

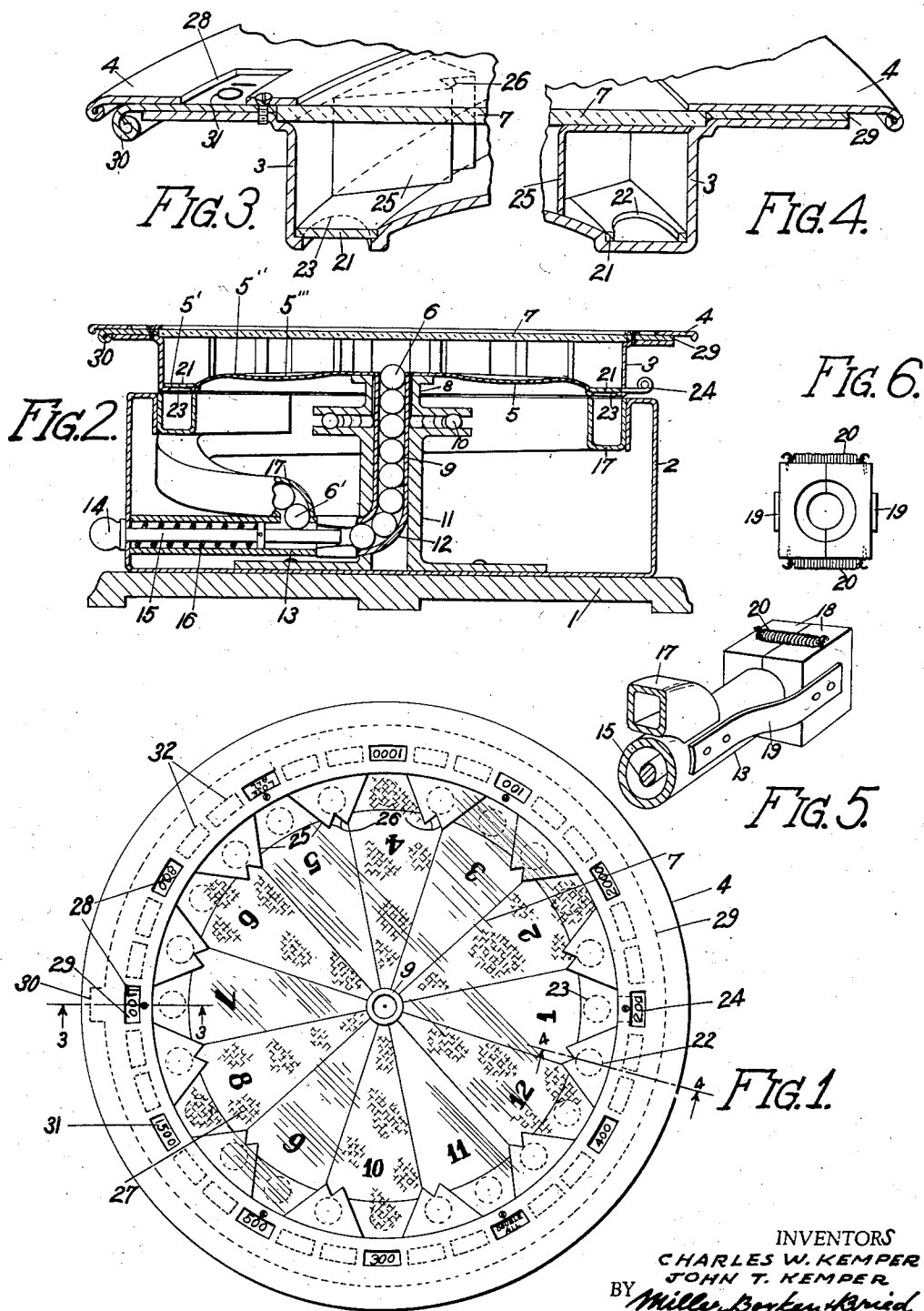
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GAME DEVICE

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GAME DEVICE

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This invention relates to game devices and has for its object a rotary game mechanism of the revolving disk ball-throwing type, to which balls or marbles may be fed one at a time from below the disk and all may be dropped below for replaying, also such a device in which the marbles are always covered by a sheet of glass while playing, also such a device which facilitates the playing of a plurality of games through changing of insignia around the disk. Other features and advantages of the invention will appear in the following description and accompanying drawing.

