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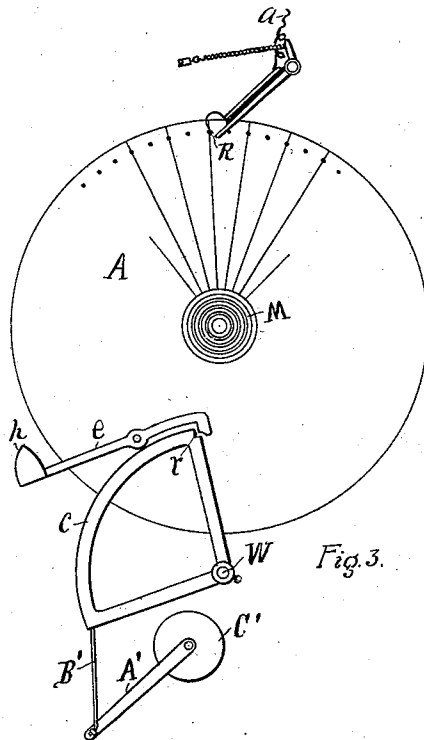
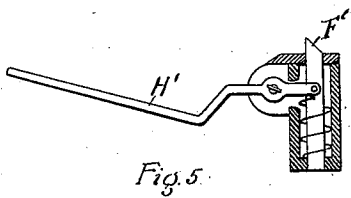
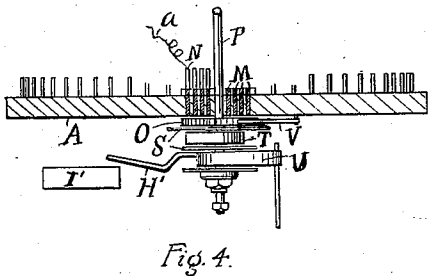
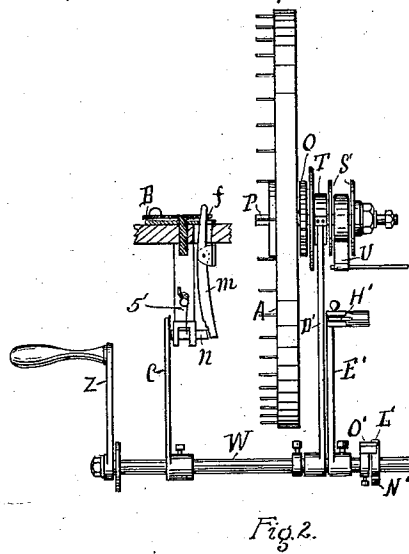
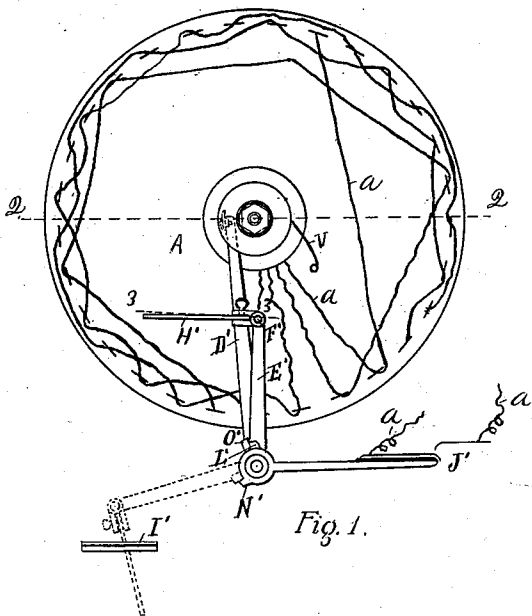
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A. L. PRATT.

COIN CONTROLLED GAME APPARATUS.

No. 531,469.

Patented Dec. 25, 1894.



