Jan. 26, 1937. E. J. COLLINS ET AL 2,069,134

GAME DEVICE

Filed Oct. 29, 1936 4 Sheets-Sheet 1

Fig. 1

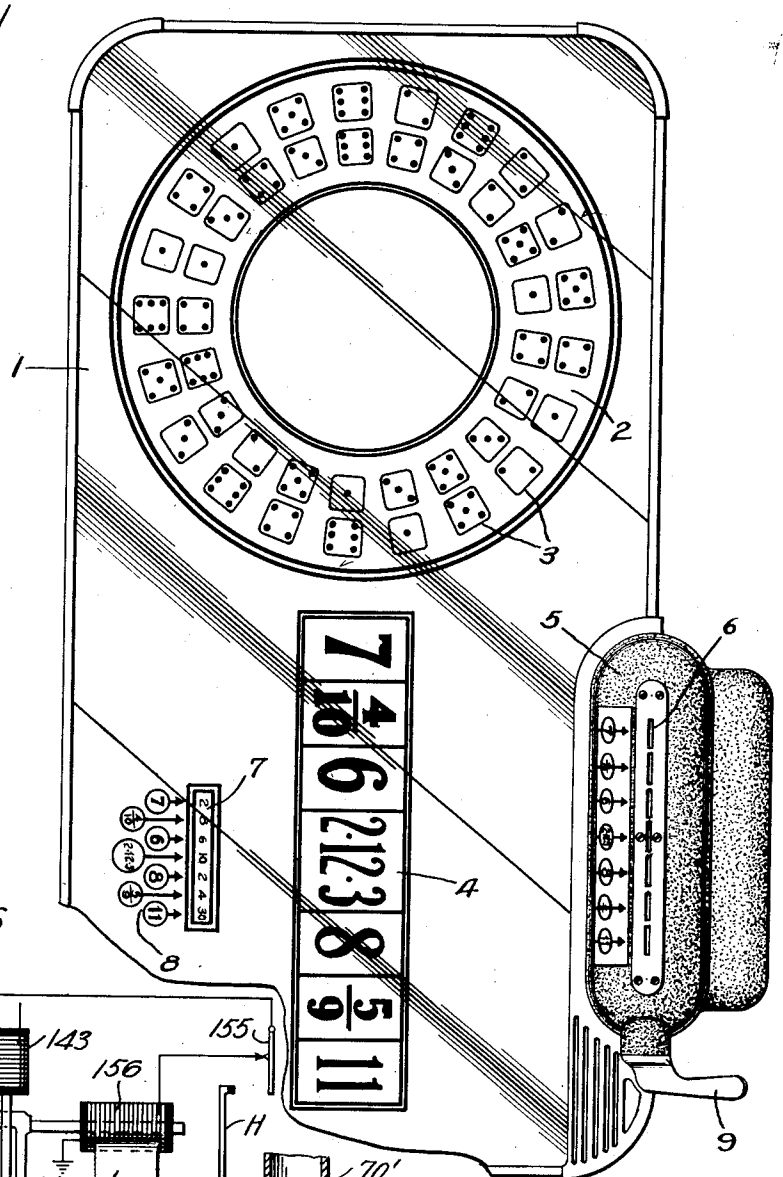
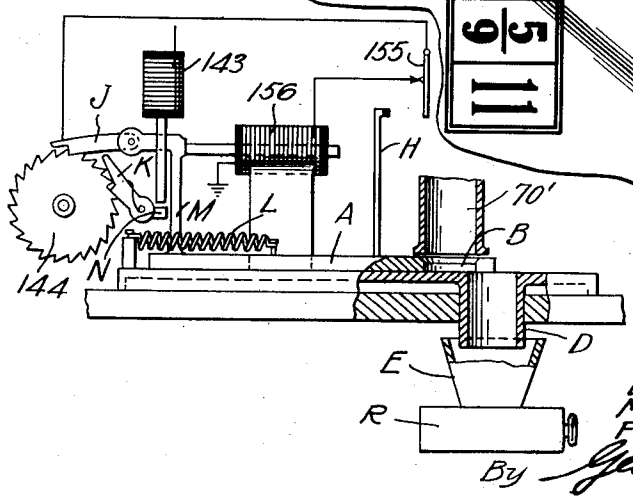