In the drawing Fig. 1 is a plan view of the rotatable disk and upper part of the device.

Fig. 2 is a central vertical cross section of the device of Fig. 1.

Fig. 3 is an enlarged fragmentary perspective section of portion of the device as seen from the line 3—3 of Fig. 1.

Fig. 4 is an enlarged fragmentary perspective section of portion of the device as seen from the line 4—4 of Fig. 1.

Fig. 5 is an enlarged perspective view of the inner end of the marble-shooting gun.

Fig. 6 is an end view of Fig. 5.

In further detail, the device comprises a base 1 on which is a sheet metal housing 2, preferably circular in form and above which is a circular rotatable head portion which includes a rim 3, a relatively wide marginal flange 4, a centrifugal disk 5 having a central aperture up through which the marbles 6 are forced one by one for playing, and a glass disk 7 spaced above disk 5 sufficiently to permit the marbles to roll freely.

The rotatable head is preferably made of sheet metal and is provided with a central inverted hub 8 revolvably fitting over a fixed tube 9 and resting on a grooved type step ball bearing 10 in turn supported on a fixed pedestal 11 secured within the housing 2, while centrally within the pedestal 11 is a ball or marble duct 9 taking the form of a vertical tube with its lower end 12 curved to align with and receive marbles from the inner end of a spring plunger gun 13 provided with an operating knob 14 outside of the housing 2 and which knob is on the outer end of the gun plunger 15 so that it may be drawn outward against the pressure of a spiral spring 16 to permit a marble 6' to fall from the marble gravity return chute 17 through a side opening into the gun for ejection up the tube and, due to the limited movement provided by the plunger,

to eject one marble at a time from the upper end of the duct to fall over onto the disk 5.

The standing column of marbles in the duct is prevented from falling when the gun plunger is drawn outwardly, by reason of a pair of spring jaws 18 at the inner end of the gun resiliently drawn toward one another as by springs 19—20 to slightly close behind each ball as it is urged forward through the jaws by the gun plunger.

The chute 17 is of spiral form running around the inside of housing 2 and open on top to receive any number of marbles from the periphery of the disk 5 above upon opening a peripheral shutter or ring 21 which is apertured at spaced points 22 to correspond with apertures 23 in the disk when the shutter is shifted in a rotary direction as by a small handle 24 projecting from the side of rim portion 3. Also around the periphery of the disk 5 are spaced stalls for the marbles to find rest, formed of triangular blocks or members 25 and under which the openings 22 of the shutter 21 move when the shutter is moved to closed position shown in the drawing. The blocks are provided on their inner apices with small notches 26 large enough to catch or stop a marble under extraordinary conditions only. The stalls or pockets between the blocks are numbered from 1 to 12 in sequence on the disk 5, as indicated, and the disk is also preferably radially sectioned off in color as indicated at 27.

A feature of the disk of considerable importance is its form seen in vertical section as in Fig. 2 and wherein it is lowest at the extreme edge at 5' and raised within that point at 5'' and gently lowered at 5'''. This makes the marbles hesitate on the revolving disk, roll back and forth, hesitate, and then finally go over the high portion 5'' in an erratic way without increasing the speed of the disk.

To provide for playing several games with the device the rim 4 is apertured at spaced points 28 and beneath it is a revolvable sheet metal ring 29 provided with a little extending finger grip or knob 30 with which it may be circumferentially shifted to thereby bring to view in the peripheral openings 28 of the flange 4 any of several sets of game indicia, printed, painted, or pasted on the revolvable ring 29, such for instance as a lot of dice faces, 31, or playing card faces, "take and put" instructions, or prize numbers, as indicated in dotted lines 32 under flange 4, or any other insignia desired to govern any special game which can be played on a chance marble-throwing device of this kind.

In playing a game on the device, the players

may each choose a pocket by its number opposite the indicia desired, and the one into which the most marbles fall when the disk is spun and the gun operated will win, each player to get a certain number of shots, or one player at a time may take several shots to build up totals against the next player, or results to abide the particular exposed indicia against which the marbles are found when the disk is stopped. There may be ten or more marbles in the chute in addition to the standing column, and any desired rules may be used in playing any of the games provided for by the indicia on the marginal ring, also for such special event as a marble lodging in one of the small notches 26.

