

Oct. 30, 1928.

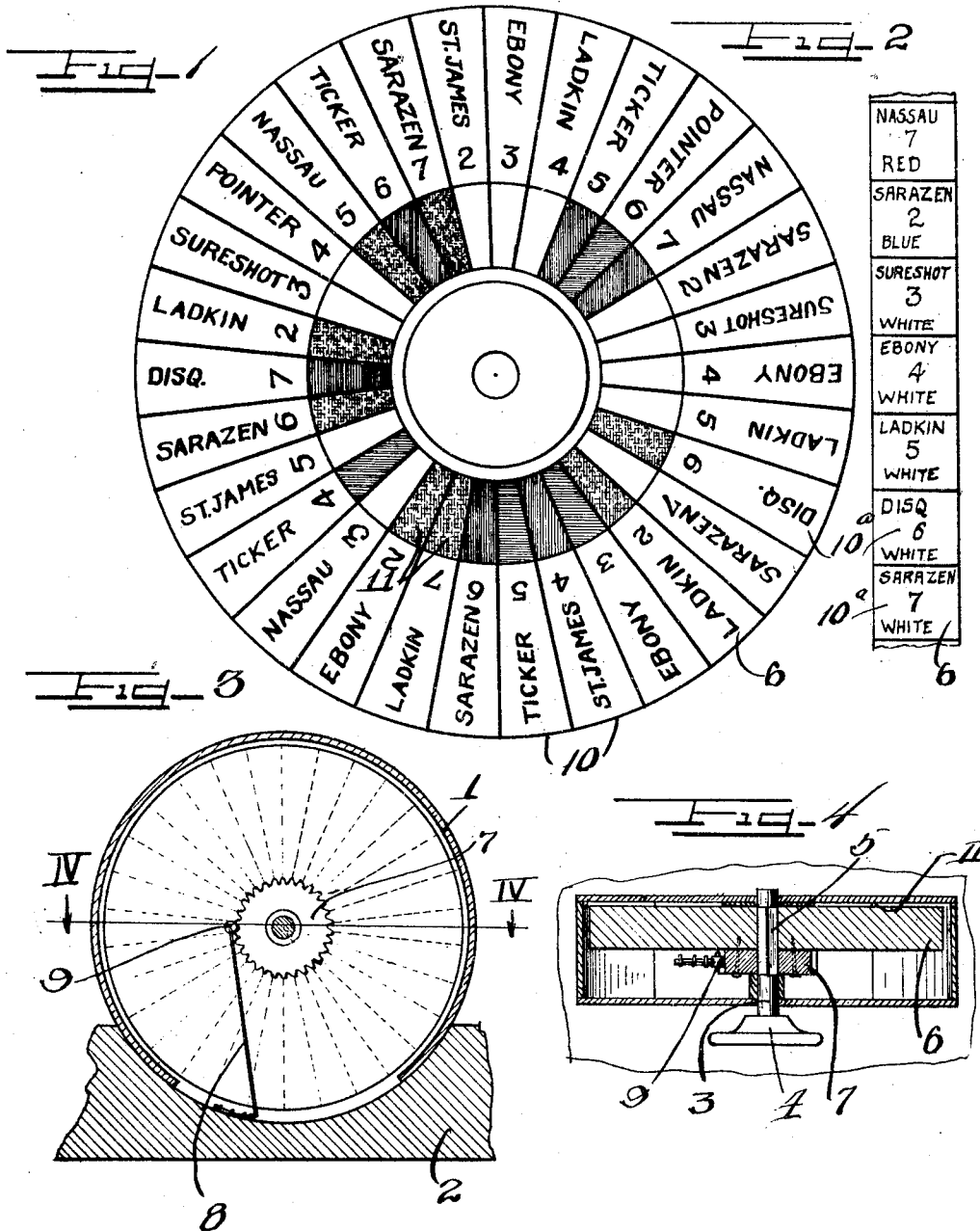
1,689,326

J. CRAIGIE

GAME

Filed Dec. 23, 1925

2 Sheets-Sheet 1



by

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2 Sheets-Sheet 2

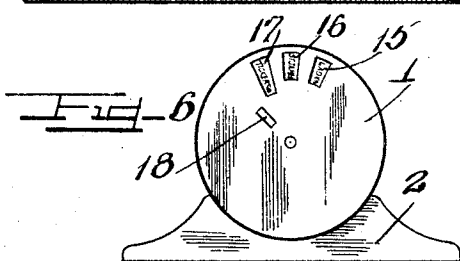
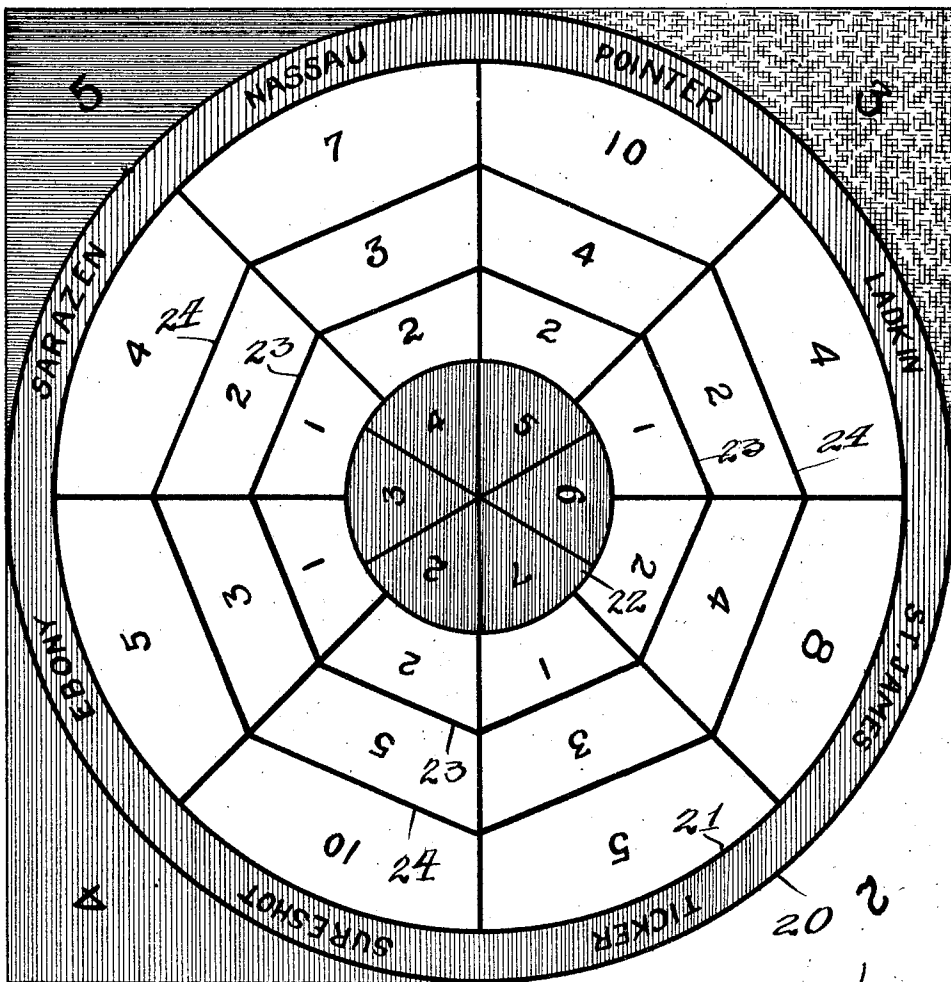
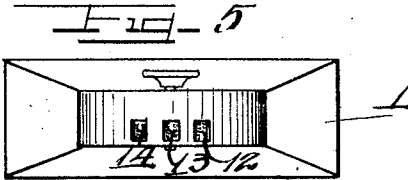


Fig. 7

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Patented Oct. 30, 1928.

1,689,326

UNITED STATES PATENT OFFICE.

JAMES CRAIGIE, OF CHICAGO, ILLINOIS.

GAME.

Application filed December 23, 1925. Serial No. 77,168.

This invention relates to a game, and it is an object of this invention to provide such a device that will afford amusement and a pastime.

The invention comprises the novel structure and combinations hereinafter described and more particularly pointed out and defined in the appended claim.

In the accompanying drawings, which illustrate a preferred embodiment of this invention and in which similar reference numerals refer to similar features in the different views:

Figure 1 is a top plan view of a spinning wheel involving part of the device;

Figure 2 is a fragmentary development of the periphery of the wheel;

Figure 3 is a reduced sectional view of a casing in which the spinning wheel is mounted;

Figure 4 is a sectional view upon the line IV—IV of Figure 3;

Figure 5 is a top plan view of the casing containing the spinning wheel;

Figure 6 is a reduced side elevational view of the said casing; and

Figure 7 is a plan view of a play board constituting a part of the game device.

In the drawings there is shown a cylindrical casing 1 supported upon a pedestal 2. The casing is so supported that its axis extends in a horizontal plane. A shaft member 3 having an operating knob 4 is journaled in the center of the end walls of the casing. This shaft member is provided with an intermediate polygonal portion 5 upon which a spinning wheel or disk 6 is mounted. Adjacent the spinning wheel, there is a ratchet wheel 7 upon the polygonal portion of the shaft, and the same is also connected to the spinning wheel. A yieldable arm 8 attached at one end to the pedestal, the other end of this arm is equipped with a roller 9 engaging the periphery of the ratchet wheel. After the disk has been spun, the roller in connection with the ratchet wheel will retard the rotation of the disk and eventually bring it to a stop.