Fig. 6



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GAME DEVICE

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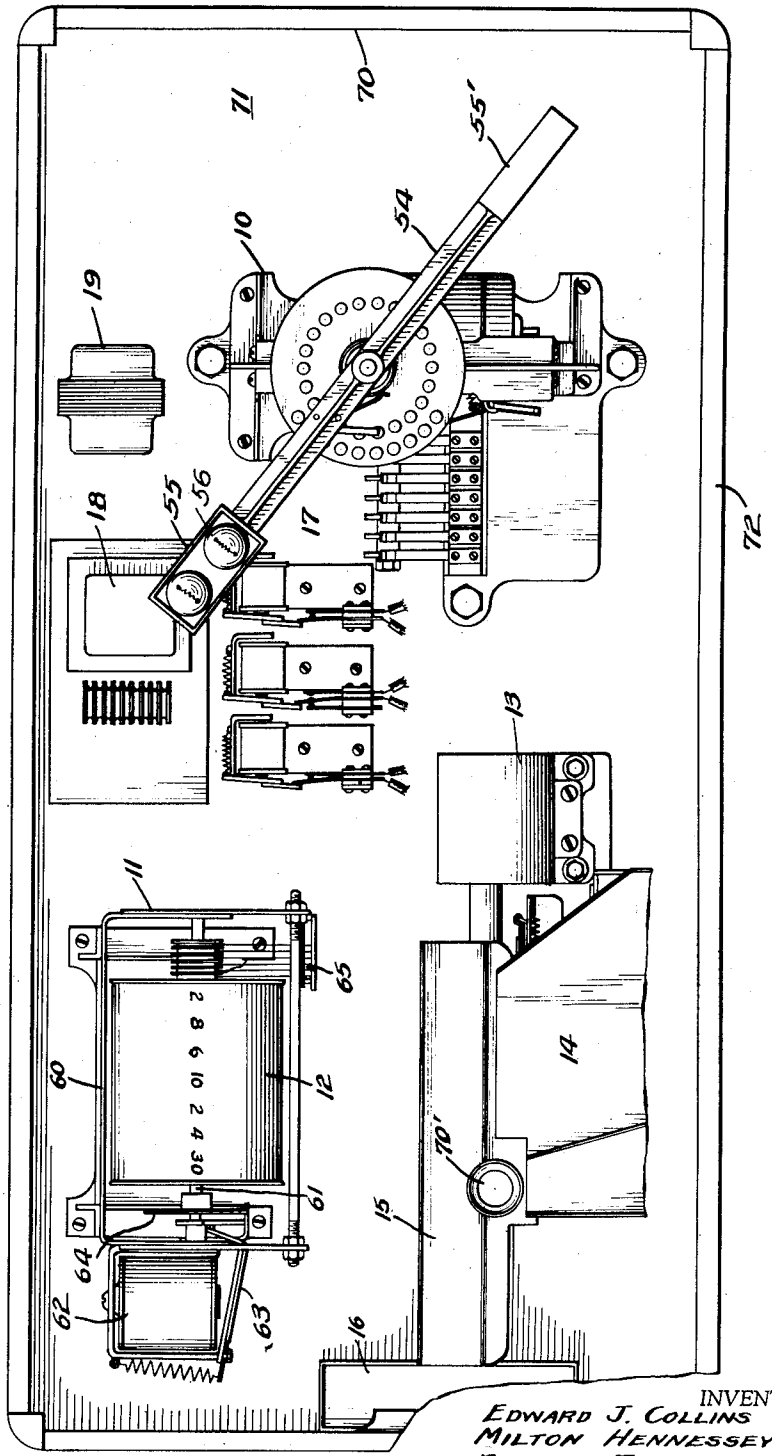


Fig. 2.

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GAME DEVICE

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FIG. 3.

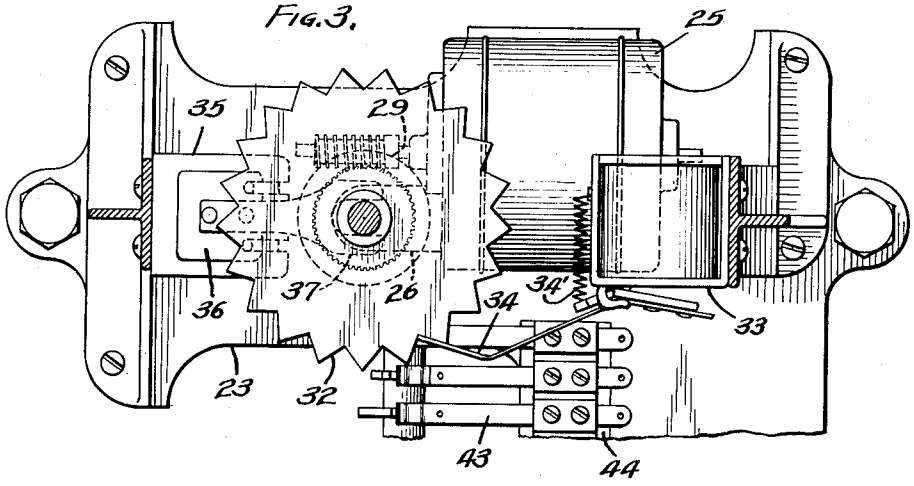
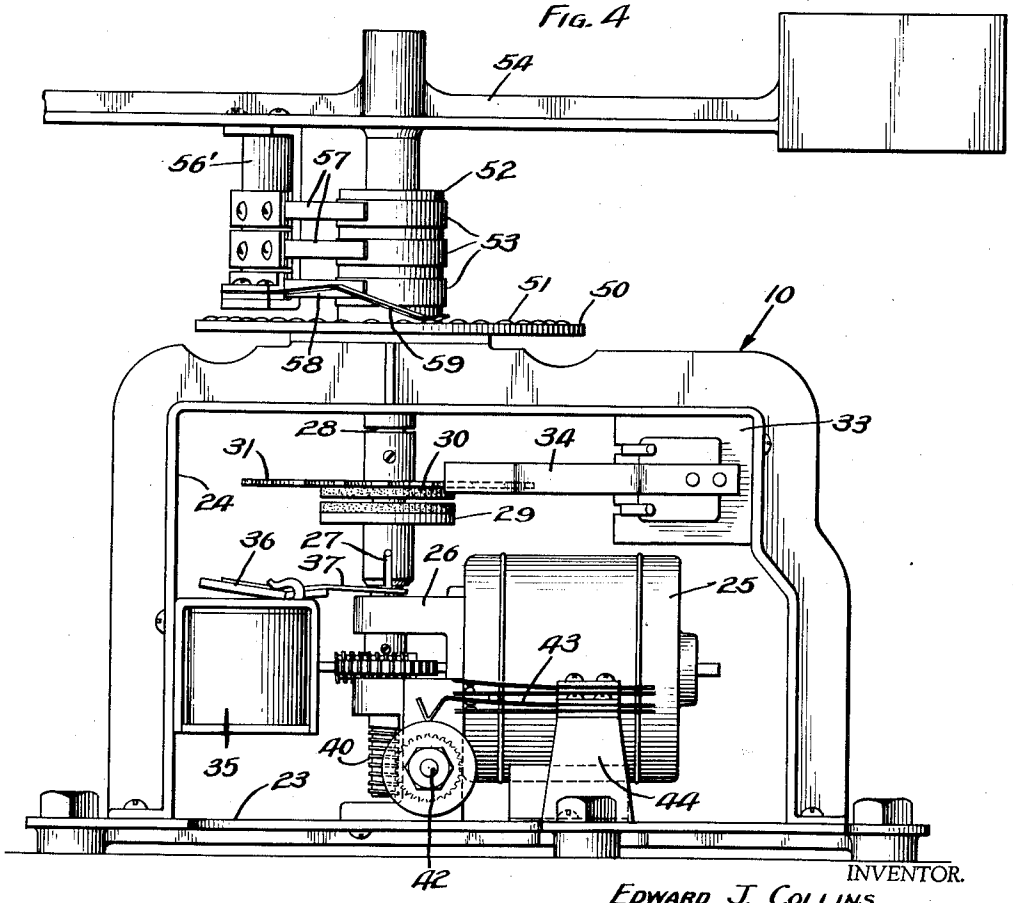