Witnesses:

Levi F. Cox
W D Margree

Inventor:

By *Arthur L Pratt*
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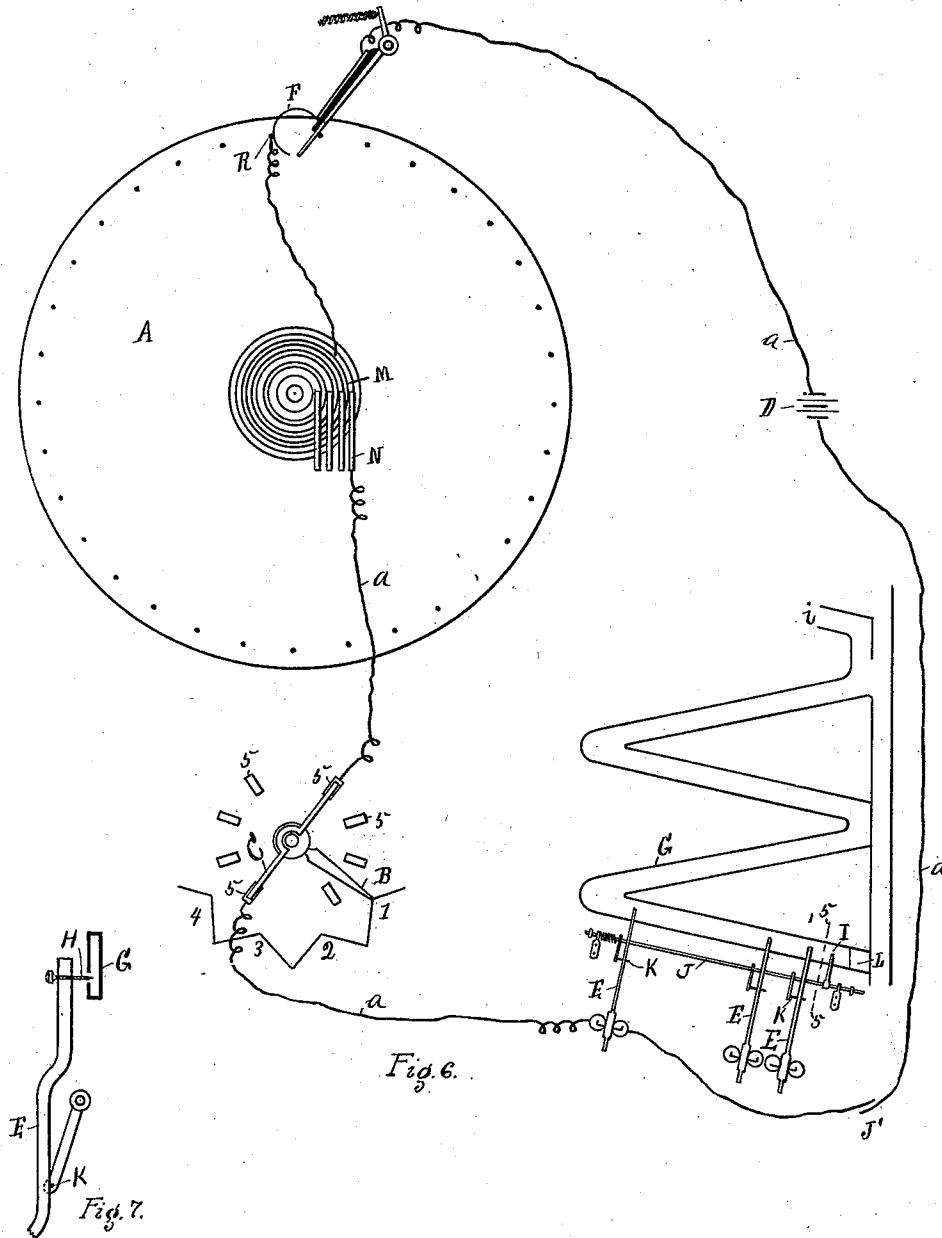
(No Model.)

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A. L. PRATT.
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Patented Dec. 25, 1894.



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(No Model.)

