Aug. 31, 1954 A. HEDIN 2,687,890

CHANCE GAME DEVICE

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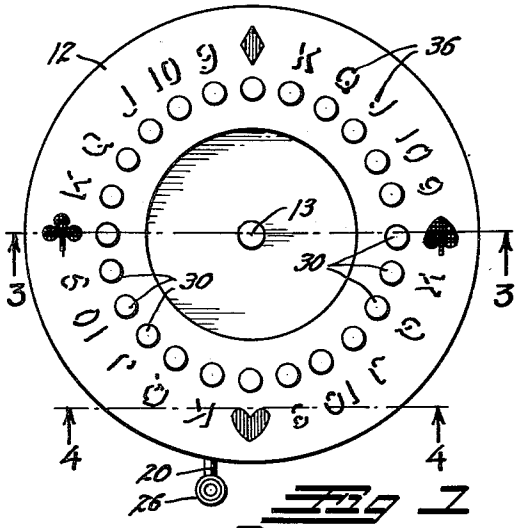


Fig 1

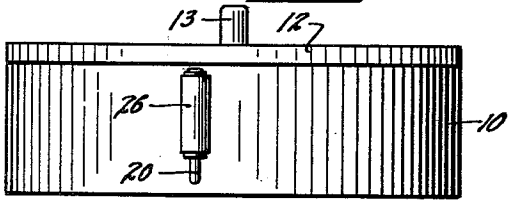


Fig 2

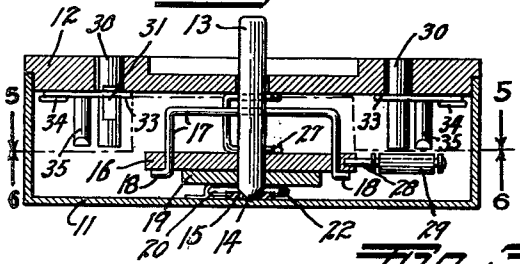


Fig 3

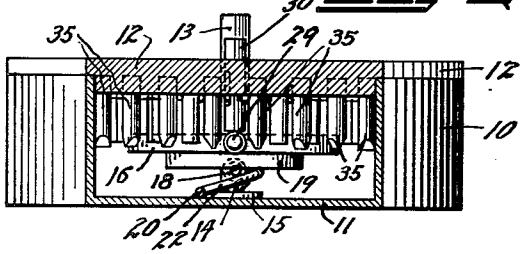


Fig 4

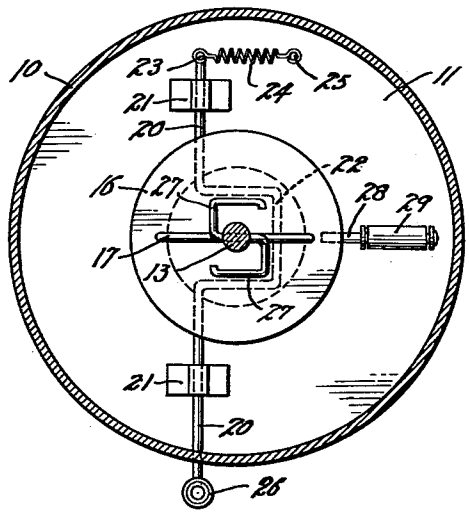


Fig 5

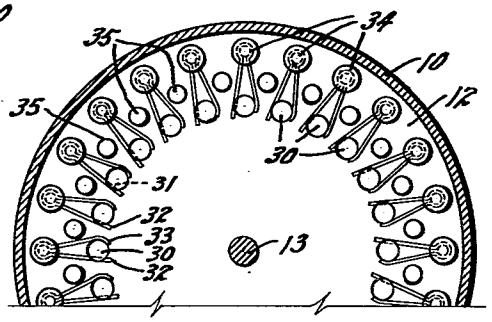


Fig 6

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CHANCE GAME DEVICE

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4 Claims. (Cl. 273—138)

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This invention relates to a game or amusement device, and has for its principal object the provision of a neat and attractive mechanical device which will select game "hands" or combinations purely by chance so that the various chance-selected combinations may be used to provide winning "hands" in any selected game.

Other objects and advantages reside in the detail construction of the invention, which is designed for simplicity, economy, and efficiency. These will become more apparent from the following description.

In the following detailed description of the invention, reference is had to the accompanying drawing which forms a part hereof. Like numerals refer to like parts in all views of the drawing and throughout the description.

