

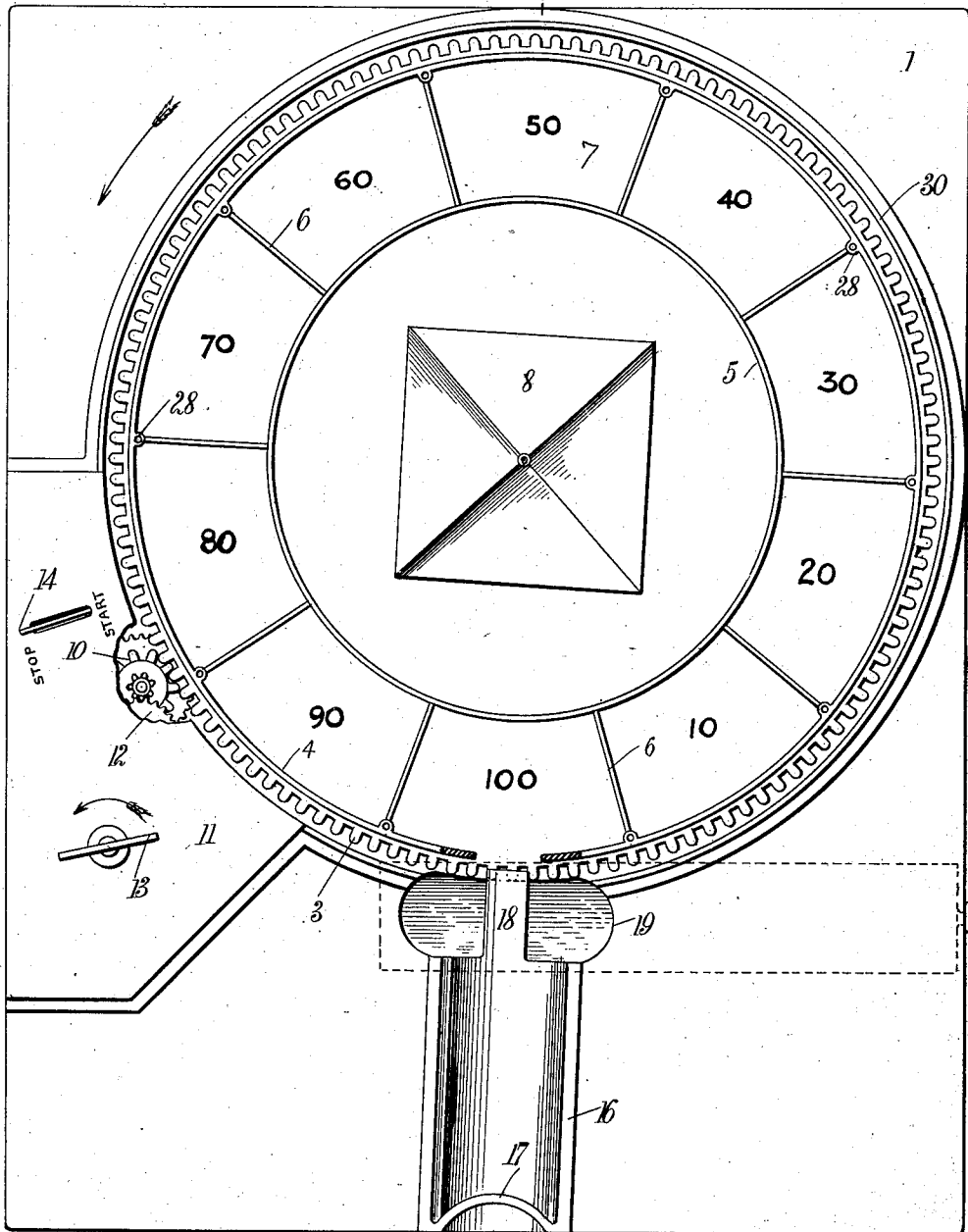
G. J. JACCARD.
 GAME.
 APPLICATION FILED NOV. 21, 1911.

