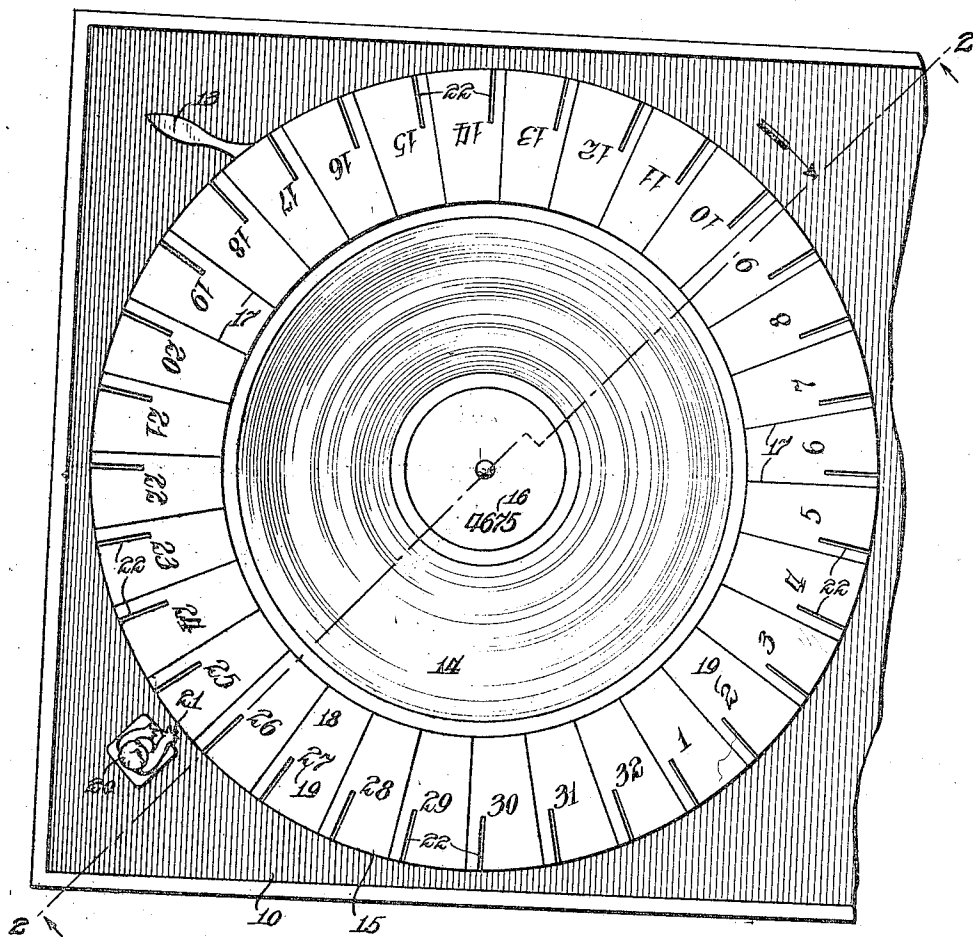


1,437,472.

C. H. MAIER.  
PHONOGRAPH GAME.  
APPLICATION FILED JUNE 21, 1920.

Patented Dec. 5, 1922.  
2 SHEETS—SHEET 1.

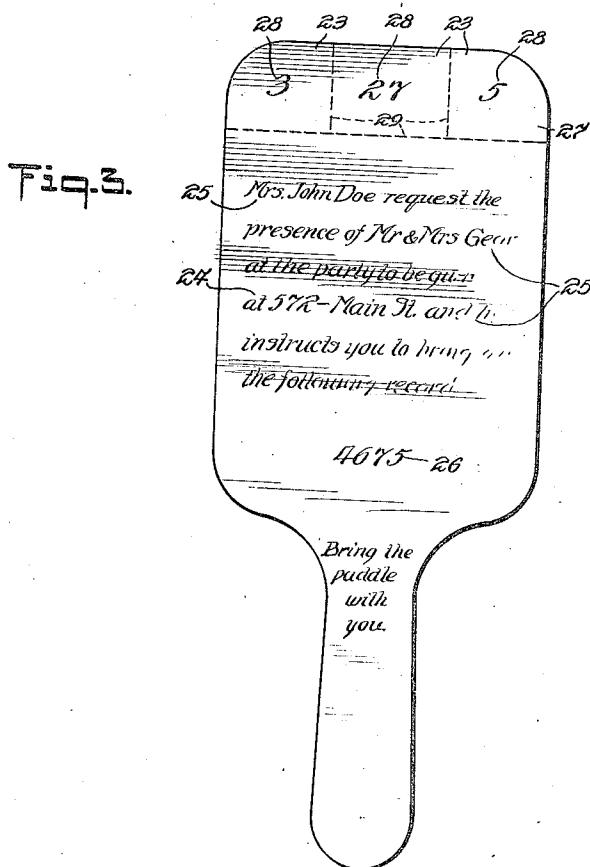
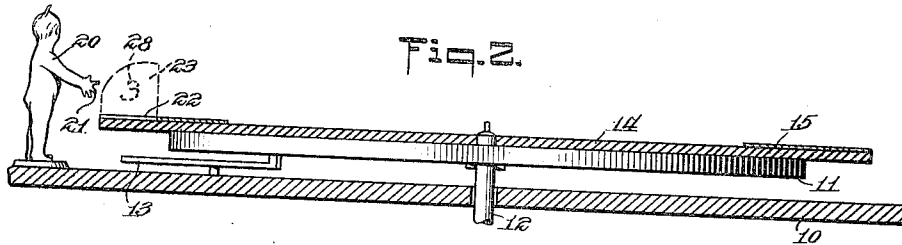
Fig. 1.