3 Sheets—Sheet 3.

A. L. PRATT.
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Fig. 8.

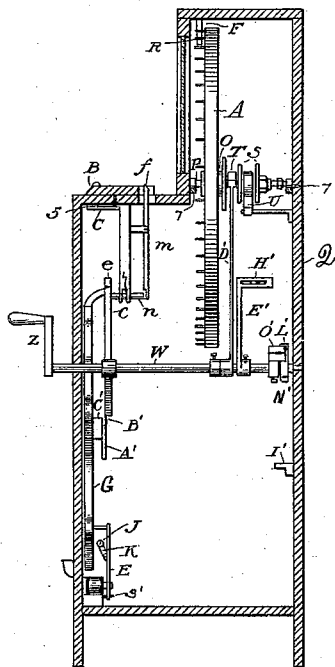
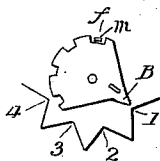


Fig. 9.



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UNITED STATES PATENT OFFICE.

ARTHUR L. PRATT, OF KALAMAZOO, MICHIGAN.

COIN-CONTROLLED GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 531,469, dated December 25, 1894.

Application filed December 26, 1893. Serial No. 494,814. (No model.)

To all whom it may concern:

Be it known that I, ARTHUR L. PRATT, a citizen of the United States, residing at Kalamazoo, county of Kalamazoo, State of Michigan, have invented a new and useful Coin-Controlled Game Apparatus, of which the following is a specification.

This invention relates to that class of games in which a revoluble spring actuated wheel is employed bearing different colors or characters on which the game is played, an indicator serving to point out which color or character the wheel stops on when it comes to a rest, a crank-shaft, and mechanism for operating the wheel, and coin controlled mechanism for locking and releasing the same.

The main object of the invention is to so construct the apparatus that, whenever the wheel stops on a color or character corresponding to the one the player has previously chosen before starting the wheel, it will automatically deliver the premium established in coins for that particular color or character.

Other objects will appear in the following description and claims, prominent among which may be named the electro magnetic apparatus for automatically delivering the coins (checks or equivalents); the arrangement for preventing the player from changing his choice after commencing to play, and the circuit "maker" and "breaker," all of which are clearly explained in the detailed description below.

In the drawings forming part of this specification, Figure 1, is a rear elevation of the wheel; Fig. 2, a side elevation looking from a point at the left of Fig. 1, with parts in section; Fig. 3, a front elevation of the wheel; Fig. 4, a section on line 2—2 in Fig. 1 looking from a point above; Fig. 5, a section on line 3—3 in Fig. 1, enlarged, looking from a point above; Fig. 6, a diagrammatical view illustrating the theory of the invention, and Fig. 7, is a cross section enlarged on line 5—5 in Fig. 6 looking from a point at the right; Fig. 8, a view showing the case of the apparatus in vertical section, and Fig. 9, is a plan of details in Fig. 8, below described.

Referring to the lettered parts of the drawings, A is the revoluble wheel provided on the front face with a series of metal pins around the same near its periphery, Figs 3, 4

and 6, said pins being represented by colors or characters; that is, the wheel may be divided off on its front face by different radial colors as the radial lines in Fig. 3 indicate, and the pins in these colors are represented by them, or the pins may be marked with letters or characters in lieu of the colors. For the purpose of this description I have adopted the letter R to point out the pin. Of course these colors or characters alternate around the wheel with other like colors or characters and with different colors or characters, but a description of one will be sufficient for all.

I will first explain the theory in a general manner and then proceed to the details of construction which I have adopted in perfecting an operative apparatus.

Referring to Figs. 6 and 9, 1, 2, 3 and 4 illustrate colors or characters to be chosen by the player. As here shown the player has chosen 1 by setting the pointer B to designate this character or color as the case in the real game might be. The pointer B, has attached to it switch-levers C, which levers are in contact with the contact plates 5, of the switch, which plates are in contact with the wires *a*, of the circuit. In this circuit *a*, is a battery D, a magnet and armature lever E, the indicator F, and the pins representing the colors or characters, as R. The character 1, on which the pointer B, is set corresponds to the character R. Thus if colors are employed they would be the same colors at 1, and R. The lever E referred to is fulcrumed at its lower end at S' in Fig. 8.