1,022,847.

Patented Apr. 9, 1912.

2 SHEETS—SHEET 1.

Fig. 1



WITNESSES
 H. J. Walker
 Wm. F. Nickel

INVENTOR
 Gustave J. Jaccard
 BY *M. J. Jaccard*
 ATTORNEYS

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2 SHEETS—SHEET 2.

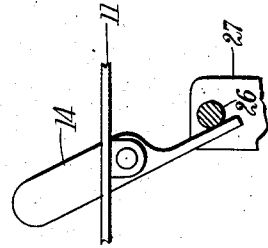
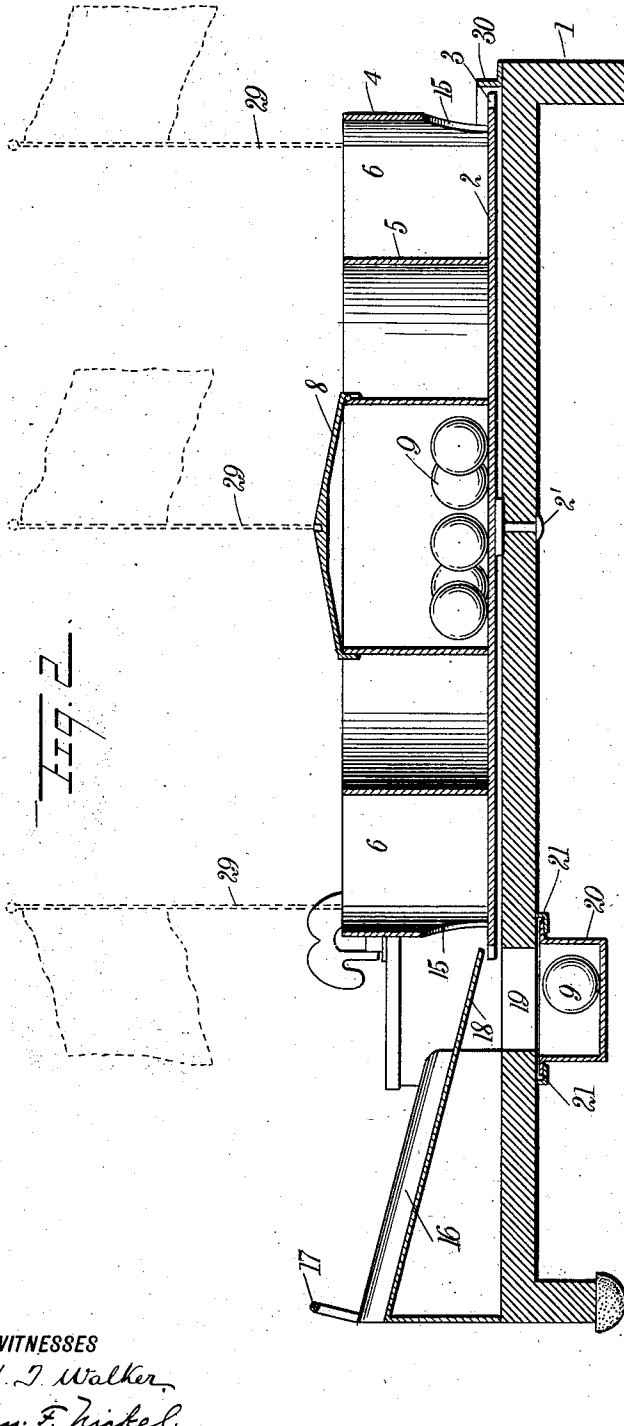


Fig. 4.

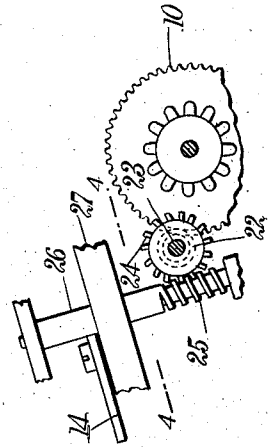


Fig. 3.

