March 12, 1946. C. RODEKURT 2,396,475

GAME DEVICE

Filed Dec. 26, 1944 2 Sheets-Sheet 1

Fig. 1.

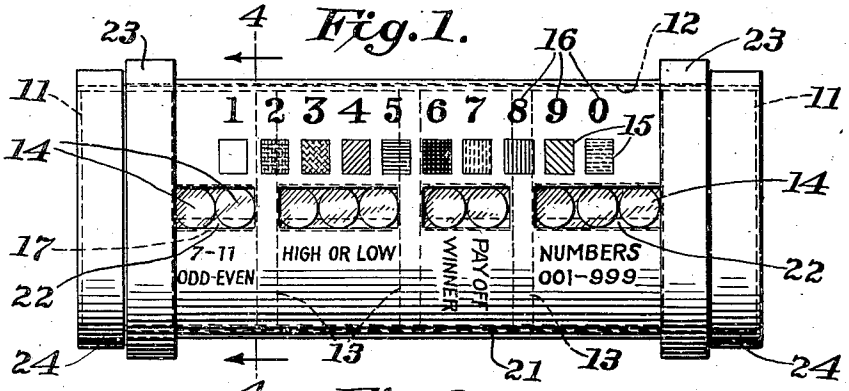


Fig. 2.

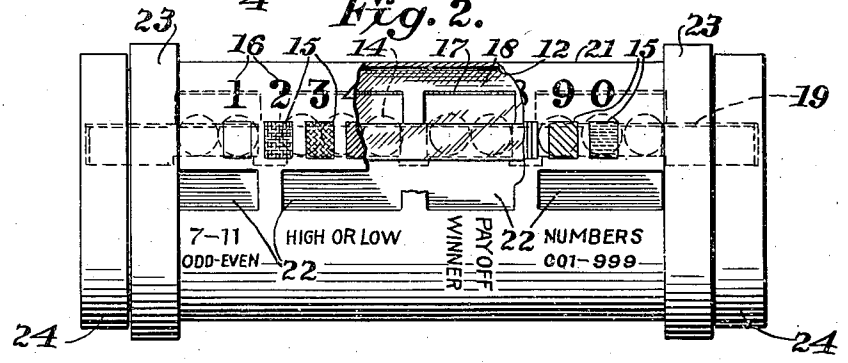


Fig. 3.

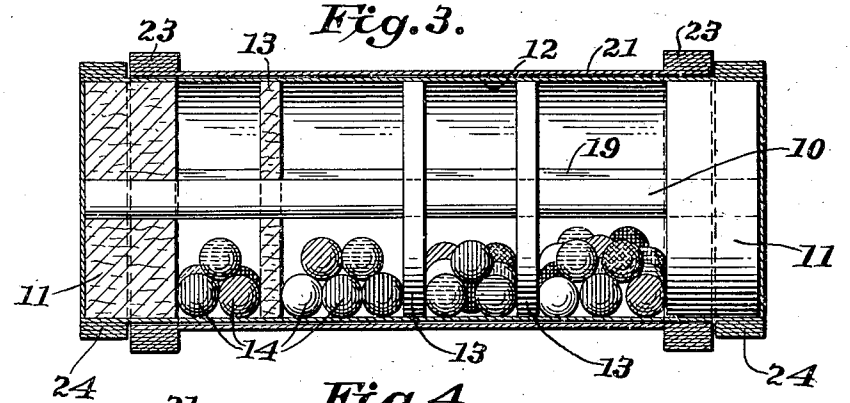
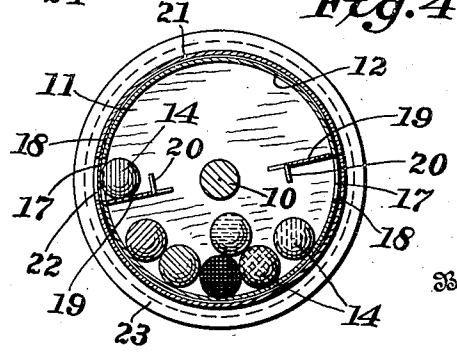


Fig. 4.



