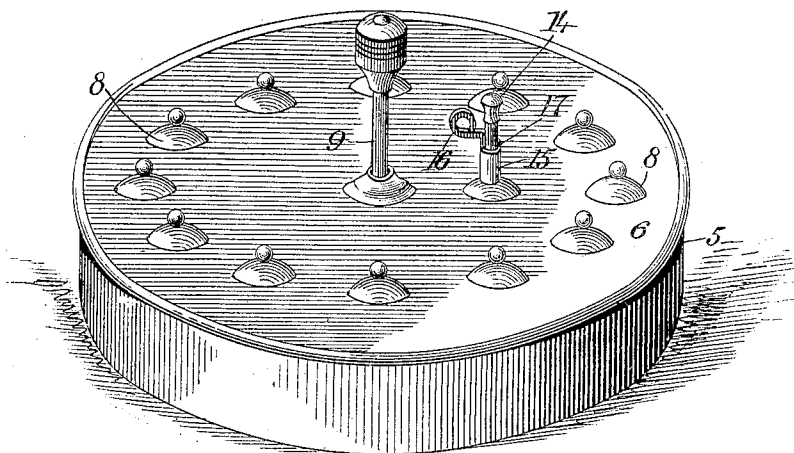


Fig. 2.

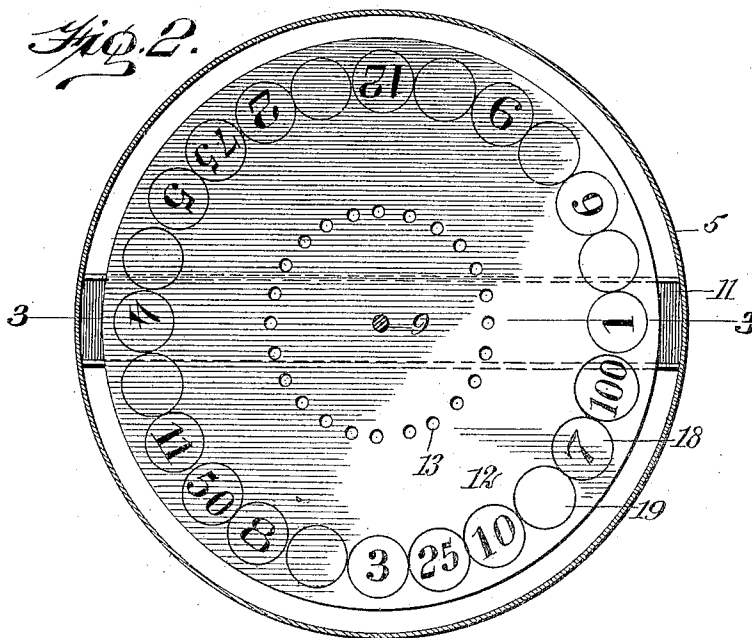
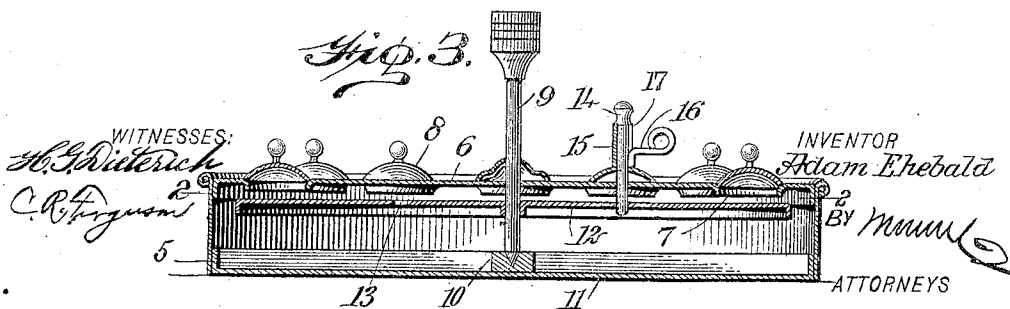


Fig. 3.



UNITED STATES PATENT OFFICE

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GAME DEVICE.

No. 818,153.

Specification of Letters Patent.

Patented April 17, 1906.

