C. W. HAMEL.

GAME APPARATUS.

APPLICATION FILED MAY 22, 1919.

1,376,874.

Patented May 3, 1921.

3 SHEETS—SHEET 1.

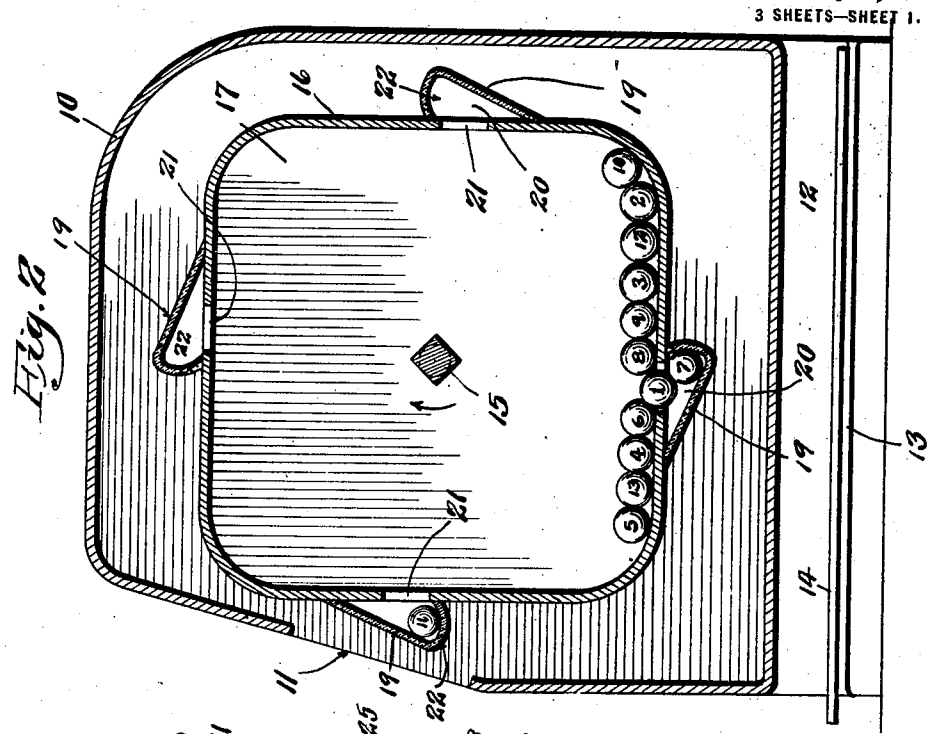


Fig. 2

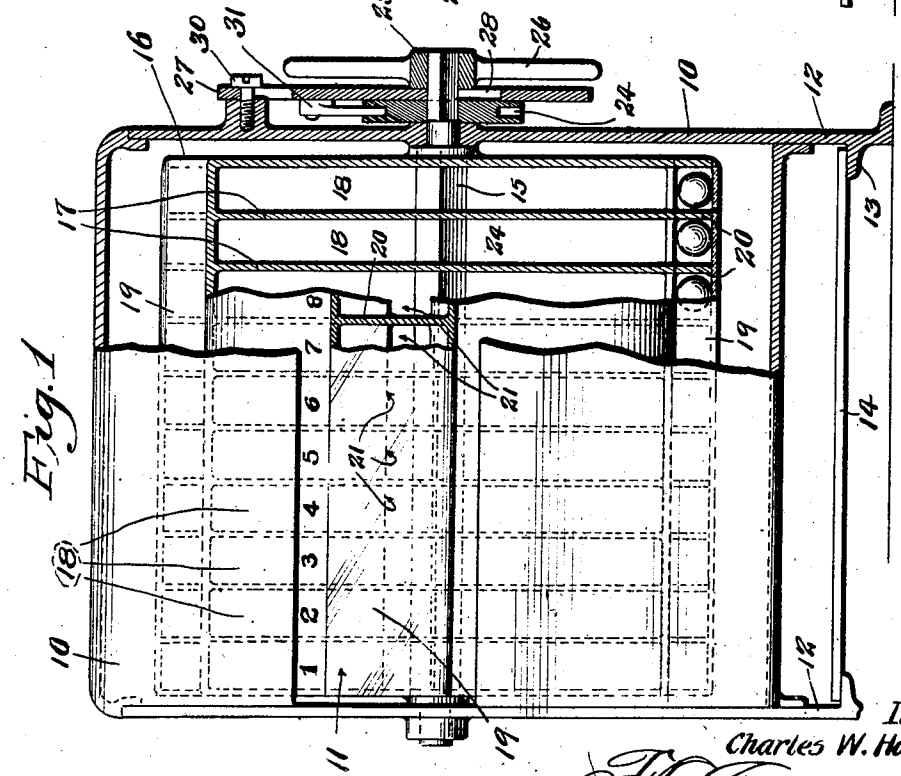


Fig. 1

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Fig. 3

