(No Model.)

G. WILKENING.

ALARM GAME WHEEL.

No. 428,985. Patented May 27, 1890.

Fig. I

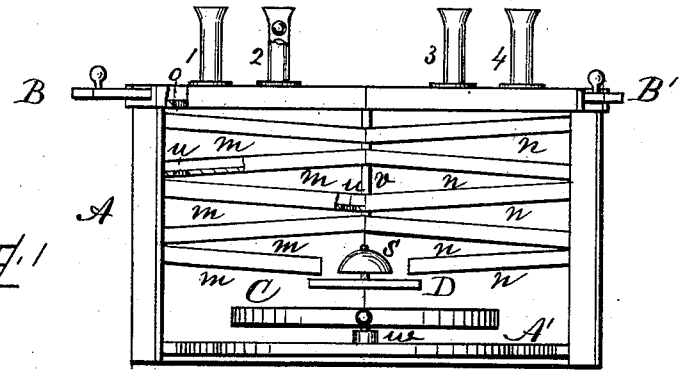
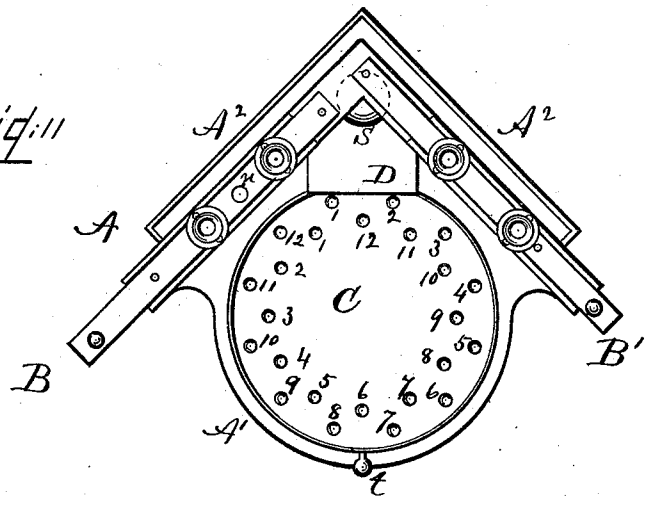


Fig. II



Witnesses
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THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

GOTTLIEB WILKENING, OF DAYTON, OHIO.

ALARM GAME-WHEEL.

SPECIFICATION forming part of Letters Patent No. 428,985, dated May 27, 1890.

Application filed July 27, 1889. Serial No. 318,988. (No model.)

To all whom it may concern:

Be it known that I, GOTTLIEB WILKENING, a citizen of the United States, residing at Dayton, in the county of Montgomery and State of Ohio, have invented certain new and useful Improvements in Alarm Game-Wheels; and I do hereby declare that the following is a full, clear, and exact description of the invention, which will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters and numerals of reference marked thereon, which form a part of this specification.

My invention relates to improvements in alarm game-wheels, the several features of which will be fully hereinafter set forth, and pointed out in the claim.

The objects of my invention are to indicate that the ball set in motion has left the channels and is about passing onto the wheel by causing the same to strike a bell so situated that the ball cannot fail to have contact therewith, and thereby ring the same, and the manner of discharging the balls into the channels. I attain these objects by the mechanism illustrated in the accompanying drawings, in which—

Figure I is a front view of the machine. Fig. II is a top view of the same.

Like letters designate like parts in the two views.

A is the frame, on the bottom A′ of which is attached the step *w*, in which the spindle of the wheel C has its bearing, and in which it freely turns. To the bottom, on the back side of the frame, are the channels A^2 A^2, which are used to store the marbles when not in use. The back of the frame or upright parts are at a right angle and join at the center, and on the top are two channels, into which slide the two discharging-bars B B′. To the left channel are attached the two hoppers 1 and 2, and to the right the hoppers 3 and 4. The flanges of these are secured by screws to the strips forming the sides of the channels. The discharging-bars have each an orifice—one shown at *r* in bar B—into which a marble may fall from the hoppers into the upper conveying-channels *m n*. These discharging-bars are provided with knobs to grasp in moving them, and also arresting-lugs, which stop the movements at a point to let the marble drop from the same through the orifice *o* into the channel beneath. The channels *m n* are formed of two strips, one the bottom and the other the side, nailed against the back of the frame, and are divided by the strip *v* at the center, thus forming a series of channels having a uniform incline, down which the marbles roll when disengaged at the top. At the lower end of these are orifices *u*, through which the marbles drop to the next channel, with the exception of the lower one, from which the marbles are delivered onto the platform D, where the marbles engage the bell *s*, supported on said platform, and are then precipitated onto the wheel C, where they settle into cavities, each of which is numbered from 1 to 12 in two series. When the marbles are descending successively down the several channels, revolutions may be given to the numbered wheel. To cause the revolutions it is grasped by the knob *t*. The back of the frame may be painted black, and with a crayon the game may be recorded thereon.

The operation is thus: Put five marbles into each of the hoppers, move the discharging-bar so that a marble may drop into the first channel, and successively following the channels of one side, striking the bell, and finally settling in a cavity of the wheel, which may be revolved or not at the pleasure of the operator. The opposite side is manipulated in a similar manner by another person, and when the several marbles have been alternately discharged a record of the numbers where the marbles settle, and the one having the greater number wins the game.

Having fully described my invention, what I claim, and desire to secure by Letters Patent, is—

The combination of case A, provided with channels the sides of which are at a right angle, the hoppers 1 and 2 and 3 and 4 on their respective sides, the discharging-bars B B′, the series of inclining channels *m* on one

side and a like series *n* on the other, the platform D, bell *s* on said platform at the center of said case, and wheel C, having numbered cavities on its face so arranged that a ball descending said channels will strike said bell and finally rest in one of the cavities of said wheel, substantially as set forth.

In testimony that I claim the foregoing as my own I affix my signature in presence of two witnesses.

GOTTLIEB WILKENING.

Witnesses:

B. PICKERING,

THOMAS F. THRESHER.