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Fig. 5.

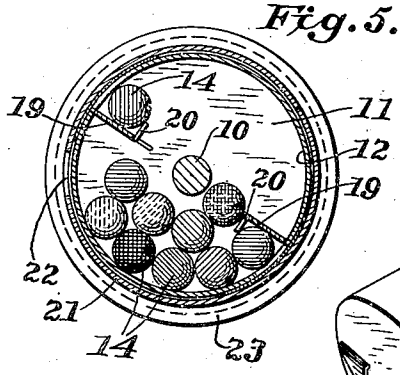


Fig. 6.

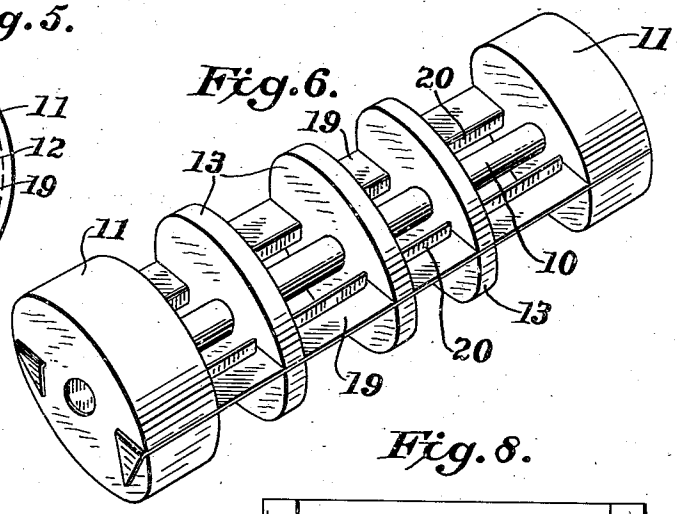


Fig. 7.

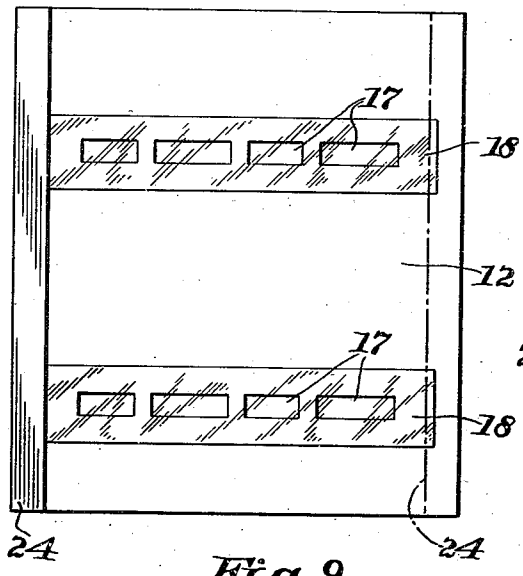


Fig. 8.

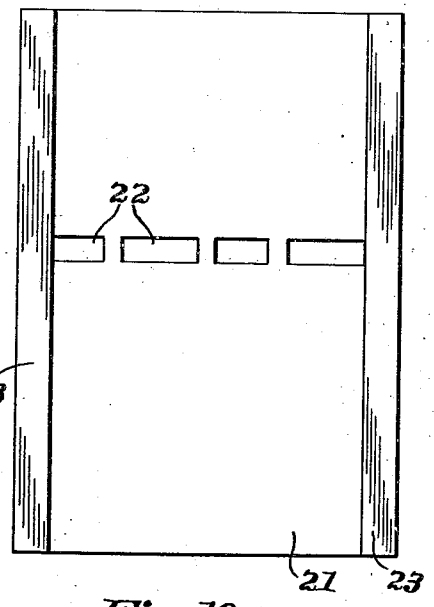


Fig. 9.