FIG. 4



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GAME DEVICE

Filed Oct. 29, 1936 4 Sheets-Sheet 4

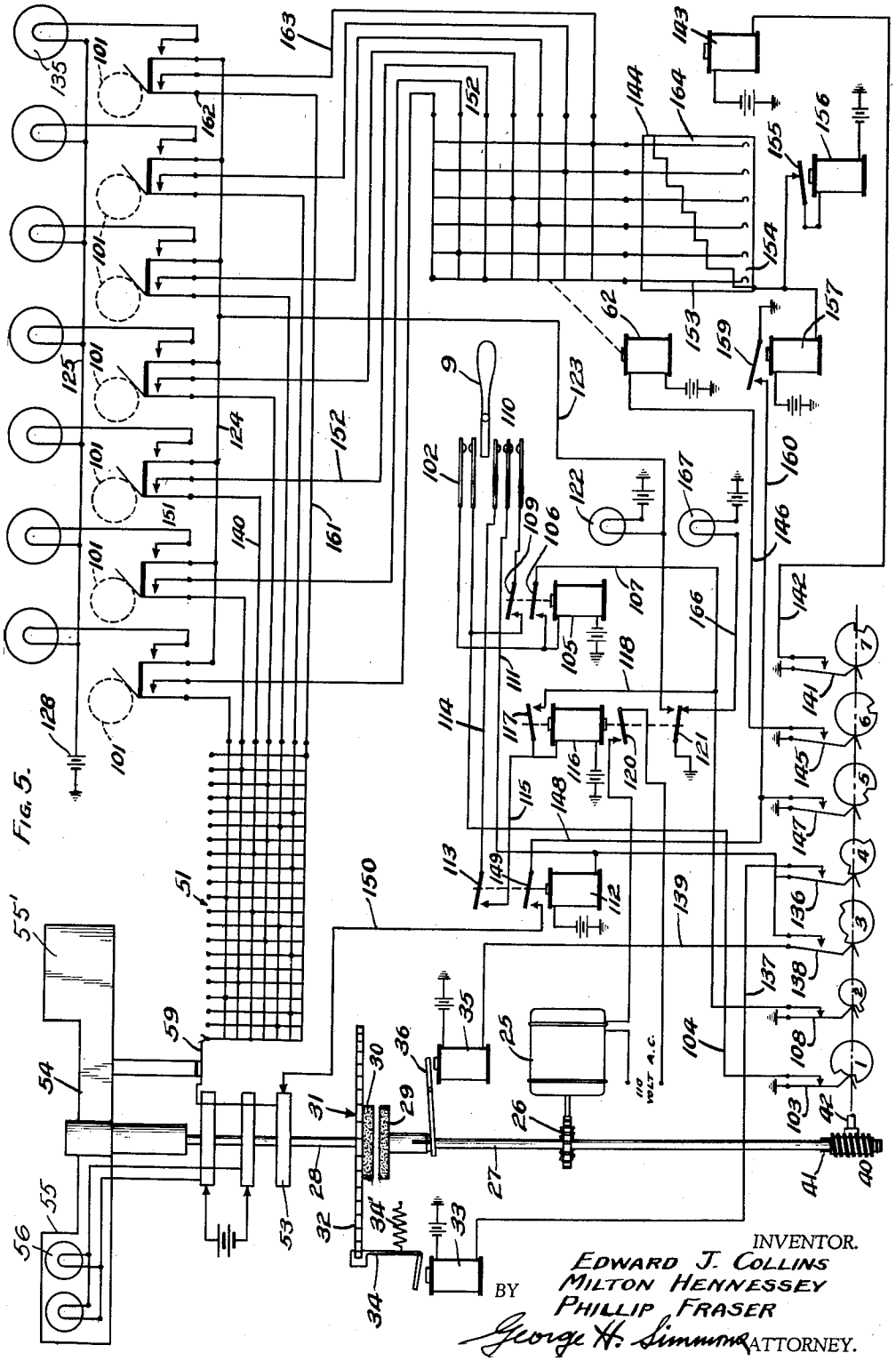


FIG. 5.