Inventor  
Clarence H. Maier  
By his Attorney  
Warren S. Orton.

1,437,472.

Patented Dec. 5, 1922.  
 2 SHEETS—SHEET 2.



Inventor  
 Clarence H. Maier  
 By his Attorney  
 Warren S. Orton.

# UNITED STATES PATENT OFFICE.

CLARENCE H. MAIER, OF NEW YORK, N. Y.

## PHONOGRAPH GAME.

Application filed June 21, 1920. Serial No. 380,465,

*To all whom it may concern:*

Be it known that I, CLARENCE H. MAIER, a citizen of the United States, and resident of New York city, in the county of New York and State of New York, have invented certain new and useful Improvements in Phonograph Games, of which the following is a specification.

The invention relates in general to a toy or a game constituting an attachment for a flat disk phonograph and designed to convert the phonograph into a toy or game of chance or into a combined phonograph and game and the invention specifically constitutes a continuation of the subject-matter defined in my invention on roulettaphones, filed July 5, 1917, Serial No. 178,632.

In the prior disclosure there was featured broadly the combination of a game disk in distinction from the usual sound producing player disk and both of which were designed to be mounted on the turn-table of a phonograph with characters on the game disk arranged relative to a stationary indicator, so that when the turn-table ceased rotating the indicator would point to one of the designating characters on the game disk. This same thought is carried forward into the present disclosure with certain refinements of construction, tending towards economy in manufacture so that the device may be utilized as a part of a sales promoting scheme and which can be manufactured sufficiently cheap so that it can be distributed gratis by the player disk selling company as well as by the phonograph selling company.

Accordingly, one of the primary objects of the invention is to provide a simple, inexpensive game which can be utilized in a way to promote the sales of the usual phonograph records and at the same time provide for the customers a game which, in stimulating a chance interest on the part of the players, will contribute to their enjoyment and incidentally popularize the use of the phonograph in a way not primarily intended in the use of such instruments.

Various other objects and advantages of the invention will be in part obvious from an inspection of the accompanying drawings and in part will be more fully set forth in the following particular description of one form of mechanism embodying my invention, and the invention also consists in certain new and novel features of construc-

tions and combination of parts hereinafter set forth and claimed.

Referring to the accompanying drawings:

Figure 1 is a plan view of the top portion of a conventional form of phonograph provided with an attachment constituting a preferred embodiment of the part of the invention which is designed to be mounted on the turn-table of the machine;

Figure 2 is a transverse sectional view taken on the line 2—2 of Figure 1; and

Figure 3 is a view in elevation of an identification ticket or invitation paddle constituting another element of the complete invention.

In the following description and in the claims, parts will be identified by specific names for convenience of expression but they are intended to be as generic in their application to similar parts as the art will permit.

In the drawings, there is shown a conventional form of disk phonograph including a casing provided with a top 10, and a turn-table 11 actuated from a centrally disposed driving shaft 12. There is also shown a conventional form of stop mechanism 13, all as is usual in such constructions.

The turn-table has positioned thereon a conventional form of player disk 14 which, in this particular use of the phonograph, constitutes a record designed to produce auditorically some reference or direction relative to the game which includes the use of a second disk 15, hereinafter referred to specifically as a game disk. The playing disk contains the usual identifying character or catalogue number 16 and in all respects corresponds to the disks now on the market.

In this form of the invention the game disk is shown to be a flat ring-shaped member preferably of cardboard which rests on top of the player disk encircling the sound box stylus engaging portion but it is understood that the game disk may rest directly on the turn-table as shown in the above identified application. It is herein suggested that the game disk be fixed, as by gluing, to the player disk so as to constitute a unitary article of manufacture but this is immaterial and a preferable sales arrangement will perhaps consist in selling the game disk with the identification ticket, shown in Figure 3, as set in accordance with the requirement of the game hereinafter suggested.