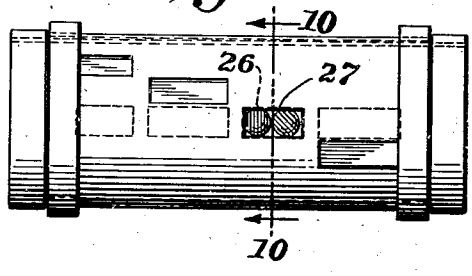
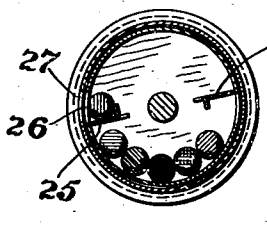


Fig. 10.



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GAME DEVICE

Christian Rodekurt, Baltimore, Md.

Application December 26, 1944, Serial No. 569,808

14 Claims. (Cl. 273—144)

This invention has to do with amusement devices and is intended to simulate games of chance. The device may be constructed to permit the playing of one or more games, it being here shown as designed for a plurality of different games.

Briefly, it comprises nested cylinders, revoluble with respect to each other and having sight openings or windows which register at certain positions of the cylinders to permit readings of game pieces, which readings give the score for the game or games. The score for each game is a matter of chance, dependent on the picking up at random counters having different values, these counters being picked up by shelves or elevators on the inner cylinder as it is rotated and brought to position for reading through the registering windows in the inner and outer cylinders. The counters or game pieces are in the form of colored balls or pellets, the different colors being given different values for scoring purposes.

Many different games may be played simply by adapting the construction to simulate a particular game of dice, cards, etc. It will be understood, therefore, that the present disclosure is illustrative and not confined to the specific games shown and described.

In the drawings herewith one form of this invention is shown, and in said drawings:

Figure 1 is a view in elevation of the amusement device.

Figure 2 is a similar view with the walls of the device partially broken away.

Figure 3 is a view in longitudinal section of the device.

Figure 4 is a transverse sectional view on substantially the line 4—4 of Figure 1 showing the parts in one position of adjustment.

Figure 5 is a transverse sectional view showing the parts in another position of adjustment.

Figure 6 is a perspective view of the frame of the device.

Figure 7 is a view of the inner cylinder wall fabric showing the windows or sight openings.

Figure 8 is a view of the outer cylinder wall fabric showing the windows or sight openings.

Figure 9 is a view in side elevation showing a slightly modified form, and

Figure 10 is a view in transverse cross-section on substantially the line 10—10 of Figure 9.

In the several views of the drawings, like parts are indicated by like reference numerals, and 10 designates an axial member, here shown as a round rod which forms the base upon which the rest of the structure is built and supported. At each end of rod 10 is mounted a piece 11 which is a section of a cylinder and relatively thick, as shown, to form supports for a cylindrical wall 12 formed of a sheet of any suitable material, which wall 12 is laid about and secured to the cylindrical end pieces 11. There is thus formed between the end pieces 11 and within the cylinder wall 12 a pocket for the game pieces or counters. When a plurality of games are to be provided for, there will be mounted on rod 10 between the end pieces 11, and spaced at such suitable distance from the end pieces and each other as the various games may require, a series of relatively thin cylindrical members 13. These members 13, with the end pieces, form a plurality of pockets for counters or game pieces by which scoring is done. In each pocket will be placed counters 14 in the number necessary to the particular game to be played, these counters being colored to correspond to a line of colored markings 15 disposed on an outer cylinder, presently to be described, each color having a value indicated by numbers 16 disposed adjacent the colors, as shown in Figures 1 and 2 of the drawings.

The inner cylinder just described has means for picking up and lifting counters 14 to a position where they can be seen through windows 17 in the inner cylinder, these windows being covered with any suitable transparent material 18, so as to prevent the escape of counters 14 from their pockets. Such counter lifting or elevating means may be variously constructed. One convenient form is here shown. It consists of shelves 19 made of thin material fitted in slits formed in the edges of end pieces 11 and partitions 13, the ends of these shelves being turned over at their end as shown in Figure 6 to form a simple lock to hold the shelves from shifting in their slits. These shelves are provided at their inner edges within the cavities or pockets with upturned vertical portions 20 which will retain the balls or counters 14 where they are picked up by the shelves 19 as the cylinder 12 is rotated and retain them in place adjacent the windows 17 in reading position. The vertical portions 20 project only slightly above the shelves 19, however, so that upon slight rotation of the cylinder 12 from reading position, the counters will be returned to the pockets.