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UNITED STATES PATENT OFFICE

2,069,134

GAME DEVICE

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Application October 29, 1936, Serial No. 108,292

7 Claims. (Cl. 273—141)

This invention relates to game devices, more particularly to game devices which are prepared for play by the insertion of a coin or token in a coin slot and are set into operation by a manual manipulation of a lever associated with the coin receiving apparatus. The principal object of the invention is the provision of a new and improved game device of this type which is capable of being adapted to a number of different games and which has a pleasing appearance and an interesting operation which tends to attract players.

A further object of the invention resides in the provision of a game which is housed in a cabinet that is completely closed and is covered by a glass top upon the underside of which are placed translucent figures designating the game to be played. The mechanism employed in the game is located entirely within the cabinet and is provided with illuminating devices which illuminate the game figures in accordance with the play of the game.

A further object of the invention lies in the provision of a game device which, when set in motion responsive to the insertion of a coin or token, goes through a definite cycle of operations automatically and comes to rest in readiness for the next play.

Still another object of the invention resides in the provision of a dispensing mechanism operable to dispense tokens indicative of the score obtained in the play.

Still another object of the invention resides in the provision of means adapted to variably control the operation of the dispensing mechanism with each play of the game thereby to vary the score awarded.

Still a further object of the invention resides in a provision of a control mechanism for games of this type which is adapted to be set in motion by manually controlled means, to maintain itself in motion through a predetermined cycle of operation, and further adapted to control the associated instrumentalities of the game in a predetermined sequence.

Further objects of the invention not specifically mentioned here will be apparent from the detailed description and claims which follow, reference being had to the accompanying drawings in which a preferred embodiment of the invention is shown by way of example and in which:

Fig. 1 is a plan view of the top of the game apparatus;

Fig. 2 is a plan view of the game device with the top removed and showing the operating mechanism;

Fig. 3 is a fragmentary plan view, partly in section, of the control mechanism;

Fig. 4 is an elevational view of the control mechanism;

Fig. 5 is a schematic diagram of the electrical circuit of the game device;

Fig. 6 is a detailed view of a portion of the dispensing mechanism.

In the drawings, we have illustrated the teachings of our invention, by showing its embodiment in a game in which the glass top 1 of the cabinet is provided with a playing circle 2 upon which are shown a plurality of pairs of dice 3. The circle 2, its borders, the background, and the dice 3 are placed upon the underside of the glass top 1 preferably by a screening process and are in contrasting colors. The dice 3 are formed in such a manner as to be translucent so that they may be made to stand out clearly when illuminated from the underside of the plate.

Plate 1 also contains an indicator panel 4 which is divided into seven spaces, each containing one or more figures, as shown. A coin chute mechanism indicated generally at 5 contains seven slots 6 which are marked to correspond to the marking on the indicator panel 4. This arrangement provides seven playing channels in the device and permits seven persons to play the game at one time.

The top 2 also contains a transparent window 7, through which is visible the drum of a score selecting mechanism. This drum is provided with seven spaces which are marked to correspond with the markings on the indicator panel 4 in the manner indicated at 8 in Fig. 1.

The game is prepared for play by the insertion of a coin or token in the coin slot 6 corresponding to the number that the player desires to play, after which handle 9 of the coin chute mechanism is moved forwardly of the machine and thence backwardly into the position in which it is shown in Fig. 1. This manipulation of the handle prepares and initiates the operation of the machine as will presently appear.

As will be seen in Fig. 2, the mechanical apparatus of the game consists of a main control unit 10, shown in more detail in Figs. 3 and 4, a score selector 11 having a drum 12 containing figures which are visible through the window 7. A dispensing mechanism indicated generally at 13 is also provided and is disposed beneath the coin slot 6 and connected thereto by suitable chutes 14. A cross chute 15 conducts the coin to a till 16 in which they are stored.

The instrumentalities of the game are con-

trolled through the medium of control relays 17 over circuits which will be hereinafter explained, power for the relays and magnets of the device being supplied from a so-called power pack 18. A transformer 19 is provided to furnish current for lighting the various lamps in the device, as will presently appear.

The coin chute mechanism per se is not of the essence of the present invention as there are a number of mechanisms of this type available upon the open market. It is sufficient herein to say that the mechanism is arranged to receive a coin placed in one of the slots 6 and, when the handle 9 is operated, to test that coin for size and material, and to employ the coin as a cam in preparing the machine for operation. The spring assemblies by which the electral circuits of the device are controlled, form the only part of the mechanism essential with the teachings of the present invention, as will hereinafter appear.

The control mechanism 10 shown in Figs. 2, 3, and 4 comprises a base 23 upon which is mounted an upwardly extending generally U-shaped bracket 24. A motor 25 is mounted upon the base plate 23 and a speed reducing gearing 26 is mounted upon the motor. Preferably, this gearing comprises a worm and gear, as shown. A vertical shaft 27 is journalled in the bracket of the speed reducing gearing and extends upwardly and downwardly therefrom. A second shaft 28 is journalled in the bracket 24 with its axis in alignment with the shaft 27.

Shaft 27 carries a driving clutch disk 29 which is keyed thereto in such a manner as to be movable longitudinally therealong. The shaft 28 carries a driven clutch disk keyed thereto in such a manner as to be fixed thereon. Shaft 28 also carries a brake wheel 31 which is provided with peripheral teeth 32 corresponding in number to the number of independent positions in which the shaft 28 may be brought to rest. In the game shown by way of example, there are twenty-one positions in the game and wheel 31 is provided with twenty-one teeth. An electro-magnet 33 is mounted upon bracket 24 and a pawl 34 is fitted upon the armature of this magnet and adapted to engage the teeth 32 of the brake wheel when the magnet is de-energized. A spring 34' holds the pawl against the teeth and permits the pawl to ride over the teeth, as will presently appear. Pawl 34 serves to locate the shaft 28 in position.