The game disk is divided off by means of a plurality of spaced apart and radially disposed markings 17 such as ruled lines, designed to form a series of spaces 18 therebetween. These spaces are each differently designated from the others and are herein shown to contain a member character 19 constituting one of a series of characters, herein shown to be progressive numerals. It is obvious that the showing is merely illustrative and that other designations such as sentences may be contained in these spaces, or, the markings 17 may even be entirely omitted.

An indicator 20, preferably in some pleasing and ornamental form and including a pointing element 21 is mounted in fixed position on the top 10, and is arranged to overhang and points to which ever one of the spaces is beneath the same when the rotation of the disk has ceased. The device thus constitutes a chance machine and when so used the characters 19 will be identified broadly as visual designations, or more specifically, as chance characters in the game hereinafter described.

The game disk is also shown to contain a plurality of circumferentially spaced coupon receiving slots 22 designed to receive coupon 23 hereinafter more definitely described.

Referring particularly to the disclosure in Figure 3 there is illustrated a ticket herein shown to be in the form of a paddle and which, in the game hereinafter described, is indicated to constitute an invitation card intended to be filled out by the host and forwarded to the guests invited to the game party.

The ticket contains a text 24 constituting a blank form of invitation and certain spaces 25 for receiving the individual data relative to the invitation, such as the name of the host, the guests, address and the like issued on invitation cards or notes.

The ticket also contains a blank space 26 designed to contain one of the catalogue numbers of the player disk which the host desires the guest to produce at the party and of course each ticket in a set will contain a different number or name of the piece on the record desired. In the drawings, this number corresponds to the number 16 on the player disk illustrated. The invitation ticket also contains one or more spaces 27 for receiving chance characters 28 corresponding to one or more of the chance characters 19 on the game disk.

The parts are thus complete for playing a game when the slotted feature of the game disk is not utilized, but where it is intended that the characters 28 be detached from the main body of the identification ticket to form coupons 23 it is convenient to separate these coupons along three fixed weak-

ened or partially perforated lines 29. These coupons are so constructed that when removed from the identification ticket they may be inserted selectively in which ever one of the slots 22 may be picked out by the holder of the identification ticket from which the coupon was removed.

In playing the game it is understood that the host sends one of the invitation or identification tickets in the set to each guest having properly filled out the same and marked different chance characters in the coupon spaces provided therefor and having marked in the space 26 the catalogue number of the record, which it is desired that the particular guest bring with him to the party. Where the sets of invitation tickets are made up by the phonograph or disk selling agency the chance numbers and the player disk identifying catalogue number are already printed on the ticket so that the host merely fills in the invitation data.

The game is played by mounting one of the playing records brought by one of the guests in operative position on the phonograph as usual and also positioning one of the game disks but without regard to the detachable coupon in case the chance characters 19 are to be utilized. In the alternative each of the guests may separate one of his coupons from the identification ticket and insert the same in one of the vacant slots 22 in the game disk. The playing record, which may of course be a dance piece, is played and at the conclusion of the dance part of the record, the record itself may be caused to speak and notify the guests that the record being played is about to become the property of the party holding the identification ticket indicated by the pointer as the game disk comes to a stop.

When the turn-table stops rotating the pointer will indicate either one of the characters 19, if this part of the device is used, or will indicate one of the detached coupons 23. The played disk will become the property of the party whose ticket contained the winning number. The game is continued in this manner until all of the records have been played and distributed to the winners. It is understood that the game thus described is merely suggestive of one way in which the inventive features of the disclosure may be utilized.

It is to be appreciated that by means of a device of this character, it is possible to market the phonograph attachment at relatively low cost for the parts can be made of card board, appropriately printed, and thus distributed gratis by the manufacturer at small cost. In this case the manufacturer will place on the invitation tickets the numbers of the recently issued player records or the number of those records which he desires to sell rapidly. As each guest must buy one

of the records, the sale of records is thus stimulated and a market is created among persons who do not own a phonograph. Each guest may win any number of these records at the party, so that the element of chance comes into the game materially contributing to the enjoyment of the guests. As the records can be used repeatedly without bringing in any of the game features, the invention herein disclosed does not detract from the usual value of the playing records.

Having thus described my invention, I claim:

1. In a game device the combination with a phonograph having a turn-table, and a stationary indicator, in juxtaposition to the turn-table, of a game disk operatively associated with the turn-table to be rotated thereby, said disk provided with means for defining spaces disposed circumferentially of the disk and movable relative to the stationary indicator, whereby when the turn-table is stopped, the indicator will point to one of the spaces, certain of said spaces containing visual designations whereby certain of the spaces will be identified differently from certain other spaces, a plurality of identification tickets, each provided with a visual designation differing from the designation on the other tickets and each corresponding to one of the space designations on the game disk.