The shell or cylinder 12 is made up of the sheet shown projected in Figure 7, and the cylinder 12 may have one or more rows of reading windows 17, two being here shown. The cylinder 12 is mounted to rotate in an outer cylinder 21 made up of a sheet of any suitable material as shown

in Figure 8, the sheet being provided with a single row of windows 22 as here shown, with which the windows 17 in the inner cylinder 12 may be brought into register for reading the counters 14 brought up out of the pockets by the shelves 19.

These shells or cylinders may be assembled in rotative relation and held in place in any suitable fashion. A convenient construction here shown is the provision of thickened end ribs 23 on the outer cylinder 21 which may be formed by superposed plies of material until a rib of sufficient height is built up. The inner cylinder or shell 12 is slipped into place in the outer cylinder 21 and ribs 24 built up at its ends so as to prevent relative longitudinal movement of the cylinders while permitting free rotary movement.

Made up and assembled as described, with a proper number of counters in the pockets for simulating various games of chance, the device may be used as follows.

Starting with the left hand window as shown in Figures 1 and 2, the game of odd or even can be played. When the inner cylinder is turned, it will pick up with its shelves and bring to reading position two counters which will be held in front of the windows in the inner cylinder and in front of the reading openings in the outer cylinder when the cylinders are rotated to bring the windows into registry. Each counter has its distinctive color and each color has its numerical value. A pair of counters, when brought to position, can be at once translated into values by identifying the colors by the color scale and then determining the values by the numbers scale which fixes color values. Preferably, the odd or even pocket will have twelve counters or balls, two each of the twelve having colors corresponding to values 1, 2, 3, 4, 5, and 6, such numbers appearing usually on a pair of dice, so that the game of odd or even as played with dice may be simulated.

The second window from the left will be larger, and the larger compartment for this window will contain eighteen balls, three of each color corresponding to the values 1, 2, 3, 4, 5, and 6, such values corresponding to three dice values when throwing for high or low score. Total value of the three balls or counters exposed, if over 11, will score high, and the maximum score would be 18. Total value of the three balls or counters exposed, if less than 11, scores low, and the lowest possible score would be 3. Total value of the three balls or counters exposed, if 11, would not score either the high or the low.

At the third window from the left a race, showing winner and pay-off odds, may be simulated. Twenty counters, of which two will be lifted and exposed, may be used, with two of each of the ten distinctive colors having numerical values running from 1 to zero (0).

Numerical values of a ball or counter at the left would designate the number or post position of a contestant, and if zero (0) appears, it is read as No. 10 contestant. Numerical value of the ball or counter showing at the right will specify the pay-off odds, and if it should happen that zero (0) appears, that is read as no pay-off due.

If a race showing win, place, and show positions is to be simulated, it would be necessary to have sixty balls or counters, of which six would be lifted at a time and exposed, there being six counters of each distinctive color, which distinctive color has a numerical value running from 1 to zero (0). Reading from left to right, the numerical value of the first ball or counter to be exposed designates win; the third counter designates place, and the fifth counter designates show. The numerical value of the second, fourth and sixth counters exposed will designate, respectively, the win, place, and show odds to be paid off.

The fourth window from the left will show three counters at its window and its compartment will hold thirty balls or counters which will be picked up in lots of three. The counters will be colored in groups of three of each distinctive color, and represent values running through the entire numerical value schedule from 1 to 0. The players endeavor to guess the value indicated by the three counters which are exposed through the window, and the value is computed by reading the three counters from left to right. For example, if the color counters exposed have values of 7, 4, and 8, then the total will be read as 748. Values or numbers range from 001 to 999.

The foregoing outline gives examples of four different games that may be played. It will be clear that games other than those outlined, in simulation of known games may be played by varying and adapting the device to such other games. For example, the game of poker may be simulated by providing an elevating shelf on the inner cylinder which will lift five counters to reading position at the windows. These five counters of different colors will indicate cards, any color being specified as indicative of a certain card. The white counter could indicate the ace, the yellow counter the king, the green counter the queen, the red counter the jack, and the black counter the ten. With the exception of a flush, poker hands of like card values can be simulated, and five of a kind would be the top hand.