An electro-magnet 35 is also mounted upon the bracket 24 and provided with an armature 36 which carries a bifurcated arm 37 which encircles the shaft 27 and engages the driving member 29 of the clutch. When energized, magnet 35 moves driving member 29 into driving engagement with driven member 30 of the clutch, thereby to move shaft 28 with shaft 27.

The particular type of clutch shown by way of example may be varied within the teachings of the invention. As shown, leather faces are provided upon the members of the clutch to establish a frictional driving connection between the plates when engaged together. Other well-known type of clutches will work equally well in lieu of the type shown.

Shaft 27 is extended downwardly from the speed reducing gearing 26 and provided with a worm gear 40 which engages a worm wheel 41 located upon the cam shaft 42 that is journalled at right angles to the shaft 27 and disposed substantially parallel to the base plate 23. Cam shaft 42 carries a plurality of cams which are arranged to operate spring assemblies 43 that are mounted upon a suitable bracket 44 extending upwardly from the base plate 23.

Shaft 28 projects through a stationary plate 50 that is fixed upon the mounting bracket 24 and contains a plurality of electral contacts 51 which correspond in number to the number of teeth 32 upon the brake wheel 31. The shaft also projects through a stationary collector ring assembly 52 which comprises a base composed of insulating material upon which are mounted three metallic rings 53.

A cross arm 54 is fixed upon the upper end of shaft 31 and carries at one end a box-like housing 55, Fig. 2, in which are disposed a plurality of electrical lamps 56 that are connected by suitable wires to the upper ones of the collector rings 53. The opposite end of the arm 54 is provided with a counterweight 55' which balances the arm dynamically. The radius of arm 54 is the same as the radius of the playing circle 2 upon panel 1 and lamps 56 are arranged directly beneath the dice 3 thereon so that as the arm is moved and the lights lighted, the various dice 3 are illuminated.

Arm 54 carries a bracket 56' which extends downwardly along the collector ring assembly 52 and carries springs 57 which are engaged with the upper two rings 53 and a third spring 58 which is electrically connected to a wiper 59 that is carried upon the bracket 56 and extended into electral contact with contacts 51 upon the plate 50.

The score selecting mechanism per se, indicated generally at 11, Fig. 2, is not of the essence of the present invention, being available upon the open market. The particular device shown in this figure is disclosed and claimed in detail in the Patent 2,029,177 issued on January 28, 1936 to Bon MacDougall, to which patent reference is here made for the details and construction of the device. It is sufficient herein to note that the mechanism consists of a suitable bracket 60 in which is journalled a shaft 61 upon which is mounted the drum 12 that is visible through the window 7 through the top of the cabinet.

An electro-magnet 62 is provided with an armature 63 which is adapted to engage a star wheel 64. When the magnet is energized the armature kicks the star wheel to cause the drum to be rotated and finally brought to rest in fixed position. The drum carries a commutator which is engaged by a plurality of springs, one for each circuit into the machine, and a brush assembly 65 engages collector rings that are mounted on the shaft, to extend the circuit outwardly from the machine.

In Fig. 2, we have also shown a dispensing mechanism 13 which is also available on the open market and is not of the essence of the present invention. Any dispensing mechanism which will dispense during each operation of the game device may be employed. In the Patent 2,010,966 issued August 13, 1935 to H. W. Seiden, et al, there is shown a dispensing mechanism which may be used within the teachings of the invention, and to which patent reference is here made as to the details and construction of the mechanism, although other dispensing mechanisms may be found equally applicable.

It is sufficient to note herein that the dispensing mechanism comprises a vertical tube-like reservoir 70', Fig. 2, in which are stored a plurality of coins or tokens which are received

from the slots of the coin chute mechanism. A reciprocating slide is registered with the bottom of this reservoir and contains an opening or pocket into which one or more coins may fit. The slide is reciprocated by electro-magnetic means, shown in the above patent as a motor and serves to move the coins from the reservoir to a discharge chute which conducts them to a drawer in the cabinet from which they may be removed by the player.

The dispensing mechanism used in connection with the preferred embodiment of the present invention substitutes a solenoid for the motor of the Seiden patent but otherwise is identical in construction and operation with the device shown in this patent. A more detailed description of this structure will appear hereinafter.

The cabinet **70** in which the game device shown is housed is essential to the present invention only so far as to completely encase the mechanism. As shown, a shelf-like mounting plate **71** is fitted within the cabinet and one section **72** of the walls of the cabinet is fixed to this plate **71** to form a drawer-like structure. All of the instrumentalities of the game mechanism are mounted upon plate **71** and wall section **72**, which permits them to be withdrawn from the cabinet for adjustment and repair as may be required.

Operation

When a coin is placed in one of the coin chutes **6** of the coin mechanism and handle **9** is operated, the coin is brought into position indicated by the dotted circles **101** in Fig. 5. The presence of a coin in a particular one of the chutes operates the spring assembly associated with that chute to close the main springs thereof against their respective make contacts. The device is provided with **7** sets of springs, one for each of the slots **6**.

Assume for the moment that a coin or token is placed in each of the 7 slots of the coin chute. Handle **9** is then operated clockwise, Fig. 5, to close springs **102**, thereby to close a circuit from ground through cam springs **103** and its make contact, conductor **104** through springs **102**, through the winding of relay **105**, to battery. Relay **105** operates over this circuit and locks itself in operated position over a circuit extending through the winding of the relay through spring **106** and its make contact, conductor **107**, cam spring **108** and its make contact to ground. Relay **105** also closes springs **109** which extend a circuit from grounded conductor **104** to the lower one of the springs **110** that are operated by handle **9** in its reverse position. This operation completes the preparatory step of conditioning the machine for play and handle **9** is then operated in a counter-clockwise direction, Fig. 5, to open springs **102** and close springs **110**.