2. In a game device, the combination with a phonograph having a turn-table and an indicator, of a game disk operatively connected to the turn-table to be rotated thereby, said disk provided with visual designations arranged to move past the indicator, and a ticket provided with a designation corresponding to one of the indications on the game disk.

3. An article of manufacture constituting a set of game tokens and including a game disk provided on one side with a table engaging face adapted to be rotated by the engagement thereof with a phonograph turn-table, said disk provided with visual designations spaced circumferentially of the axis of rotation of the disk and an identification ticket provided with a visual designation corresponding to one of the designations on the game disk.

4. An article of manufacture constituting a set of game tokens and including a playing disk having an identifying designation character thereon, a game disk having a plurality of visual designations thereon and adapted to be rotated during the playing of the playing disk, and an identification ticket containing the identification character corresponding to the character on the playing disk and also containing a designation corresponding to one of the visual designations on the game disk.

5. In a device of the class described, the

combination of a phonograph record including a labeled part provided with means adapted to coact with a phonograph mechanism to produce sound, and provided with visual designations adapted to coact with a relatively stationary indicator to constitute a game, and an identification ticket having a reference thereon to the phonograph record.

6. In a device of the class described, the combination of a phonograph record having an identifying character and a plurality of chance characters thereon, and an identifying ticket having characters thereon, one of which corresponds to one of the characters on the record.

7. In a device of the class described, the combination with the turn-table of a phonograph, and a game disk operatively connected to the turn-table to rotate therewith; said game disk provided with means for receiving an identification coupon, an indicator positioned adjacent the path of movement of said means of an identification ticket provided with an identification coupon adapted to be detached from the ticket and secured to the game disk by said receiving means.

8. In a device of the class described, the combination with the turn-table of a phonograph, and a game disk operatively connected to the turn-table to rotate therewith; said game disk provided with means for receiving an identification coupon, an indicator positioned adjacent the path of movement of said means of an identification ticket provided with an identification coupon adapted to be detached from the ticket and secured to the game disk by said receiving means, said coupon having a chance character thereon.

9. An article of manufacture comprising a game disk adapted to be mounted on the turn-table of a phonograph to be rotated thereby, said game disk provided with means for receiving an identification coupon whereby the coupon is caused to revolve with the turn-table over a circular path and in operative relation to an indicator.

10. An article of manufacture comprising a player disk and a game disk adapted to be mounted on the turn-table of a phonograph to be rotated thereby, said game disk provided with means for receiving an identification coupon whereby the coupon is caused to revolve with the turn-table over a circular path and in operative relation to an indicator, and said player disk provided with a record which when played by the phonograph will make an auditory reference to the identification coupon.

11. In a device of the class described, the combination with a player disk, and a game disk both adapted to be operatively connected to a phonograph mechanism, and an

identification ticket adapted to coact with the game disk to constitute a game, the player disk provided with a record which when played by the phonograph will make an auditory reference to the game played by the game disk and identification ticket.

12. In a device of the class described, the combination with a player disk, and a game disk both adapted to be operatively connected to a phonograph mechanism, and an identification ticket adapted to coact with the game disk to constitute a game, said identification ticket provided with a coupon and a weakened portion designed to facilitate the ready separation of the coupon from the body of the ticket, and said game disk adapted to receive the coupon.

13. In a device of the class described, the combination with a player disk, and a game disk both adapted to be operatively connected to a phonograph mechanism, and an identification ticket adapted to coact with the game disk to constitute a game, said identification ticket provided with a coupon and a weakened portion designed to facilitate the ready separation of the coupon from the body of the ticket, and said game disk adapted to receive the coupon, said player disk provided with a record which when

played by the phonograph will make an auditory reference to the coupon.

14. An article of manufacture including a game disk adapted to be mounted on the turn-table of a phonograph to revolve therewith, said disk provided with a coupon receiving slit.

15. In a device of the class described, the combination with the turn-table of a phonograph of a playing disk, and a game disk both mounted on the turn-table, the game disk provided with a slit, and an identification coupon distinct from the parts carried by the turn-table but adapted to be inserted in said slit in playing a game.

16. An article of manufacture including in combination a game device adapted to be rotated by a phonograph, and provided with a plurality of coupon receiving elements, of a plurality of identification tickets each provided with a plurality of coupons each adapted to be separated from the ticket and positioned at one of the coupon receiving elements on the game device.

Signed at New York city in the county of New York and State of New York, this 22nd day of May, A. D. 1920.

CLARENCE H. MAIER.