Further, original games may be developed which can be played by appropriate manipulation of the scoring values to fit the newly devised play.

In the construction just described, the reading openings are disposed in line with one another horizontally. They may, if desired, be staggered, as shown in Figures 9 and 10, so that but one set of game counters will be shown. The device will otherwise be constructed as in the form shown in the other figures of the drawings. By staggering the windows, the shelves 25 will exhibit counters at only one window 27 at a time, the other windows then being closed, so that but one game will be played at one time, dependent on which game and window the player may wish to use. Values and colors will be applied to the staggered window construction as before described.

Variations in structure and departures from the manner of manipulation of the device as are here set forth may be made within the range of mechanical skill and yet lie within the scope of the invention as defined in the appended claims.

I claim:

1. A game device comprising an outer cylindrical casing having a window, an inner cylindrical casing rotatable in said outer casing and having a window to register with the window in said outer casing, a plurality of counters of different values in said inner casing, and a radially disposed counter lifting shelf in said inner casing adjacent its window to engage and elevate a predetermined number of counters to position

for reading in said casings when they are brought into registry.

2. A game device comprising an outer cylindrical casing having a window, an inner cylindrical casing rotatable in said outer casing and having a window to register with the window in said outer casing, value indicating indicia adjacent the window in said outer casing, a plurality of counters having values corresponding to the values indicia on said outer casing in said inner casing, and a radially disposed counter lifting shelf in said inner casing adjacent its windows to engage and elevate a predetermined number of counters to position for reading through the windows in said casings when they are brought into registry.

3. A game device comprising an outer cylindrical casing having a window, an inner cylindrical casing rotatable in said outer casing and having a window to register with the window in said outer casing, color and value indicia adjacent the window in said outer casing, a plurality of counters of different colors indicating values in said inner casing, and a radially disposed counter lifting shelf in said inner casing adjacent its window to engage and elevate a predetermined number of counters to position for reading through the windows in said casings when they are brought into registry.

4. A game device comprising an outer cylindrical casing having a plurality of longitudinally disposed windows, an inner cylindrical casing having a plurality of compartments with a window for each compartment rotatable in said outer casing, a plurality of counters of different values in the compartments of said inner casing, and radially disposed counter lifting shelves in each of the compartments in said inner casing adjacent its windows to engage and elevate a predetermined number of counters to position for reading through the windows of the casings when they are brought into registry.

5. A game device comprising an outer cylindrical casing having a plurality of longitudinally disposed windows, an inner cylindrical casing rotatable in said outer casing and having a plurality of compartments with a window for each compartment, game insignia adjacent each window of said outer casing, a plurality of counters of different values in the compartments of said inner casing, and radially disposed counter lifting shelves in each of the compartments of said inner casing adjacent its window to engage and elevate a predetermined number of counters to position for reading through the windows of the casings when they are brought into registry.

6. A game device comprising an outer cylindrical casing having a plurality of longitudinally disposed windows, an inner cylindrical casing having a plurality of compartments with a window for each compartment rotatable in said outer casing, game insignia adjacent each window of said outer casing, color and value indicia adjacent each window in said outer casing, a plurality of counters of different colors indicating different values in the compartments of said inner casing, and radially disposed counter lifting shelves in each of the compartments of said inner casing adjacent its window to engage and elevate a predetermined number of counters to position for reading through the windows of the casings when they are brought into registry.

7. In a game device, an inner cylindrical casing comprising an axially disposed member, end pieces affixed to the ends of said member, intermediate partitions between said end pieces carried by said axial member to form a plurality of compartments, a wall member secured to said end pieces enclosing said compartments and having a window opposite each compartment, an outer casing having a plurality of windows therein surrounding said inner casing, means for preventing relative longitudinal movement of said casings, color and value indicia adjacent the windows in said outer casing, a plurality of counters of different colors indicating values in said inner casing, and a radially disposed counter lifting shelf in said inner casing adjacent its windows to engage and elevate a predetermined number of counters to position for reading through the windows in said casing when they are brought into registry.

