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1,542,874

K. HAMPEL

GAME

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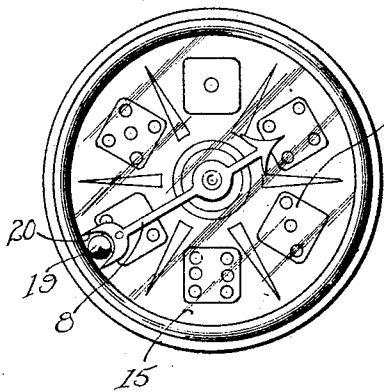


Fig. 1.

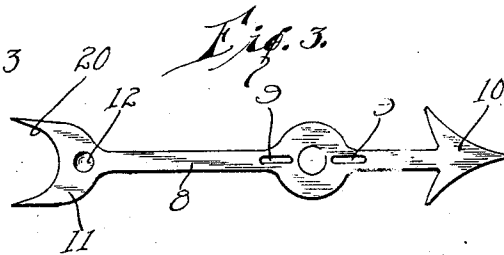


Fig. 3.

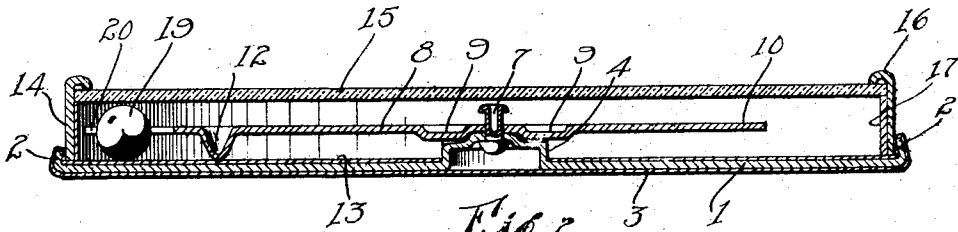


Fig. 2.

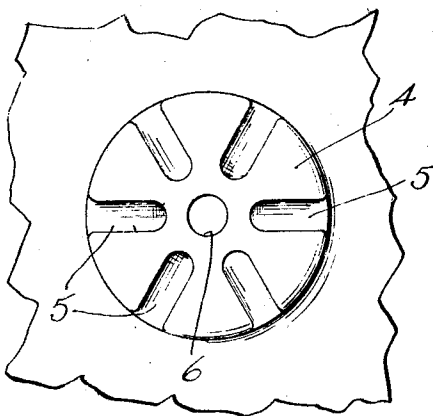


Fig. 4.

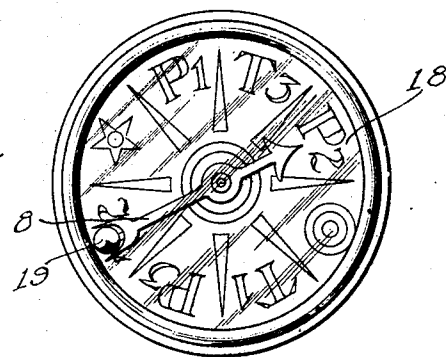


Fig. 5.

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UNITED STATES PATENT OFFICE.

KARL HAMPEL, OF CHICAGO, ILLINOIS.

GAME.

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To all whom it may concern:

Be it known that I, KARL HAMPEL, a subject of the King of Yugoslavia, and a resident of Chicago, in the county of Cook and State of Illinois, have invented a new and useful Improvement in Games, of which the following is a full, clear, and exact description.

My invention relates to improvements in games, and it consists in the combinations, constructions, and arrangements herein described and claimed.

An object of my invention is to provide a game of the spinner type which has novel means for actuating the pointer and for stopping the pointer in the center of the characters, instead of between the characters, as is often the case in the ordinary spinner game.

A further object of my invention is to provide a device of the character described which is simpler in construction, and in which the pointer and dial are enclosed, thereby affording more protection to these parts.

Other objects and advantages will appear in the following specification, and the novel features of the invention will be particularly pointed out in the appended claims.

My invention is illustrated in the accompanying drawings, forming part of this application, in which—

Figure 1 is a plan view of the device,

Figure 2 is an enlarged vertical section through the device,

Figure 3 is a plan view of the pointer,

Figure 4 is a plan view of a portion of the device,

Figure 5 is a plan view of a modified form of the device.

In carrying out my invention, I provide a metal base 1 which has an upwardly and inwardly extending peripheral flange 2. A celluloid cover 3 is secured to the base 1 and may have an advertisement or the like printed on the surface thereof, whereby the device may be used as an advertising medium. The base 1 has an upwardly extending cylindrical projection 4 (see Figure 4), which has a plurality of radially extending recesses 5 in its upper surface. The projection 4 also has an opening 6 therein through which a rivet 7 extends. A pointer 8 is rotatably disposed on the rivet 7 and has two radially extending and alined depressions 9 which are adapted to enter any two

of the alined recesses or grooves 5. From this construction it will be apparent that when the pointer 8 rotates, it will move up and down with respect to the rivet 7 as the projections 9 ride over the grooves 5. It will further be apparent that the pointer will always come to rest with the projections 9 being disposed in any two of the alined grooves 5.

