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CHANCE CONTROLLED GAME DEVICE

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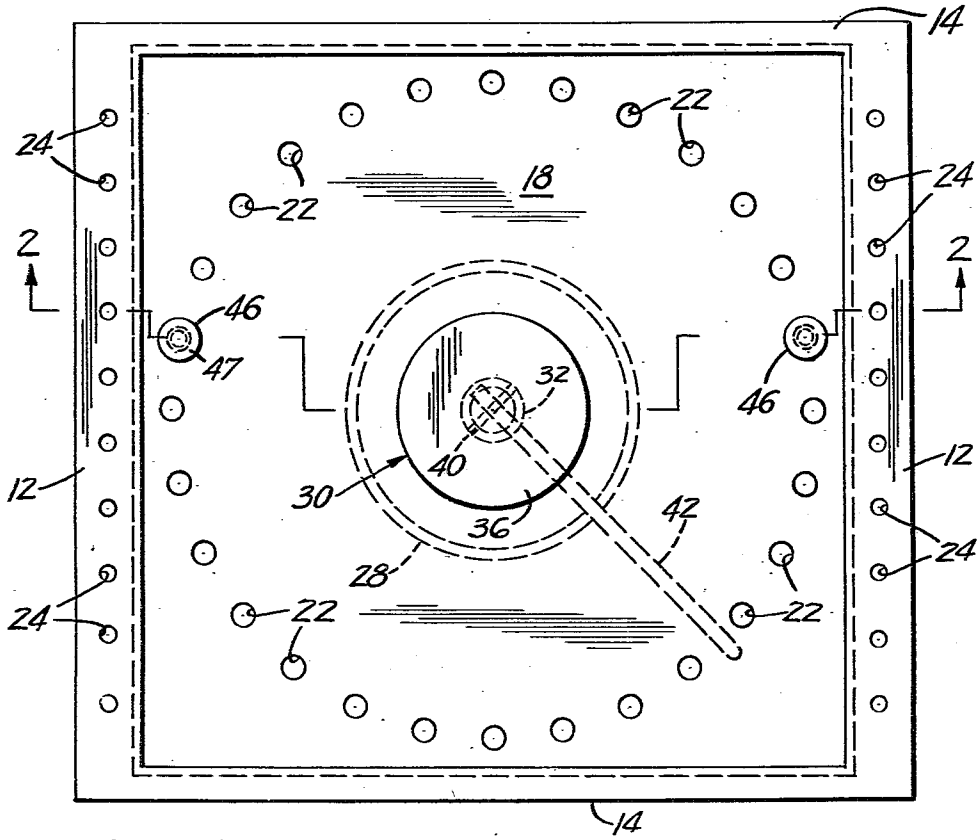


FIG. 1

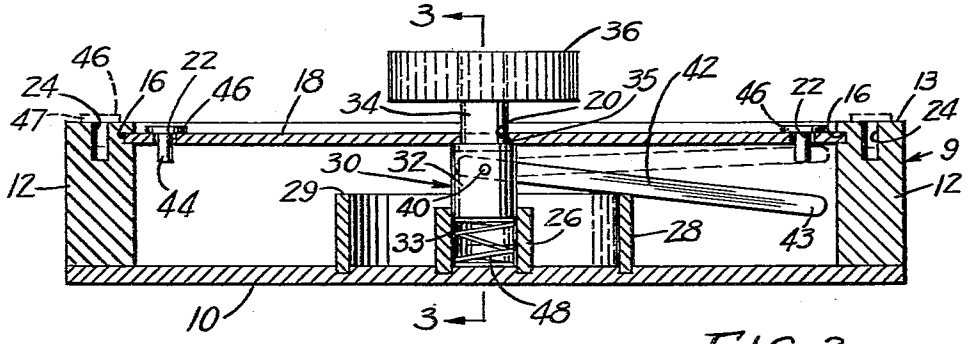


FIG. 2

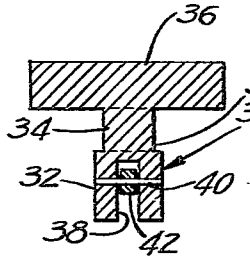


FIG. 3

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CHANCE CONTROLLED GAME DEVICE

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2 Claims. (Cl. 273—138)

This invention relates to an improved game device wherein a rotor beneath a panel containing movable pegs in holes is spun by hand and then subsequently manipulated.

Another object is to spin a lever in a closed path beneath an annular row of axially movable markers and subsequently to so move the lever that a marker will be ejected beyond the level of the other markers in the annular row.

The primary object of the invention is to provide an attractive, efficiently operating device of this kind, which is composed of a small number of simple parts, and which can be made in a serviceable and highly entertaining form at relatively low cost.

Other important objects and advantageous features of the invention will be apparent from the following description and the accompanying drawings, wherein, for purposes of illustration only, a specific form of the invention is set forth in detail.

In the drawings:

Figure 1 is a plan view of a game device embodying the features of this invention showing all the pegs removed with the exception of two;

Figure 2 is a transverse vertical sectional view taken substantially on the line 2—2 of Figure 1; and

Figure 3 is an enlarged fragmentary sectional view taken substantially on the line 3—3 of Figure 2.

Referring to the drawings in detail, the illustrated game device comprises a rectangular casing 9 having a bottom wall 10 provided along opposite side edges with upstanding side walls 12 and along opposite end edges with upstanding walls 14. Supported in grooves 16 which extend longitudinally of the side walls 12 and end wall 14 is a panel 18 having a central opening 20, and an annular row of circumferentially spaced holes 22 concentric to the central opening 20. Each side wall 12 is provided on its upper edge 13 with a longitudinally extending row of longitudinally spaced recesses or sockets 24 which correspond in diameter to the holes 22 in the panel 18.