8. A game device comprising an outer cylindrical casing formed to provide longitudinally disposed window portions for playing different games at spaced points axially along the length of said casing, an inner cylindrical casing rotatable in said outer casing and having cooperating window portions to register with those of said outer casing, a plurality of counters of contrasting appearance denoting different values in said inner casing, said inner casing carrying counter lifting shelves adjacent its window portions to engage and elevate a predetermined number of counters to position for reading through the window portions of said casings when they are brought into registry. the window portions of one of said casings being circumferentially offset with respect to one another whereby registration for reading the counters at points other than those of the selected game is avoided.

9. A game device comprising a closed cylindrical casing adapted to be rotated around its horizontal axis, supporting means in which said casing is rotatably mounted, said casing being formed to provide longitudinally disposed window portions for playing different games at spaced points axially along the length of said casing, transverse walls in said casing dividing the same into separate compartments for said respective window portions, a plurality of counters of contrasting appearance denoting different values in each of said compartments, and counter lifting shelves in said casing adjacent said window portions to engage and elevate a predetermined number of counters to position where they may be read through said window portions at the proper point of rotation of said casing.

10. A game device comprising a closed cylindrical casing adapted to be rotated around its horizontal axis, supporting means in which said casing is rotatably mounted, said casing being formed to provide longitudinally disposed window portions for playing different games at spaced points axially along the length of said casing, transverse walls in said casing dividing the same into separate compartments for said respective window portions, a plurality of counters of contrasting appearance denoting different values in each of said compartments, and counter lifting shelves in said casing adjacent said window portions to engage and elevate a predetermined number of counters to position where they may be read through said window portions at the proper point of rotation of said casing, said window portions and said shelves being so constructed and arranged to simultaneously position two or more counters for reading at each of said window portions.

11. A game device comprising a cylindrical cas-

ing adapted to be maintained in relatively fixed position with its axis extending horizontally, said casing being formed to provide longitudinally disposed window portions for playing different games at spaced points axially along the length of said casing, a plurality of counters of contrasting appearance denoting different values in said casing, a member mounted for rotation in said casing around an axis coincident with that of said casing, and counter lifting shelves on said member in transverse alignment with said respective window portions to engage and elevate a predetermined number of counters to position for reading through said window portions.

12. A game device comprising a cylindrical casing adapted to be maintained in relatively fixed position with its axis extending horizontally, said casing being formed to provide longitudinally disposed window portions for playing different games at spaced points axially along the length of said casing, a member mounted for rotation in said casing around an axis coincident with that of said casing, means in said casing dividing the interior thereof into a plurality of separate compartments for counters for the respective window portions, a plurality of counters of contrasting appearance denoting different values in each of said compartments, and counter lifting shelves on said member in said compartments in transverse alignment with said respective window portions to engage and elevate a predetermined number of counters to position for reading through said window portions.

13. A game device comprising a cylindrical casing adapted to be maintained in relatively fixed position with its axis extending horizontally, said casing being formed to provide longitudinally disposed window portions for playing different games at spaced points axially along the length of said casing, a member mounted for rotation in said casing around an axis coincident with that of said casing, said member being provided with a transversely extending plate for dividing the interior of the casing into separate compartments for said separate window portions, a plurality of counters of contrasting appearance denoting different values in each of said compartments, and counter lifting shelves on said member in said compartments in transverse alignment with said respective window portions to engage and elevate a predetermined number of counters to position for reading through said window portions.

14. A game device comprising a cylindrical casing adapted to be maintained in relatively fixed position with its axis extending horizontally, said casing being formed to provide longitudinally disposed circumferentially staggered window portions for playing different games at spaced points axially along the length of said casing, a plurality of counters of contrasting appearance denoting different values in said casing, a member mounted for rotation in said casing around an axis coincident with that of said casing, and counter lifting shelves on said member in transverse alignment with said respective window portions to engage and elevate a predetermined number of counters to position for reading through said window portions.

CHRISTIAN RODEKURT.