WITNESSES
H. J. Walker
H. F. Nickel

INVENTOR
Gustave J. Jaccard
BY *Munn & Co.*
ATTORNEYS

UNITED STATES PATENT OFFICE.

GUSTAVE J. JACCARD, OF NEW YORK, N. Y.

GAME.

1,022,847.

Specification of Letters Patent.

Patented Apr. 9, 1912.

Application filed November 21, 1911. Serial No. 661,502.

To all whom it may concern:

Be it known that I, GUSTAVE J. JACCARD, a citizen of the United States, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new and Improved Game, of which the following is a full, clear, and exact description.

My invention relates to an improvement in games, and it comprises a rotating member having a plurality of compartments which are numbered to correspond with the score made by the player, together with suitable guiding means for discharging rolling devices, such as ball or marbles, into the compartments of the rotating member when the same is in motion. The player is entitled to score for as many balls or marbles as he succeeds in placing in the compartments of the rotating member, and the amount of this score is determined by the number which the compartment in question bears.

Reference is to be had to the accompanying drawings forming a part of this specification, in which the same characters of reference indicate the same parts in all the views.

Figure 1 is a top plan of my improved game; Fig. 2 is a vertical longitudinal sectional view on the line 2—2 of Fig. 1; Fig. 3 is a top plan view of the braking mechanism which regulates the movement of the apparatus; and Fig. 4 shows a controlling lever by means of which the game is started or stopped at will.

On the drawings, the numeral 1 represents a suitable base on which is pivotally mounted a circular plate 2, the pivot being indicated by the numeral 2' on Fig. 2; and on the outer edge of this plate 2 are formed gear teeth 3. The plate 2 supports a cylinder 4, which is concentric therewith and of almost the same diameter as the plate 2, within the bases of the gear teeth 3. Inside of the cylinder 4 is another cylinder 5, likewise concentrically arranged with respect to the plate 2 and joined to the outer cylinder by means of radial partitions 6. These two concentric cylinders 4 and 5 may be made of any required height, and they form along with the partitions 6, a number of compartments 7, open at the top. These compartments are shown as ten in number, and they may be numbered successively from

ten up to one hundred, as indicated in Fig. 1, these numbers being the score numbers, and they may be placed on the floor of each of the compartments or on the outer faces of the cylinders 4 and 5, adjacent each compartment, if desired.

8 represents a case or housing, which may be of any desired shape, mounted on the plate 2 within the cylinder 5, and this case or housing has a removable top, as shown, and it serves simply to hold the balls or marbles 9, with which the game is played. The base 2, with the cylinders 4 and 5 thereupon, is rotated upon its pivot 2' by means of a pinion 10, operated by a spring motor mounted in a housing 11. The gearing of this motor is shown at 12, and this gearing is arranged to be wound up by means of a key 13. Any form of spring motor which will answer the purpose will do, and I also incorporate therewith a starting and stopping lever 14, to enable the plate 2 to be set in rotation at any time, or to be stopped at will.

The cylinder 4 has apertures therethrough leading into the compartments 7, these apertures being shown at 15, one for each of the compartments 7. Adjacent the front of the board 1 is mounted a sloping trough or guide 16, having an arch 17 above its upper end, and this guide 16 is narrowed adjacent its lower end, as shown at 18, this narrowed extension passing across an opening 19 in the base, which communicates with a drawer or box 20 mounted to slide across the base in guides 21 beneath the same. Whenever a marble or ball rolls down the guide 16, it will pass across the narrow extension 18 and enter one of the compartments 7, if one of the openings 15, of which there is one for each compartment, is in position to permit it to do so, otherwise it will strike against the smooth outer surface of the cylinder 4 and then drop on one side or the other through the opening 19, into the box 20.

