Dec. 26, 1950 A. R. ZERPA 2,535,474

ROTATABLE CHANCE DEVICE

Filed March 19, 1946

Fig. 1.

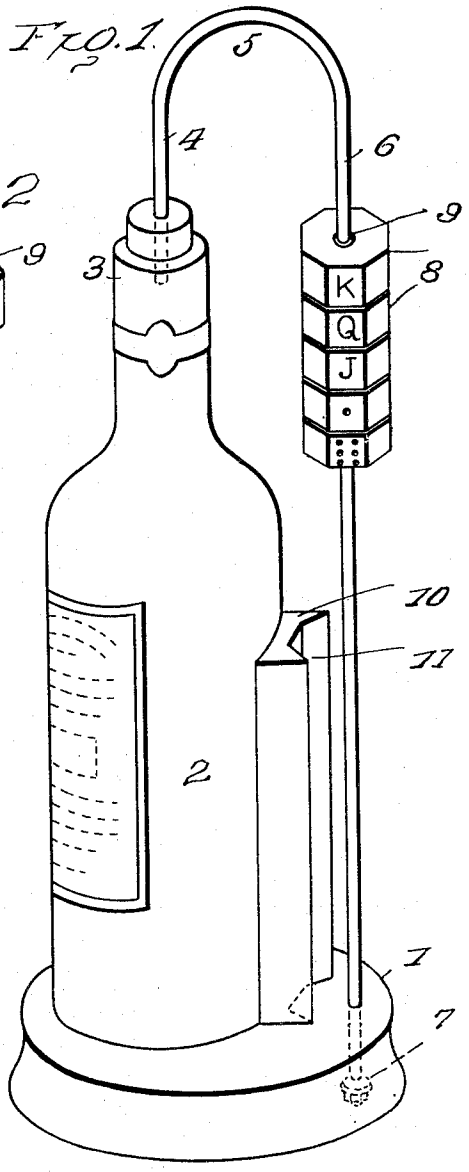
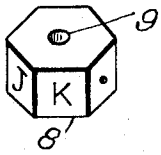


Fig. 2.



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ROTATABLE CHANCE DEVICE

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2 Claims. (Cl. 273—143)

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This invention is directed to an improvement in game apparatus wherein certain movable elements are caused to be manually operated and then released to ultimately arrange each and all of certain elements in a faced relation to definitely indicate a certain factor employed in the game.

The primary invention is the provision of a game apparatus constructed in simulation of a bottle or the like with a rod simulating a flow from the bottle, the game elements being mounted on a rod so that in one position they may be manually operated and then released to move to another position in relatively faced relation one to the other to outline the ultimate game factor.

The invention is illustrated in the accompanying drawings in which:

Figure 1 is a perspective view of the game apparatus.

Figure 2 is a view of one of the disc members.

The improved apparatus indicates a hollow base 1 on which is mounted the simulation of a bottle 2; from the cork end 3 extends a more or less rigid rod 4 which rises upwardly from the cork then curves laterally at 5 and then extends downwardly at 6, the latter presenting a straight vertical portion in substantial alignment with the bottle. The end of the portion 6 extends through the base 1 and is terminally secured by a nut 7 in order to permit the removal of the game elements at will.

The game elements include a series of disc like members 8 preferably of hexagonal form in shape and having a central opening 9 to more or less loosely cooperate with the rod. The bottle is provided near its lower end with a guide 10 having a vertical face 11 in parallelism with the depending portion 6 of the rod, the guide serving to interrupt rotative movement of the elements 8 and permit them to settle onto the base, superimposed on the rod portion 6 in carrying out the game.

In use the elements 8 of which there may be any number, are gathered on the rounded portion 5 of the rod 4 and manually subjected by the fingers or hand to a rapid rotation. The elements are then permitted or caused to move while still rotating onto the vertical portion 6 of the rod 4 and descend in superimposed relation at the base connected end of the rod. The guide 10 serves to contact to some extent with the rotating elements 8 and interrupt that rotation so that the elements may settle in a position of non-movement. The guide portion 11, particularly where the elements are of hexagonal shape, will engage one face of the elements 8 as they descend the portion 6 of the rod and cause the elements to settle to their final position with one square face of each element in alignment with the square face of the next superimposed element, as indicated in the drawing.

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The square faces of the elements are marked with numerals or letters and the ultimate purpose of the game may be to utilize these letters or numerals to indicate a possible or desired result, such for example, as a particular arrangement of numerals or the particular association of the assemblage of letters on the exposed front face of the elements 8.

It will further be noted that the broad face or circumference of the body of the bottle presents an admirably arranged area for the reception of any advertising or other data desired to be applied.

What I claim as new is:

1. A game apparatus including a base, a rod of uniform diameter carried by and extending upward from the base, a series of disk-like elements slidably mounted on the rod, the periphery of each element being formed with angularly related faces, each angular face bearing indicia, a vertically disposed guide secured to the base and parallel with and spaced from the upwardly extended portion of the rod and terminating at its upper end approximately half-way up the length of the rod, the face of the guide spaced from the rod corresponding to at least one of the faces of the periphery of the disks, so that parts of the peripheries of the disks will fit in the guide and prevent said disks from turning when dropped down from the top part of the rod.

2. A game apparatus comprising a base, a guide extending upwardly from the base and having angularly disposed surfaces on one face, a rod extending up from the base and spaced from the angular surfaces of the guide, said rod extending above the top of the guide a distance greater than the length of the guide, a plurality of disks freely rotatable on the rod when above the guide, said disks having angular faces on their peripheries with indicia on each angular face, certain of the angular faces of the disks corresponding to the angular surfaces of the guide, whereby when the disks are lowered on the rod and reach and fit the angular surfaces of the guide, such disks are prevented from rotating and the indicia on their exposed faces can be enumerated.

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