Secured to the bottom wall 10 in axial alignment with the opening 20 in the panel 18 is a vertical guide socket 26 and extending upwardly from the bottom wall 10 in concentrically spaced relation to the guide socket 26 in an annular fulcrum 28 having an upper edge 29.

A rotor designated generally 30 comprises a cylindrical body 32 which is slidably engaged in the guide socket 26 for rotary and vertical movement. In the upper end of the body 32 and extending upwardly therefrom through the central opening 20 in the panel 18 is a reduced neck 34 having on its upper end and spaced above the panel 18, a head 36 of relatively large diameter and of substantial mass, serving as a flywheel. At the juncture of the upper end of the body 32 and the lower end of the neck 34 a shoulder 35 is defined, which bears against the underside of the panel 18 in an elevated position of the rotor and holds the body 32 in the socket 26. The lower end 33 of the body 32 is provided with a vertical transverse slot 38 and extending across the slot 38 is a pivot pin 40 on which is pivoted within the slot the inner end of a radially extending lever 42 having an outer end 43 positioned beneath and reaching radially outwardly beyond the peg holes 22 in the panel 18.

Depending through the panel holes 22 are the shanks 44 of pegs 46 having enlarged heads 47 on their upper ends which rest upon the top of the panel 18.

In playing the game, the rotor 30 is spun by manually turning the head 36 whose flywheel action then keeps the rotor in rotation for a relatively long period of time. After spinning the rotor 30, the player presses a finger down upon the top of the head 36 and depresses the rotor against the resistance of an expanding coil spring 48 which is seated in the guide socket 26 and bears against the lower end 33 of the body 32, and which normally projects the neck 34 upwardly through the opening 20 until the shoulder 35 engages the underside of the panel 18. As the rotor 30 is depressed, the lever 42 is rocked upon the edge 29 of the fulcrum 28, while it is moving around the casing, and the outer end 43 of the lever 42 is elevated to engage the lower end of the shank 44 of one or more pegs 46, so as to project one or more of the pegs upwardly from their holes 22. Ejected pegs are placed in recesses 24. The rotor 30 may be spun as often and as long as desired and depressed as often as desired, until all of the pegs 46 are ejected from their holes 22 in the panel 18.

While in the foregoing there has been shown and described the preferred embodiment of this invention, it is to be understood that minor changes in the details of construction, combination and arrangement of parts may be resorted to without departing from the spirit and scope of the invention as claimed.

What is claimed is:

1. In a game device, a casing comprising a bottom wall, side walls and end walls rising from said bottom wall, said walls having upper edges, a panel having edges secured to said walls at their upper edges, said panel having a central opening, a vertical socket on said bottom wall aligned with said opening, an annular fulcrum on said bottom wall concentrically surrounding said socket and having an upper edge spaced below said panel, a rotor comprising a body slidably and rotatably engaged in said socket and having a lower end and an upper end, a reduced neck on and rising from the upper end of the rotor body through the panel opening, said neck having an upper end, an enlarged flywheel fixed on the upper end of the neck and spaced above said panel, the juncture of said neck and said body defining a shoulder, an expanding spring in said socket compressed between the bottom wall and the lower end of the rotor body and normally engaging said shoulder with said panel, a lever projecting radially outwardly from said rotor body between the panel and the upper edge of the fulcrum and resting upon the upper edge of the fulcrum, said lever having an inner end pivoted on said body and an outer end, said panel having an annular row of peg holes disposed above the outer end of the lever, and pegs having heads resting upon the top of the panel and pegs depending through said holes, said shanks having lower ends arranged to be struck by the outer end of the lever to eject pegs out of their holes, as the rotor is depressed against the resistance of said spring by manual pressure on the head while the rotor is spinning and the outer end of the lever is elevated into engagement with the lower ends of peg shanks.

2. In a game device, a casing comprising a bottom wall, side walls and end walls rising from said bottom wall, said walls having upper edges, a panel having edges secured to said walls at their upper edges, said panel having a central opening, a vertcial socket on said bottom wall aligned with said opening, an annular fulcrum on said bottom wall concentrically surrounding said socket and

having an upper edge spaced below said panel, a rotor comprising a body slidably and rotatably engaged in said socket and having a lower end and an upper end, a reduced neck on and rising from the upper end of the rotor body through the panel opening, said neck having an upper end, an enlarged flywheel head fixed on the upper end of the neck and spaced above said panel, the juncture of said neck and said body defining a shoulder, an expanding spring in said socket compressed between the bottom wall and the lower end of the rotor body and normally engaging said shoulder with said panel, a lever projecting radially outwardly from said rotor body between the panel and the upper edge of the fulcrum and resting upon the upper edge of the fulcrum, said lever having an inner end pivoted on said body and an outer end, said panel having an annular row of peg holes disposed above the outer end of the lever, and pegs having heads resting upon the top of the panel and pegs depending through said holes, said shanks having lower ends arranged to be

struck by the outer end of the lever to eject pegs out of their holes, the rotor is depressed against the resistance of said spring by manual pressure on the head while the rotor is spinning and the outer end of the lever is elevated into engagement with the lower ends of peg shanks, said rotor body having a transverse slot opening through its lower end in which the inner end of the lever is positioned, and means in said slot pivoting the inner end of the lever in the slot.

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