The pinion 10 meshes with a smaller gear 22, mounted on a spindle 23, and transmits motion therethrough and the spindle 23, to a gear 24, which meshes with a worm 25 on a spindle 26. This spindle 26 is mounted in a bearing 27, inside the casing 11, and is engaged by the lower end of the controlling lever 14. When the controlling lever is in contact with the spindle 26, the friction

thereof on the spindle will serve to stop the motor, but when the lower end of the controlling lever is moved away from the spindle 26, the motor will be free to operate, and
 5 the frictional engagement of the gear wheel 24 with the worm 25 will rotate the shaft 26 to a sufficient extent to allow the gear 10 to turn the plate 2, without being impelled by the motor spring to run too fast to enable the game to be played in the proper
 10 manner. I also form a number of sockets 28 on the inside of the outer cylinder 4, to receive miniature flagstaffs shown in dotted lines at 29 in Fig. 2. The flags may be of
 15 different designs and colors, and the outside of the cylinder 4 may also be painted in suitable designs and colors to give the game an ornamental and attractive appearance.

To play the game, the lever 14 is moved
 20 to starting position, and the motor allowed to rotate the plate 2. The player takes one of the marbles or balls 9 in his hand and holds it with his finger in the upper end of the trough or guide 16, directly beneath the
 25 arch or wicket 17. Just before the opening 15 of one of the compartments 6, passes the extension 18 of the trough, he will release the ball or marble with his finger and allow it to roll down the same toward the cylinder 4. If the ball is allowed to start rolling
 30 at the proper instant it will reach the extension 18 when one of the openings 15 is directly opposite the same, and roll into the compartment pertaining thereto. If this
 35 compartment is numbered one hundred, the player will add one hundred to his score. If he misses the compartment bearing the highest number he can try for one of the other compartments bearing a lower number,
 40 until the number of marbles which he is allowed to use in playing the game is exhausted. The amount of his score will then be indicated by the numbers of the compartments in which he has succeeded in placing
 45 his marbles while the disk 2 is rotating, and all the marbles or balls that have been started too soon or too late will have dropped through the opening 19 into the drawer 20.

To prevent any of the marbles from rolling out of the compartments 7 through the openings 15 thereto, after passing the trough or guide 16, I prefer to surround the plate 2 with a flange 30, which starts from
 55 both ends of the casing 11 and completely incloses the plate 2 and the gear teeth formed thereon. This flange 30 rests upon the base 1 and may have any desired height. It will of course be interrupted by the opening 19, so as to not interfere with the passage of the marbles into the compartments,
 60 or into the drawer in case they do not roll into the compartments 7. The flange 30 will fit the circle of gear teeth 3 snugly enough
 65 to prevent the marbles from rolling out of

the compartments 7, but will in no wise interfere with the rotation of the plate 2, as will be readily understood.

From the above description it will be seen that my improved game is a game which requires skill to play the same, and the amount of the score will depend upon the ability and judgment of the player in starting the marbles or balls down the trough 16 at the proper instant.

I wish to have it understood that I may make certain changes in the shape, size and arrangement of the parts wherever the same fairly fall within the scope and spirit of my invention.

Having thus described my invention, I claim as new and desire to secure by Letters Patent:

1. Game apparatus of the kind described comprising a support mounted to rotate
 85 around an axis, means carried by said support constituting a plurality of compartments to revolve around the said axis as said support rotates, each of said compartments having an aperture in its wall, means
 90 for discharging a movable member into one of said compartments when the same are in motion, gear teeth formed upon the edge of said support, and means engaging said gear teeth to rotate the said support.

2. Game apparatus of the kind described, comprising a plurality of compartments mounted to revolve around a common center, each of said compartments having an opening in its wall, and an inclined trough
 100 extending toward said compartments and having its sides terminating at some distance from the walls of said compartments in which said openings are formed, as said compartments revolve, said trough serving
 105 to guide a movable member through one of said openings into one of said compartments when the same are in motion, if the said movable member is properly timed, and permitting the said movable member to
 110 roll over the lateral edges of the trough adjacent the ends of the sides thereof, in case the same strikes the wall of one of said compartments to one side of the opening therein.