In the drawing:

Fig. 1 is a top view of the improved game and amusement device;

Fig. 2 is a side view thereof;

Fig. 3 is a cross-section, taken on the line 3—3, Fig. 1;

Fig. 4 is a similar section, taken on the line 4—4, Fig. 1, with the internal parts in a different operating position from Fig. 3;

Fig. 5 is a horizontal section, taken on the line 5—5, Fig. 3, looking downwardly; and

Fig. 6 is a similar section, taken on the line 6—6, Fig. 3, looking upwardly.

The improved game and amusement device is contained within a circular, cup-like housing 10 provided with a closed bottom 11. The top of the housing 10 is closed by means of a removable circular cap member 12 which is flanged to fit within and upon the upper periphery of the housing 10.

An axis shaft 13 extends downwardly through the cap member 12 and terminates in a pointed pivot extremity 14 which rides in a receiving depression in a bearing boss 15 fixedly positioned at the center of the bottom 11. A spinning disc 16 freely surrounds the shaft 13 within the housing 10.

The disc 16 is supported from an inverted, U-shaped yoke 17. The yoke 17 passes through the shaft 13 and extends diametrically outward therefrom, terminating in downwardly extending, outwardly hooked extremities 18 which extend through and support the disc 16. Thus, the disc is free to move vertically on the shaft 13, but is caused to rotate with the shaft 13 through the medium of the yoke 17.

A concentric, projecting pad 19 of lesser diameter than the disc is formed on or attached to the bottom of the disc and rotates therewith. The disc 16 and its pad 19 may be forced upwardly while they are rotating by means of a crank rod 20 which extends across the bottom 11 and is mounted in suitable bearings 21 thereon.

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The crank rod is bent intermediate its extremities to form a rectangular crank portion 22 which extends about the shaft 13 below the pad 19. The inner extremity of the rod 20 is turned upwardly, as indicated at 23, and a tension spring 24 is attached to this upturned inner extremity and extends to a suitable fixed attachment 25 on the bottom 11. The outer extremity of the rod 20 is turned upwardly and provided with an operating handle 26. The spring 24 acts to hold the crank portion 22 against the bottom 11 and to resiliently maintain the handle portion 26 in a vertical position.

It can be seen that if the operating handle 26 is swung forwardly, that is, to the left in Fig. 2, it will cause the crank portion 22 to rise beneath the pad 19 to force the spinning disc 16 upwardly on the shaft 13 as shown in Fig. 4. The disc is constantly urged downwardly through the medium of an S-shaped spring 27 which passes diametrically through the shaft 13 below the cap 12 to prevent upward movement of the shaft. The S-shaped spring extends resiliently downward at opposite sides of the shaft with both its extremities resiliently and slidably engaging the top of the disc 16 so as to constantly urge the latter downwardly against the action of the crank portion 22.

A radial arm 28 extends outwardly from the periphery of the disc 16 and carries a tubular roller 29. The roller 29 rotates in a circular path beneath a circular series of indicating pegs 30 which extend through the cap member. The pegs 30 are vertically and slidably mounted in the cap member 12 concentrically of the axis of the shaft 13. The vertical movement of the pegs is limited by means of flat side surfaces 31 formed on the pegs 30 intermediate their lengths. Each flat surface is engaged by a resilient straight leg 32 of a V-shaped spring clip, the other leg of which, indicated at 33, is curved to frictionally engage the opposite side of the peg 30. The clips 32—33 are secured beneath the cap member 12 by means of headed tacks 34 or other suitable attachment devices. A game indication 36 is imprinted on the upper surface of the cap member adjacent each of the pegs 30.

A circular series of spaced-apart guide pins 35 are mounted in and extend downwardly from the cap member 12, there being one of the guide pins 35 positioned on a radial line between each pair of pegs 30, the series of guide pins preferably has a larger radius than the series of pegs 30. The lower extremities of the guide pins are oppositely beveled to provide a relatively sharp edge on the bottom of each pin.

The game is played by spinning the shaft 13 between the thumb and finger similarly to spinning a top. This causes the arm 28 and its roller 29 to rotate rapidly beneath the series of pegs

30. At any desired time the player pulls the operating handle 26 forwardly, causing the crank portion 22 to elevate the spinning disc 16. This will cause the roller 29 to strike and stop between two of the guide pins 35 and move upwardly between the pins to push the particular peg 30 which is between those pins upwardly so that it will project above the surface of the cap member 12 opposite one of the game indications 36.