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To all whom it may concern:

Be it known that I, ADAM EHEBALD, a citizen of the United States, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new and Improved Game Device, of which the following is a full, clear, and exact description.

This invention relates to improvements in devices with which a variety of games may be played by any number of persons, the winner being indicated by the highest number on a rotary part that may be disclosed through a chosen opening in the top of the casing when the rotary part comes to rest, the object being to provide a device of this character that will afford amusement with a degree of uncertainty as to results.

I will describe a game device embodying my invention and then point out the novel features in the appended claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figure 1 is a perspective view of a game device embodying my invention. Fig. 2 is a section on the line 2 2 of Fig. 3, and Fig. 3 is a section on the line 3 3 of Fig. 2.

The device comprises a casing 5 of any suitable material—such, for instance, as metal—and secured thereto is a top wall 6, provided with an annular row of openings 7 near its edge. When the game is in progress, these openings 7 are to be closed by the closures or caps 8.

Extended through the center of the top wall 6 is a spindle 9, the lower end of which has a bearing in a block 10, secured to a cross bar or plate 11. Secured to the spindle 9, below the top 6, is a disk 12, which is designed to be put in rotary motion with the spindle, so as to disclose numbers or blanks below the openings 7, which will be hereinafter described.

I provide a means by which the rotary motion may be stopped by a player. For this purpose the disk is provided with an annular row of perforations 13, in any one of which a stop-pin 14 may engage. This stop-pin is movable in a sleeve 15 and passes loosely through an opening in the top 6, to which the sleeve is secured. The pin 14 is provided with a finger-piece or handle 16, which when the pin moves downward or upward slides in a slot 17, formed in said sleeve.

On the upper side of the disk and designed to be disclosed through the openings 7 are numerals 18, and at suitable intervals blank spaces 19 are shown.

In the operation of the device for one form of game the players may choose any desired opening in the top wall of the casing which, as before stated, is to be closed by the caps 8. While the pin is in its uppermost position, with the finger-piece 16 resting on the top of the sleeve 15, one of the players will set the disk in rotary motion by grasping the spindle 9 and giving a quick turn. If desired, the disk may be permitted to rotate until it comes to rest, or, if so agreed upon, the player may turn the pin 14 so that the finger-piece 16 will slide into the slot 17, whereby the pin will pass into one of the perforations 13, which of course will stop the rotary movement of the disk. Upon the stopping of the disk the covers for the chosen openings are to be removed, and the player having the largest number is the winner of the game.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. A game device comprising a casing having openings in its top wall, closures for said openings, and a disk mounted to rotate in the casing, and having numbered spaces.

2. A game device comprising a casing having openings in its top wall, closures for the openings, a disk mounted to rotate in the casing, and having numerals thereon, and a stop device for the disk.

3. A game device comprising a casing having openings in its top wall, closures for said openings, a disk mounted to rotate in the casing, having numbered spaces and blank spaces, and a spindle on which the disk is mounted.

4. A game device comprising a casing having an annular row of openings in its top wall, closures for said openings, a spindle extended through said top wall, a stop-bearing for the lower end of the spindle, and a disk mounted on the spindle within the casing, the said disk being provided with an annular row of numerals.

5. A game device comprising a casing having openings in its top wall, closures for said openings and a disk mounted to rotate in the casing, the said disk having devices thereon adapted to be disclosed through said openings.

6. A game device comprising a casing hav-

ing an annular row of openings in its top wall, closures for said openings, a numeral-carrying disk arranged in the casing, a rotary spindle on which said disk is mounted, the
5 said disk being provided with a circular row of perforations, and a stop-pin movable through said top wall and adapted to engage in any one of said perforations.

10 7. A game device comprising a casing having openings in its top wall, a rotary numeral-carrying disk in the casing, the said disk being provided with a circular row of

perforations, a sleeve secured to the top wall and having a slot at one side, a pin movable in said sleeve for engaging in any one of said
15 perforations, and a finger-piece extended from the pin and adapted to slide in said slot.

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

ADAM EHEBALD.

Witnesses:

FRANK R. HAMMOND,
ROBERT KUNTZ.