At G, Figs. 6 and 8, is shown a conveyer which when playing is filled with coins, checks, or their equivalents. The upper end of the armature lever E, is provided with a projection H, which enters the conveyer through a hole, Fig. 7, forward of a given coin or equivalent, and holds back all coins in the rear of the same.

At I, is a lever at the delivery end of the conveyer G, having a projection which holds back all the coins in the conveyer. It is attached to a spring actuated shaft, which shaft holds this lever projection inserted into the conveyer; while the projections of the armature levers are not inserted until the circuit is closed in playing the game.

When the levers E, are swung in by the

magnets they come in contact with a crank K, attached to the shaft J, which action swings the lever I, outward. The player then having set the pointer B, on 1, and the wheel having stopped so that the indicator contacts with the pin at R, which character R, is like the character 1, chosen by the player, the result is that the armature lever E, in the circuit *a*, operates to hold back all coins in the rear of it, and to swing lever I outward releasing all coins in front of the armature lever E, and these coins pass out through the passage L, into a receptacle in view of the player, said receptacle not being here shown. Of course should the wheel stop on any other character or color no coin would be delivered.

Some characters or colors are of course arranged to deliver more coins than others, which is provided for by the particular point at which the armature lever for the respective characters or colors is placed. As shown in Fig. 6, the first armature lever E, at the right delivers, say two coins for the one inserted by the player whenever he wins, the next a greater number and so on.

While only one circuit is here shown, it will be understood that different circuit wires are employed for each character or color, each contact plate 5, and each armature lever, and that the battery is in all the circuits which will be clearly understood without showing all the wires.

The indicator F, consists of a spring actuated lever acting on the pins when the wheel turns, like the pawl of a ratchet. It has an insulated elastic strip of metal which contacts with the pins as in Figs. 3 and 6, when the wheel is at rest. The wheel might be stationary, and a revoluble band be employed as the indicator if preferred. Of course since the wheel revolves, the pins for all the colors or characters of the different series have to be wired and brought to a point for forming a sliding contact with the circuit wires of the different series in the stationary part of the apparatus. I accomplish this by providing the wheel A, with metal rings M, concentric with each other and extending through the wheel, Figs. 4 and 6. With these metal rings M, the metal fingers N, are arranged to form a sliding contact when the wheel A, revolves. These metal rings M, and fingers N, are attached to the circuit wires *a*. Fig. 1 will serve to illustrate the idea of wiring the pins, the wires being brought in contact with the rings M, on the back face of the wheel, between said wheel and the ratchet O, Fig. 4.

The wheel A, is revolubly mounted on a shaft P, Figs. 2, 4 and 8, and a double pulley S, and ratchet wheel O, are rigidly attached to said shaft P, the latter of which is revoluble on suitable bearing supports, which consist of cross beams in the case, the same being shown in cross section at 7 7 in Fig. 8. A pawl V, Figs. 1 and 4, is attached to the wheel A, in position to engage the ratchet wheel O.

On the double pulley S, winds a belt T, and a spring U. One end of the spring U is attached to a fixed support and the other end is attached to the pulley.

Below the wheel A, is a revoluble shaft W, provided with a crank Z, Figs. 2, 3 and 8. A quadrant *c*, is attached to the shaft W, and over the quadrant is a pivoted catch *e*, in position to engage the end of the same, and prevents the crank Z, from being operated until a coin, check, or its equivalent, is dropped into the end *h*, which act trips the latch, after which the coin passes into the conveyer G, at *i*, Fig. 6, said point *i*, in the construction being located beneath the end of latch at *h*, in Fig. 3.