3. Game apparatus of the kind described, comprising a plate mounted to rotate around
 115 a center, a pair of concentric cylinders mounted upon said plate, partitions extending between the adjacent surfaces of said cylinders to divide the annular space between the said cylinders into a plurality of
 120 compartments, each of said compartments having an opening thereto in the wall of one of said cylinders, and fixed means for guiding a movable member toward the cylinder
 125 having the openings therein as said plate rotates, whereby, if the movement of the said member is properly timed, it will pass through an opening into one of said compartments.

4. Game apparatus of the kind described, comprising a plate, means for pivotally mounting said plate to rotate around its center, a pair of concentric cylinders mounted upon said plate, partitions extending between the adjacent surfaces of said cylinders to divide the annular space between them into a plurality of compartments, the outer cylinder having a plurality of openings there-
 10 through, one of said openings leading into each of said compartments, and fixed means for guiding a movable member toward said outer cylinder when the plate is in rotation, whereby, if the movement of said member is
 15 properly timed, it will pass through one of said openings into one of said compartments.

5. Game apparatus of the kind described, comprising a plate, means for pivotally
 20 mounting the same to rotate around its center, said plate having gear teeth formed upon its circumferential edge, a pair of concentric cylinders mounted upon said plate, partitions extending between the adjacent
 25 surfaces of said cylinders, dividing the annular space therebetween into a plurality of compartments, the outer cylinder having a plurality of openings therethrough, each of
 30 said openings leading to one of said compartments, an inclined trough or guide having a reduced extension at one end terminating adjacent the said outer cylinder, and
 35 means for engaging the gear teeth on the plate to rotate the same, whereby a movable member rolling down in said trough will pass through one of the openings in the outer cylinder into one of said compartments.

6. Game apparatus of the kind described,
 40 comprising a plate, means for pivotally mounting the same to rotate around a center, said plate having a plurality of gear teeth formed upon its circumferential edge, a plurality of compartments mounted upon
 45 said plate and revolving therewith around said center, each of said compartments having an opening through its outer wall, means for engaging the gear teeth on said plate to rotate the same, means for controlling said last-named means to start and stop
 50 said last-named means, an inclined trough having a reduced lower end terminating adjacent the outer walls of the said compartments, to permit a movable member rolling
 55 down said trough to pass through one of said openings into one of said compartments, and a receiving vessel beneath the reduced end of said guide or trough, to catch the rolling member in case the same fails to

pass through one of said openings into one of said compartments.

7. Game apparatus of the kind described, comprising a plate, means for pivotally mounting the same to rotate around a center, said plate having a plurality of gear
 65 teeth formed upon its circumferential edge, a plurality of compartments mounted upon said plate and revolving therewith around said center; each of said compartments having an opening through its outer wall,
 70 means for engaging the gear teeth on said plate to rotate the same, means for controlling said last-named means to start and stop said last-named means, an inclined trough having a reduced lower end terminating adjacent
 75 the outer walls of the said compartments, to permit a movable member rolling down said trough to pass through one of said openings into one of said compartments, a receiving vessel beneath the reduced
 80 end of said guide or trough, to catch the rolling member in case the same fails to pass through one of said openings into one of said compartments, and means surrounding said plate and extending above the level
 85 of the same, except at a point adjacent the reduced end of said trough, to prevent the rolling member when once it enters one of the said compartments from passing back through said opening and out of the said
 90 compartment.

8. Game apparatus of the kind described comprising a support, means for pivotally mounting said support to rotate around an axis, means carried by said support to form
 95 a plurality of compartments revolving therewith around said axis, each of said compartments having an opening in its wall, means for discharging a movable member through one of the openings into one of said compartments when the same are in motion, gear
 100 teeth carried upon the outer edge of said rotating support, means for engaging said gear teeth to rotate said support, and means surrounding said support and the teeth
 105 formed upon the edge thereof, except at a point adjacent the discharge means, to prevent the movable member after once entering one of said compartments from escaping therefrom.
 110

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

GUSTAVE J. JACCARD.

Witnesses:

WM. F. NICKEL,

PHILIP D. ROLLHAUS.