A circuit may now be traced from grounded conductor **104**, spring **109** and its make contact, through the lower and middle ones of springs **110**, conductor **111**, through the winding of relay **112**, to battery. Relay **112** energizes over this circuit and by closing spring **113** against its make contact, extends the grounded circuit previously traced to the lower one of the springs **110** through the upper one of the springs, conductor **114**, conductor **115**, through the winding of relay **116** to battery. Relay **116** is operated over this circuit and by closing springs **117**, closes a locking circuit for itself which is extended by conductor **118** through conductor **107** to ground at cam spring **108** and its make contact.

Relay **116** closes springs **120**, thereby to close a circuit from one side of a source of current through the winding of motor **25** to the other side of that source of current. Preferably the motor **25** is wound to operate on 110 volts of commercial current which may be either alternating or direct current.

Relay **116** also closes spring **121** to extend a circuit from ground through that spring and its make contact, through lamp **122**, and also over conductor **123**, to conductor **124** which is commoned into the righthand main springs of each of the assemblies in the coin chute mechanism. Since it is assumed that there is a coin in each one of the chutes, each of these main springs will be closed against its respective make contact and the circuit will be extended from conductor **124** to the lamps **135**, thence through those lamps and conductor **125'** to battery **126**. Lamps **135** are disposed beneath the plate **1** of the cabinet immediately under the translucent indicator panel **4** and serve, when lighted, to illuminate the numbers thereon, thereby to indicate which numbers are in play. Since it is assumed that all numbers are being played, all of the figures on indicator **4** will be illuminated.

Responsive to the energization of motor **25** as above, the motor operates to rotate shaft **27** through the medium of the reducing gearing **25**, and through worm **40** and worm gear **41** engaged thereby rotates cam shaft **42** to rotate that cam in a counter-clockwise direction as seen in Fig. 5. After the motor has made a sufficient number of revolutions to attain running speed, the cam shaft **42** will have rotated sufficiently to cause cam **4** to close spring **136** against its make contact, thereby to extend the ground previously traced to conductor **111** through this spring and its make contact to conductor **137**, thence through the winding of magnet **33** to battery. Magnet **33** energizes over this circuit and operates its armature to withdraw pawl **34** from its engagement with the teeth **32** of the brake wheel **31**, thereby to prepare shaft **28** for rotation.

After the motor has made a few more revolutions, cam **3** closes spring **138** against its make contact. Closure of the make contact **138** extends a circuit from the battery through magnet **35**, conductor **139**, contact **138**, and its make contact, conductor **111**, the upper one of the spring contacts **110**, conductor **114**, contact **113** and its make contact, conductor **115**, contact **117** and its make contact, conductor **118** and then to ground at spring contact **108**, thereupon. The clutch magnet **35** energizes over this circuit and operates its armature **36** to move the driving member **29** of the clutch into driving engagement with the driven member **30** thereof. This couples shaft **28** to shaft **27** and the former shaft is rotated to spin arm **54** thereby to move wiper **59** over the contacts **51**. This operation continues while the motor makes sufficient number of revolutions to move cams **3** counter-clockwise until the hill portion of that cam again energizes spring **138** thereby to move that spring from its make contact and break the circuit to clutch magnet **35**. The clutch is thereby opened and arm **54** continues to spin by its own momentum.

A short time later, shaft **42** will have rotated sufficiently to bring the hill of cam **4** into engagement with spring **136** thereby to move that spring from its make contact and break the circuit of stop magnet **33** which de-energizes to re-engage

pawl 34 with the teeth 32 of the brake wheel and to bring arm 54 to rest. Pawl 34 is spring-pressed against the teeth 32 by a spring 34' Fig. 3, but the tension of this spring is insufficient to stop the arm 54 immediately. Pawl 34 rides over several teeth before the momentum of arm 54 is checked sufficiently to permit the spring 34' to lock the brake wheel 31 against further rotation.

Assume that when arm 54 is brought to rest as above, wiper 59 is resting on the lefthand one of the contacts 51 as shown in Fig. 5. It will be understood that contacts 51 are arranged in a circular path upon the disc 50 and that showing them in a straight line in Fig. 5 is merely for convenience and simplification of the drawings. The position of wiper 59 upon this particular contact designates that contact as the winning number. The contact upon which wiper 59 is rested is connected to the 3rd channel represented by a wire 140 which, it will be noted, is connected to the 3rd spring set controlled by a coin placed in the mechanism, and by reference to Fig. 1, it will be seen that 6 is the winning number.

Shortly before cam 4 re-engaged spring 136 to open it from its make contact, cam 7 moved in such a position that spring 141 was momentarily engaged with its make contact, thereby to close a circuit from ground over conductor 142 through the winding of re-set magnet 143 to battery. Re-set magnet 143 is a part of the dispensing mechanism and when energized over the above circuit operates to restore the control commutator 144 of that mechanism to its normal position in the manner more fully pointed out in the above referred to Seiden patent. Cam 7 then opens springs 141 to de-energize magnet 143.

Immediately after cam 4 has opened springs 136 and after cam 7 has operated spring 141, cam 6 closes spring 145 against its make contact, thereby closing a circuit from ground through conductor 146, through the winding of magnet 62 of the score selecting mechanism 11 to battery. Magnet 62 energizes over this circuit and operates to spin drum 12 thereby to prepare a channel to the commutator 144 of the dispensing mechanism preparatory to operating that mechanism. The closing of springs 145 by cam 6 is brief and consequently magnet 62 is operated but momentarily.