The pointer B, Figs. 2, 8, and 9, has notches *f*, into which the upper end of a pivoted dog *m*, catches to hold the pointer B, where the player has set it. Between the lower end of dog *m*, and the quadrant *c*, is a pin *n*, actuated by a spring 5', Figs. 2, and 8, the outer end of which pin passes by the end of the quadrant *c*, at *r*, Fig. 3, prior to the crank Z, being started, which of course leaves the dog free to be disengaged from the notch *f*, but when the player has made his choice, dropped his coin, check, or equivalent, to operate the latch *e*, and started the crank Z, the quadrant *c*, comes in contact with the outer end of the pin *n*, which prevents the dog *m*, from being unlatched from the notch *f*, and hence the player is prevented from changing the position of the pointer B, after the game begins.

In Figs. 3, and 8 is shown a lever A', attached to a spring in the case C', (spring not shown) and connected with the quadrant *c*, by a rod B', to bring the crank Z, back to the point of starting, at the end of each play. On the rear end of crank shaft W, is a loose lever D', Figs. 1 and 2, to the upper end of which is attached the end of the belt T. By the side of the lever D', is a lever E', rigid on the shaft W. In the upper end of the lever E', is a spring actuated pin F', which pin passes by the lever D', so as to engage it when the crank Z, is operated, thus swinging the lever D', downward, which action draws on the belt T, revolving the pulleys S, and tightening the spring U, by coiling it closer on the pulley. Attached to the pin F', is a lever H', Figs. 1, 4, 5, and 8, which, when the levers D', E', are swung down to their limit, comes in contact with the fixed point I', and disengages the pin F', from the lever D', at which time the wheel A, is revolved by the spring U, and the belt is wound up again on the pulley S.

In Fig. 1, at J', is shown a circuit "breaker" and "maker." The same is indicated at J', in Fig. 6. One end of the broken wire *a*, is attached to a pivoted lever, and insulated therefrom, said lever being pivotally attached to the shaft W, and provided at its pivoted end with lugs L', and N'. The other broken end of the wire *a* would be attached to some

support, none being shown in Fig. 1, but the back wall of the case in Fig. 8, would be a suitable place of attachment.

The shaft W, is provided with a lug O', which lug, when the crank Z, and lever E', are up as when at rest prior to playing, bears against the lug L', and "breaks" the circuit as in Fig. 1, and when the lever E', is down as in dotted position in Fig. 1, the lug O', bears against the lug N', and "makes" the circuit. It should be observed that at this stage of the operation, when the crank Z, and lever E', are down the player holds the crank Z, down until the wheel A, stops, at which time, if the wheel stops on the color or character chosen by the player, that particular circuit for said character or color will be complete and the proper number of coins will be automatically delivered to the player.

I anticipate that different plans so far as the mechanical steps are concerned, might be adopted for establishing the circuits, circuit "breaker," the plan for holding back or blocking and delivering the coins, and also revolving the wheel. Hence I do not wish to limit the scheme of automatically delivering the coins when the color or character designated by the indicator corresponds with that chosen by the player, to the particular specific details which I have shown to illustrate an operative apparatus.

Of course some of the colors or characters may be provided with complete circuits and some not, in which case when the wheel stopped on those which were provided with circuits the apparatus would deliver coins to the player, and when it stopped on the others no coins would be delivered. In this case no pointer for the player's use is employed, he merely playing the game without making a choice of colors or characters.

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent of the United States, is—

1. A game apparatus, comprising a revoluble part, an electric circuit, a detached portion of said circuit being arranged in the revoluble part in such a manner that when the latter chances to stop at a certain point, the detached portion of the circuit will contact with the balance of the circuit, thus completing said circuit, and means in the circuit adapted to deliver coins or the like, when said completion of the circuit takes place, substantially as set forth.

2. A game apparatus employing an electric circuit, and a revoluble wheel bearing colors or characters on which the game is played, an indicator pointing out the color or character on which the wheel stops, a pointer for the player's use, and electrically operated mechanism for delivering coins to the winner, all in said circuit, substantially as set forth.

3. A game apparatus comprising an electric circuit, a part having characters or colors on which the game is played, an indicator pointing out said colors or characters, a pointer

for the player's use, a coin conveyer, an armature lever or levers each provided with a projection for entering said conveyer to block and release the coins, all in said circuit, substantially as set forth.