The revolvable portion is twirled by hand and will continue to revolve for a long time, yet is easily stopped by placing a hand upon the glass, and it makes an extremely fascinating game as the result depends somewhat on the violence of the ejection of the marble, and the speed of rotation, as the erratic movements of the marbles on the disk before going over the high place 5' are influenced thereby.

Having thus described our invention, what we claim is:

1. A game device comprising a base, a head portion supported on said base in a manner for revolving in a horizontal plane, said head portion including a disk with a central aperture, pockets around the periphery of the disk, and means for projecting balls upwardly through said aperture onto the disk for centrifugally flinging into said pockets as the head portion and its disk are spun.

2. A game device comprising a base, a head portion supported on said base in a manner for revolving in a horizontal plane, said head portion including a disk with a central aperture, pockets around the periphery of the disk, and means for projecting balls upwardly through said aperture onto the disk for centrifugally flinging into said pockets as the head portion and its disk are spun, said disk being slightly raised adjacent said pockets so that the balls will remain in place when the head portion is stopped.

3. A game device comprising a base, a head portion supported on said base in a manner for revolving in a horizontal plane, said head portion including a disk with a central aperture, pockets around the periphery of the disk, means for projecting balls upwardly through said aperture onto the disk for centrifugally flinging into said pockets as the head portion and its disk are spun, and means for dropping the balls from said pockets to the ball projecting means.

4. A game device comprising a base, a head portion supported on said base in a manner for revolving in a horizontal plane, said head portion including a disk with a central aperture, pockets around the periphery of the disk, means for projecting balls upwardly through said aperture onto the disk for centrifugally flinging into said pockets as the head portion and its disk are spun, and a glass sheet carried by said head portion spaced above said disk to permit free rolling of the balls beneath.

5. A game device comprising a base, a head portion supported on said base in a manner for revolving in a horizontal plane, said head portion including a disk with a central aperture, pockets

around the periphery of the disk, means for projecting balls upwardly through said aperture onto the disk for centrifugally flinging into said pockets as the head portion and its disk are spun, and means for dropping the balls from said pockets to the ball projecting means comprising a ring-like shutter movable about the center of said disk and having spaced apertures arranged to match spaced apertures in said disk as the shutter is turned.

6. In a structure as specified in claim 5, a spiral chute leading the balls to a lower point in single file to the ball projecting means.

7. In a structure as specified in claim 3, said ball projecting means comprising a plunger gun mounted below said disk arranged to receive and force the balls upward as a standing column through the center of the disk.

8. In a structure as specified in claim 3, said ball projecting means comprising a plunger gun mounted below said disk arranged to receive and force the balls upward as a standing column through the center of the disk, and means holding the standing column of balls in place when the gun plunger is retracted.

9. In a game device of the character described, a disk arranged to revolve in a horizontal plane, means for guiding marbles to the center of said disk for throwing outward by centrifugal force, pockets spaced around the disk to receive the marbles, said pockets defined by separating walls, and smaller pockets on the free ends of the walls of a size adapted to catch a marble under specially favorable chance conditions only.

10. In a game device of the character described, a disk arranged to revolve in a horizontal plane, means for guiding marbles to the center of said disk for throwing outward by centrifugal force, pockets spaced around the disk to receive the marbles, a marginal flange projecting outwardly beyond the pockets with spaced openings formed therearound, and a relatively shiftable ring under said flange bearing game-playing indicia adapted to be selectively shifted to position under said openings.

11. In a structure as specified in claim 10, said relatively shiftable ring bearing indicia adapted for the playing of a plurality of games with said game device.

12. In a game device of the character described, a disk arranged to revolve in a horizontal plane, means for guiding marbles to the center of said disk for throwing outward by centrifugal force, pockets spaced around the disk to receive the marbles, and a glass sheet revolvable with said disk spaced above the same a distance to permit free rolling of said marbles.

13. In a structure as specified in claim 3, said ball projecting means comprising a plunger gun mounted below said disk arranged to receive and force the balls upward as a standing column through the center of the disk, and a spring-actuated jaw past which said balls are forced one by one by the plunger of said gun to prevent fall of said standing column of balls.

14. In a structure as specified in claim 10, said spaced openings being in number equal to said pockets and each opening aligned with a pocket.

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