It will be noted that at substantially the same instant that cam 6 opens spring 145, cam 5 closes spring 147, thereby to close a circuit which may be traced from ground through conductor 148 spring 149 of relay 112 and its make contact, conductor 150 through the lower collector ring 53, thence through wiper 59 and the contact upon which it is resting, through conductor 140, through main spring 151 and its make contact, conductor 152, through the score selecting device, through the commutator and brush of the score selecting device, to wiper 153 of the dispensing mechanism, plate 154 of that mechanism engaged thereby, through main spring 155 and its break contact, through the winding of magnet 156 of the dispensing mechanism, to battery. A parallel circuit extends from plate 154 through the winding of relay 157 to battery. Relay 157 operates over this circuit to close springs 159 which extend a circuit from ground through conductor 160 to the conductor 148, thereby to maintain the above traced circuit connected to ground independently of cam springs 147.

Magnet 156 of the dispensing mechanism energizes over this circuit to operate the reciprocal slide of the mechanism to dispense a coin or token. The commutator device 144 is moved, Fig. 5, one step by this energization and wiper 153 moves out of its engagement with the plate 154, thereby to open the circuit of relay 157 and the magnet 156.

Referring to Fig. 6 there is shown the manner in which the Seiden patent has been modified by the substitution of solenoid 156 for the motor. Commutator 144, pawls J and K, spring L, slide A, slide opening B, chutes D and E and drawer R correspond to similar elements in the aforementioned patent. The armature of solenoid 156 is connected to an extension M of slide A which extension carries pawl J. Slide A also carries a striker H, which on the forward motion of slide A opens switch 155. The armature of pawl 143 upon energization strikes lug N of pawl K to raise it and pawl J from engagement with commutator wheel 144.

Assume now that wiper 59 came to rest upon the right-hand one of the contacts 51. The circuit previously traced to the wiper is now extended through this contact and conductor 161, through the make spring 162 of the righthand one of the spring assemblies controlled by the coin mechanism, conductor 163 and thence through the score selecting mechanism to wiper 164. It will be noted that plate 154 extends further in the path of wiper 164 than in the path of wiper 153. Consequently, the single operation of the dispensing mechanism will not disengage the wiper from the plate.

The energization of magnet 156 opens the previously traced circuit for that magnet by opening springs 155, whereupon the magnet de-energizes to close its own circuit and operates in a buzzer-like fashion to operate the dispensing mechanism a plurality of times, thereby to move the commutator 144 step by step until wiper 164 is disengaged from the contact plate 154. In the event that the dispensing mechanism is operated more than once, cam 5 will have opened springs 147 before the dispensing mechanism has completed its operations. However, relay 157 maintains the operating circuit grounded so that when once it is started, the dispensing mechanism will perform its required cycle of operations independently of the cam circuit.

As pointed out above, relays 105 and 116 are locked in energized position over a circuit extending through spring 108 controlled by cam 2. The motor continues to operate until cam 2 opens springs 108 from its make contact, whereupon these relays are restored to stop the motor and restore the device to normal in readiness for the next play. The momentum of the motor is sufficient to carry over so that springs 108 are again closed before the motor comes to rest. Restoration of relay 116 closes springs 121 against its break contact, thereby to close a circuit extending over conductor 166, through lamp 167 to battery. Lamp 167 is lighted over this circuit.

Lamps 122 and 167 may be termed supervisory lamps and in the embodiment of the invention shown in the drawings, are located in the coin chute housing 5 and are visible through a glass panel in that housing, (not shown). Lamp 122 is preferably colored a distinctive color, such as red, and inasmuch as this lamp is lighted when the machine is in operation, serves as a signal warning the players against inserting coins in the machine at the moment. Lamp 167 is lighted when the machine is in its normal position ready to receive coins or tokens in the coin chute and is preferably colored white or green.

It will be noted that when the cams are in the normal position in which they are shown in Fig. 5, spring 103 controlled by cam 1 is engaged with its make contact, and that the valley of cam 1 maintains this contact closed only for a short time at the beginning of the operation of the machine. This arrangement insures that the control mechanism will start from a normal position and should the overrun of the motor 25 be sufficient to carry cam 1 so as to open springs 103, the starting circuit previously described and extending through this cam springs will be broken and a manipulation of manual lever 9 will be ineffective to start the machine in operation. This condition only arises when the machine is in trouble and then an attendant opens the machine and after curing the trouble shorts springs 103 to its make contact to re-position the cam in starting position.

In Fig. 5, we have shown the relays and magnets connected to batteries, one terminal of which is grounded and the cam springs extended to ground. This particular showing is for convenience only and it will be understood that the ground and battery connections shown are respectively the positive and negative terminals of the power pack 18 shown in Fig. 2. Also, in Fig. 5 we have shown the lamps connected to battery and it will be understood that the two terminals of this battery are respectively the two terminals of the transformer 19 shown in Fig. 2 so that all of the lamps of the device are operated on alternating current.

From the foregoing, it will be seen that we have devised a new and improved game structure embodying novel features of operation.

Responsive, to the insertion of a coin, a channel in the machine is selected. Responsive to the operation of a manual lever in a preparatory movement, preparatory circuits are closed and the machine is made ready for play. An operation of this lever in a reverse direction starts the machine in operation. The driving mechanism of the machine automatically maintains its own circuit closed until it has been operated through a predetermined cycle.