4. A game apparatus employing an electric circuit, a revoluble wheel bearing colors or characters on which the game is played, an indicator pointing out the colors or characters on which the wheel stops, a pointer for the player's use, a coin conveyer, an armature lever or levers each provided with a projection for entering the coin conveyer to block and release the coins, all in said circuit, substantially as set forth.

5. A game apparatus employing an electric circuit, a revoluble wheel provided with metal pins or points of contact representing colors or characters on which the game is played, and with metal rings, said pins and rings connecting with the circuit wires, metal fingers forming a sliding contact with said rings and attached to the circuit wires, an indicator for contacting with said pins, a pointer for the player's use, and mechanism for delivering coins to the winner, said indicator, pointer, and mechanism being in said circuit, substantially as set forth.

6. In a game apparatus employing characters or colors on which the game is played, the combination of an electric circuit, an indicator for pointing out said colors or characters, a pointer for the player's use, a coin conveyer, a spring actuated lever provided with a projection for entering said conveyer to block the coins at the delivery end, and an armature lever adapted to block the coins back of a number of coins blocked by the spring actuated lever, and at the same time to release the latter lever from blocking the coins, said characters or colors, indicator, pointer, and armature lever being in the circuit, substantially as set forth.

7. A game apparatus employing an electric circuit, a revoluble wheel provided with metal pins representing colors or characters on which the game is played, and with metal rings, metal fingers contacting with said rings, the pins, rings and fingers connecting with the circuit wires, an indicator in the circuit for contacting with the pins, a switch having metal contact points in said circuit, a pointer for the player's use provided with arms for contacting with said points of contact in the switch, a coin conveyer, and armature levers in the circuits for blocking and releasing the coins in the conveyer, substantially as set forth.

8. A game apparatus employing an electric circuit, and a revoluble wheel bearing colors or characters on which the game is played, an indicator for pointing out said colors or characters on which the wheel stops, a pointer for the player's use, and mechanism for operating the wheel, a pivoted lever provided with a shoulder, a lug on the crank shaft in position to contact with the shoulder of the lever

to tilt it, one end of the separated circuit wire being attached to the free end of the lever, and insulated therefrom, in position to connect with and disconnect from the other end of the circuit wire in "making" and "breaking" the circuit when the crank shaft is operated, substantially as set forth.

9. In a game apparatus employing a revoluble wheel and a crank shaft and means for operating said wheel, the combination of a pointer for the player's use provided with a lock notch, a pivoted dog for entering said notch, a quadrant on the crank shaft, and a sliding pin between the end of the dog and the quadrant, substantially as set forth.

10. A game apparatus employing an electric circuit, a revoluble wheel bearing colors or characters on which the game is played, an indicator for pointing out said colors or characters, a pointer for the player's use, mechanism for delivering coins to the winner, all in said circuit, a pulley on the wheel shaft bearing a spring for revolving the wheel and a belt for tightening said spring, a crank shaft, a loose lever on said shaft to which the belt is attached, a lever rigid on said shaft and bear-

ing a spring actuated pin adapted to engage the loose lever, a lever attached to said pin, a point for the latch lever to contact with to release the pin from contact with the loose lever, and a circuit "maker" and "breaker" in said circuit operated by revolving the crank shaft, whereby the circuit is "made" by holding the crank shaft down until after the wheel stops revolving, substantially as set forth.

11. A game apparatus employing an electric circuit and employing in said circuit, a revoluble wheel bearing colors or characters on which the game is played, an indicator pointing out the color or character on which the wheel stops, and armature levers and a coin conveyer adapted to deliver coins when the wheel stops at a point to close the circuit, substantially as set forth.

In testimony of the foregoing I have hereunto subscribed my name in the presence of two witnesses.

ARTHUR L. PRATT.

Witnesses:

ARTHUR E. CHAMBERS,
MICHAEL I. O'NEILL.