The arrow end 10 of the pointer is shorter than the tail end 11, and therefore the arrow will tend to swing so as to cause the tail portion 11 to contact with the base 1. To overcome this difference, the tail portion 11 has a depression 12 therein which engages with the top of the base 1 and holds the pointer in horizontal position. A dial 13, or a piece of paper having a plurality of characters thereon, is disposed on the base 1, and is positioned so as to radially aline the characters with respect to the grooves 5. In this manner, the pointer 8 will always come to rest so as to position the arrow end 10 in the center of any one of the characters on the dial 13. This construction provides novel means whereby the pointer will always come to rest in the center of one of the characters on the dial 13.

The pointer 8 is enclosed in a housing which comprises a metal ring 14 and a glass cover 15. The ring 14 is frictionally held by the flange 2 and has a curved portion 16 which bears against the outer surface of the glass 15. The glass is held against the curved portion 16 by a second ring 17, this ring being preferably made of cardboard or the like. The rings 14 and 17 may be readily removed from the base 1 when it is desired to adjust the device or to change the dial 13. In Figure 5 I have shown a dial 18 which is adapted to be used in the game called "Put and Take." In Figure 1 I have shown the dial 13 as having dice characters thereon, whereby the game may be used as a dice game. It is obvious that the dials may be changed so as to have various characters thereon, whereby the game may be used in various capacities.

The pointer 8 is not actuated by moving a finger thereagainst, such as is the ordinary pointer, but is actuated by a ball 19 which is preferably disposed between the forks 20 of the tail portion 11. From the foregoing description of the various parts of the device, the operation thereof may be readily understood. When it is desired to spin the

arrow, the casing is placed on a supporting surface and is spun or rapidly rotated by grasping the casing with the hand and giving the casing a sharp twist, whereupon the hand is instantly released, thus permitting the casing to continue to spin. Then the device is again grasped and is held from further rotation, whereupon the momentum of the ball 19 will continue to rotate the arrow, the latter soon coming to rest and pointing to one of the characters on the dial. The depressions or grooves 5 not only stop the arrow so as to position the pointer 10 in the middle of the character, but also retard the rotation of the arrow to such an extent that it will quickly come to rest after being spun. The game is therefore more quickly played than is possible with the ordinary spinner.

The device will function just as efficiently if the ball 19 is disposed without the forks 20 as it will when the ball is disposed within the forks. It will further be noted that the ball 19 engages with the tail portion 11 and therefore applies the moment of force to the arrow adjacent to the point of friction of the projection 12 with the dial 13. In this manner, the pointer or arrow is not greatly retarded by the friction of the projection 12 engaging with the dial 13.

The pointer may also be actuated by holding the casing in the hand and swinging the casing so as to cause the ball 19 to travel around the casing, the ball in turn carrying the pointer therewith. With a spinning device of this construction, the game may be quickly played, since the pointer will come to rest very quickly after it has been set in motion.

The device also provides a simple means for actuating the pointer even though the latter is enclosed.

I claim:

1. A device of the type described comprising a base, a pointer rotatably mounted

on said base, a casing enclosing said pointer and said base, said pointer having one end thereof extending to the casing wall, and a ball for moving said pointer, said ball being disposed in said casing and being adapted to strike said pointer to move the latter.

2. A device of the type described comprising a base having centrally disposed and radially extending recesses therein, a pointer rotatably carried by said base and having projections removably received in said recesses, a casing enclosing said pointer and said base, and a ball disposed within said casing and being adapted to abut said pointer.

3. A device of the type described comprising a dial having centrally disposed and radially extending recesses therein, characters on said dial and being radially aligned with said recesses, a pointer rotatably carried by said dial and having projections removably received in said recesses, a casing enclosing said pointer and said dial, and a ball disposed within said casing and being adapted to abut said pointer.

4. A device of the type described comprising a dial having radially extending characters thereon, a pointer rotatably carried by said dial, a casing enclosing said pointer and said dial, a ball disposed within said casing and being adapted to abut said pointer to actuate the latter, and means for bringing the pointer to rest in the center of the characters on the dial.

5. A game comprising a dial having numbers thereon, a casing enclosing said dial, a pointer pivotally mounted on said dial and having projections, a ball adapted to rotate said pointer in either direction, said dial having recesses adapted to receive said projections to cause said pointer to come to rest, no matter in which direction said pointer is rotating.

KARL HAMPEL.