The selector arm by which the winning number in the game is determined, is normally locked in a fixed position, and upon the beginning of the operation of the control mechanism, this arm is unlocked. Shortly after the arm is unlocked, the clutch is operated to connect the arm to the motor so that the arm is rotated thereby. After the arm has been rotated sufficiently long to build up an appreciable momentum, the clutch is operated to disconnect the arm from the motor and the momentum causes the arm to continue to spin freely. A short time thereafter, a brake is applied to bring the arm to rest, thereby to determine the winning number.

Simultaneously with this operation, the dispensing mechanism is operated to re-set it to a normal position. After this, the score selecting mechanism is operated to determine the score to be given to the winning number when that number is determined. After the winning number has been determined, the control mechanism extends a circuit to the dispensing mechanism to operate that mechanism to award the prize to the winning player.

All the instrumentalities of the game are housed within the cabinet which is closed by a solid plate that may be locked into place to prevent tampering by unauthorized persons. Thus the mechanism can be put into proper adjustment by an experienced mechanic and the players of the game are definitely prevented from tampering with this adjustment. In practice, the instrumentalities of the game are all mounted upon a single baseboard which can be readily removed from the cabinet to permit easy adjustment of the device.

In Fig. 2 we have shown the playing top of the game as containing a plurailty of pairs of dice, this particular arrangement being shown by way of example as it will be obvious to one skilled in the art, that other game figures may be substituted within the teachings of the invention. The indicator panel and coin chute markings, will, of course, be changed to correspond.

While we have chosen to illustrate our invention by showing and describing a preferred embodiment of it, we have done so by way of example only and are not to be limited except by the scope of the appended claims.

What we consider new and desire to have protected by Letters Patent is pointed out in the appended claims.

What is claimed is:

1. In a game device, a spinning indicia pointer including a wiper, a plurality of electrical contacts engaged by said wiper one at a time, means for moving said wiper over said contacts, means for stopping and holding said wiper upon one of said contacts, a commutator, and means for extending a circuit from said wiper and one of said contacts to said commutator.

2. In a game device, a translucent plate, game indicia upon said plate, a movable electrically operated member comprising a spinning indicia pointer including a wiper disposed beneath said plate in juxtaposition to said indicia, a plurality of electrical contacts engaged by said wiper one at a time, an electrical circuit including means for moving said member with respect to the plate and electrical means on the member for illuminating said indicia one at a time, a commutator, and means for extending a circuit, from said wiper and one of said contacts to said commutator.

3. In a game device, a translucent plate, game indicia upon said plate, a movable electrically operated member comprising a spinning indicia pointer disposed beneath said plate in juxtaposition to said indicia, an electrical circuit, a motor in said circuit, a clutch and brake means, control means driven by said motor for unlocking said brake means and means operated by said control means to actuate said clutch to connect said member to the motor, then to disengage said clutch whereby said member will move freely, and finally to reoperate said brake means to bring said member to rest.

4. In a game device, a series of contacts, an indicia pointer including a wiper adapted to engage said contacts one at a time in a definite sequence, locking means for said wiper, an electrical circuit including a motor, a clutch for connecting said motor to said wiper, control means for said device driven by said motor and adapted to control said clutch and said locking means, manually controlled means for closing the circuit for said motor to start the same, means in said control means for maintaining said motor circuit closed until said device has executed a cycle of operations, a commutator, and means in said control means for operating said commutator, and means for extending a circuit from said wiper and one of said contacts to said commutator.

5. In a game device, a transparent plate, game indicia disposed in a circle upon said plate, an electrically operated rotatable arm and cooperating electrical contacts disposed beneath said plate, lamps on said arm operable to illuminate the indicia beneath which the arm is disposed, token receiving means marked to correspond with said game indicia and adapted to receive a token to initiate a play on said indicia, a scoring device operable to determine a score awarded upon the play and including other cooperating contacts, a commutator means for initiating the operation of said electrically operated arm to bring the same to rest upon one of said electrical contacts, control means, and means in said control means for extending a circuit through said arm, said one contact, and one of said scoring device contacts to said commutator.

6. In a game device, a series of contacts, an indicia plate, an electrically operated member including a wiper movable over said contacts and cooperating with said plate, an operating unit for said member comprising a motor, speed reducing means, brake means for said member, clutch means for connecting said motor to said member through said speed reducing means, a plurality of cams, driving means for connecting said cams to said motor, means for starting said motor, circuit means controlled by one of said cams for maintaining said motor operating through a predetermined cycle, means controlled through a second one of said cams for disengaging said brake means from said member while said motor makes a predetermined number of revolutions, means controlled through a third one of said cams for engaging said clutch means while said motor is making a part of said predetermined number of revolutions, a scoring device, a commutator, and means controlled through a fourth one of said cams for rotating said scoring device and extending the circuit through said commutator from said member and the contact upon which the member is brought to rest by said brake means.

7. In a control mechanism for game devices comprising a base, an electric motor mounted upon said base, speed reduction gearing connected to said motor, a shaft disposed vertically of said base and registered with said speed reduction gearing, a bracket mounted upon said base and extending thereabove over said motor, a second shaft journalled in said bracket, a rotatable indicia indicating arm fixed upon said second shaft, a plate fixed to said bracket, contacts upon said plate, a wiper fixed upon said arm and engaging said contacts, clutch plates fixed upon said shafts, electro-magnetic means mounted upon said bracket and adapted to operate said clutch plates, a brake wheel fixed upon said second shaft, electro-magnetic means mounted upon said bracket and adapted to engage said wheel to stop said second shaft, a cam shaft connected to said speed reduction gearing, a plurality of cams fixed upon said cam shaft, mounting means on said base, and a plurality of cam springs fixed upon said mounting means and operatively engaging said cams.

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