One side of the spinning wheel or disk is provided with a plurality of ruled sectors. In the present instance each sector comprises two parts, one part 10 of which is white and contains preferably the name of a race horse and a number. The other part 11 of each sector is designed to denote a color. Different colors are shown. The ruled lines of the sec-

tors are continued over the periphery of the disk or wheel to define spaces or sections 10^a. As shown in Figure 2, each section bears the name of the horse and the number of the corresponding sectors and the color of the immediately preceding sector. The different names of the horses, numbers and colors constitute different playing units.

The top of the casing 1 is provided with three observation openings 12, 13 and 14 (Figure 5) through which the matter on the sections 10^a may be observed. The disk will eventually come to rest with the data on three sections visible through the observation openings.

Upon the front side of the casing are three observation apertures or openings 15, 16 and 17 (Figure 6) which display the names on the sectors corresponding to those on the sections which are visible through the openings 12, 13 and 14; the aperture 17 also displaying the number shown in the aperture 14. Immediately to the rear of the last opening 17 and at a shorter radial distance from the center, there is a fourth observation aperture 18 which discloses the color designated on the section visible through the opening 14.

In Figure 7 is shown a play board or chart 19 having a pair of spaced concentric circles 20 and 21 thereon between which the names of the race horses are written in spaced relation. At the center of the board there is a smaller circle 22 from which radial lines are drawn to the circle 21 to define parti sectors. These parti sectors are divided into three sections by straight lines 23 and 24. Each section contains a number, and the radial lines of each parti sector are drawn to include the name of a race horse therebetween.

The center circle is divided into a plurality of sectors, each sector being marked with a number, and the corners of the board are of different colors and each color has a playing number. The names of the horses, the numbers in the circle 22 and the colors on the chart constitute playing units.

The game may consist of one hundred points or any convenient factor or multiple thereof and may be played as follows:

Those engaged in the game, which may be any number, may play a certain horse to win, place or show, the number in the outer section of the parti-sector of the chart will indicate the points scored if the horse wins, the second or middle section will indicate the

points scored if the horse places, and the third or inner section will indicate the points scored if the horse shows. If the horse was played first and second, the sum of the numbers in the two outer sections of the corresponding sector will indicate the points scored. Different combinations may be played. Thus, first and third or second and third may be played. The total number of points scored in any race will be the sum of the numbers in the corresponding sections of the parti-sectors.

In order to determine, whether a certain horse wins, places or shows, the spinning wheel 6 will be spun. When it stops, the name of the horse visible through the apertures 14 and 17 will indicate the winner; the name of the horse visible through the apertures 13 and 16 will be the place or second horse; while the name of the horse visible through the apertures 12 and 15 will indicate the show or third horse.

Besides playing a horse, it is also possible to play a number in the circle 22 of the chart. The different numbers in the circle 22 also appear upon the periphery and side of the spinning wheel. If the particular number played is visible through the apertures 14 and 17, the player will add its value in points to his score.

Besides the foregoing, it is also possible to play a color shown at one of the corners of the chart, and if the spinning wheel stops with such color visible through the aperture 14 and 18, the player may add the number assigned to such color upon the chart to his score.

A player may play a horse, a number or a color at the same time, or any one, or two thereof. The other players will then have the same privilege.

Besides affording amusement, this game will also be instructive in arithmetic to children as it will teach them addition in counting up the points scored necessary to make a game.

I am aware that many changes may be made, and numerous details of construction may be varied through a wide range without departing from the principles of this invention, and I therefore do not purpose limiting the patent granted hereon, otherwise than necessitated by the prior art.

I claim as my invention:

A game comprising a chart and a spinning wheel, said wheel having a plurality of sectors marked on its sides, every sector including a name, a number and a color, the periphery of said wheel having a plurality of spaces therein co-incident with said sectors, every space indicating the name and the number appearing on its sector and the color of the next following sector, said chart having a plurality of sectors thereon, every sector being divided into a plurality of parts, every sector containing a name and the parts thereof of a number, a ring encircling said sectors with said names therein opposite said sectors, the chart outwardly of the ring having various colors thereon with indicia on said colored parts, a central circle divided into a plurality of numbered sectors, said wheel being arranged within a casing, said casing having apertures through which the indicia on said wheel may be observed, and the chart having corresponding indicia to indicate the total points won by a player on a spin of said wheel.

In testimony whereof I have hereunto subscribed my name:

JAMES CRAIGIE.