The peg may be allowed to remain elevated, supported by frictional engagement of the clip 32—33, and the shaft 13 may be again spun to obtain a second game indication. When all of the desired points or indications for that particular player have been indicated by pegs, the latter are manually depressed to a position flush with the top of the cap member for the second player.

While the operating handle 26 and crank portion 22 have been described as manually operated, it is conceivable that they may be operated by any desired device, such as by an electromagnet or a pneumatically operated mechanism if desired.

While a specific form of the improvement has been described and illustrated herein, it is to be understood that the same may be varied, within the scope of the appended claims, without departing from the spirit of the invention.

Having thus described the invention, what is claimed and desired secured by Letters Patent is:

1. A game device comprising: a housing; a cap member on said housing; a rotatable shaft extending upwardly from said housing and terminating above said cap; a circular series of pegs extending through peg openings in said cap member concentrically of and parallel to said shaft, there being a different indicium on said cap member adjacent each of the peg openings therein, said pegs normally projecting into said housing; a spinning member on said shaft within said housing and arranged to rotate with the former, said spinning member having a less diameter than said circular series of pegs; a peg contacting device projecting radially from said spinning member and extending beyond the circumference of said circular series of pegs; a rotatable rod; an offset crank portion on said rod positioned to contact and force said spinning member toward said pegs, so that said peg contacting device will engage one of said pegs and force the latter outwardly through said cap member; and means on the exterior of said housing for rotating said rod.

2. A game device comprising: a housing; a cap member on said housing; a rotatable shaft extending upwardly from said housing and terminating above said cap; a circular series of pegs extending through peg openings in said cap member concentrically of and parallel to said shaft, there being a different indicium on said cap member adjacent each of the peg openings therein, said pegs normally projecting into said housing; a spinning member on said shaft within said housing and arranged to rotate with the former, said spinning member having a less diameter than said circular series of pegs; a peg contacting device projecting radially from said spinning member and extending beyond the circumference of said circular series of pegs; a rotatable rod; an offset crank portion on said rod positioned to contact and force said spinning member toward said pegs, so that said peg contacting device will engage one of said pegs and force the latter outwardly through said cap member; means on the exterior of said housing for rotating said rod; and a spring fixedly mounted on said shaft in resilient contact with said spinning member and urging the latter away from said pegs.

3. A game device comprising: a housing; a cap member on said housing; a rotatable shaft extending upwardly from said housing and terminating above said cap; a circular series of pegs extending through peg openings in said cap member concentrically of and parallel to said shaft, there being a different indicium on said cap member adjacent each of the peg openings therein, said pegs normally projecting into said housing; a spinning member on said shaft within said housing and arranged to rotate with the former, said spinning member having a less diameter than said circular series of pegs; a peg contacting device projecting radially from said spinning member and extending beyond the circumference of said circular series of pegs; a rotatable rod; an offset crank portion on said rod positioned to contact and force said spinning member toward said pegs, so that said peg contacting device will engage one of said pegs and force the latter outwardly through said cap member; means on the exterior of said housing for rotating said rod; a spring fixedly mounted on said shaft in resilient contact with said spinning member and urging the latter away from said pegs; and a circular series of guide members alternating with said pegs and adapted to guide said peg contacting device against the extremity of each peg.

4. A game device comprising: a housing; a cap member on said housing; a rotatable shaft extending upwardly from said housing and terminating above said cap; a circular series of pegs extending through peg openings in said cap member concentrically of and parallel to said shaft, there being a different indicium on said cap member adjacent each of the peg openings therein, said pegs normally projecting into said housing; a spinning member on said shaft within said housing and arranged to rotate with the former, said spinning member having a less diameter than said circular series of pegs; a peg contacting device projecting radially from said spinning member and extending beyond the circumference of said circular series of pegs; a rotatable rod; an offset crank portion on said rod positioned to contact and force said spinning member toward said pegs, so that said peg contacting device will engage one of said pegs and force the latter outwardly through said cap member; means on the exterior of said housing for rotating said rod; a spring fixedly mounted on said shaft in resilient contact with said spinning member and urging the latter away from said pegs; a circular series of guide members alternating with said pegs and adapted to guide said peg contacting device against the extremity of each peg; and a retaining device frictionally engaging each peg to maintain said peg in the projected position.

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