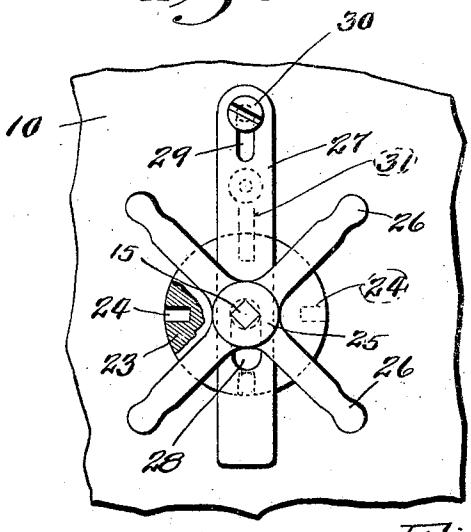


Fig. 5

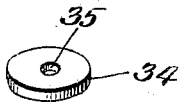


Fig. 6

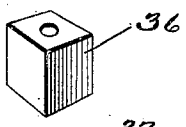


Fig. 7

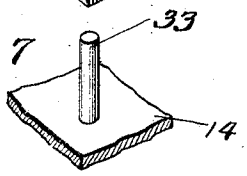
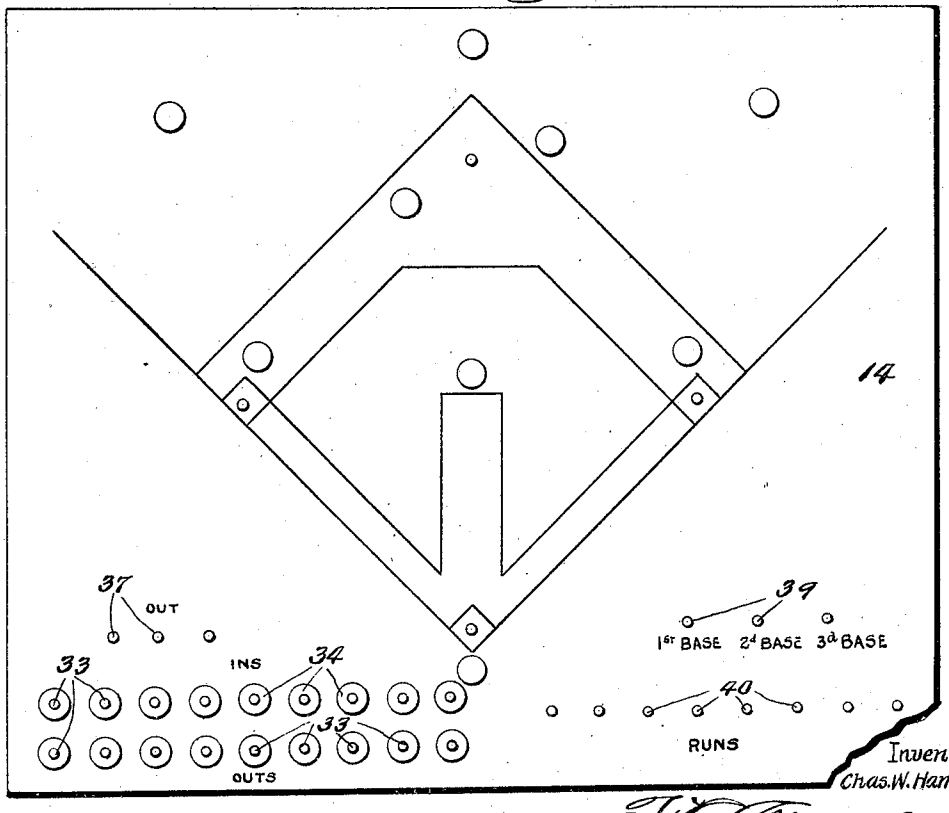


Fig. 8



Fig. 4



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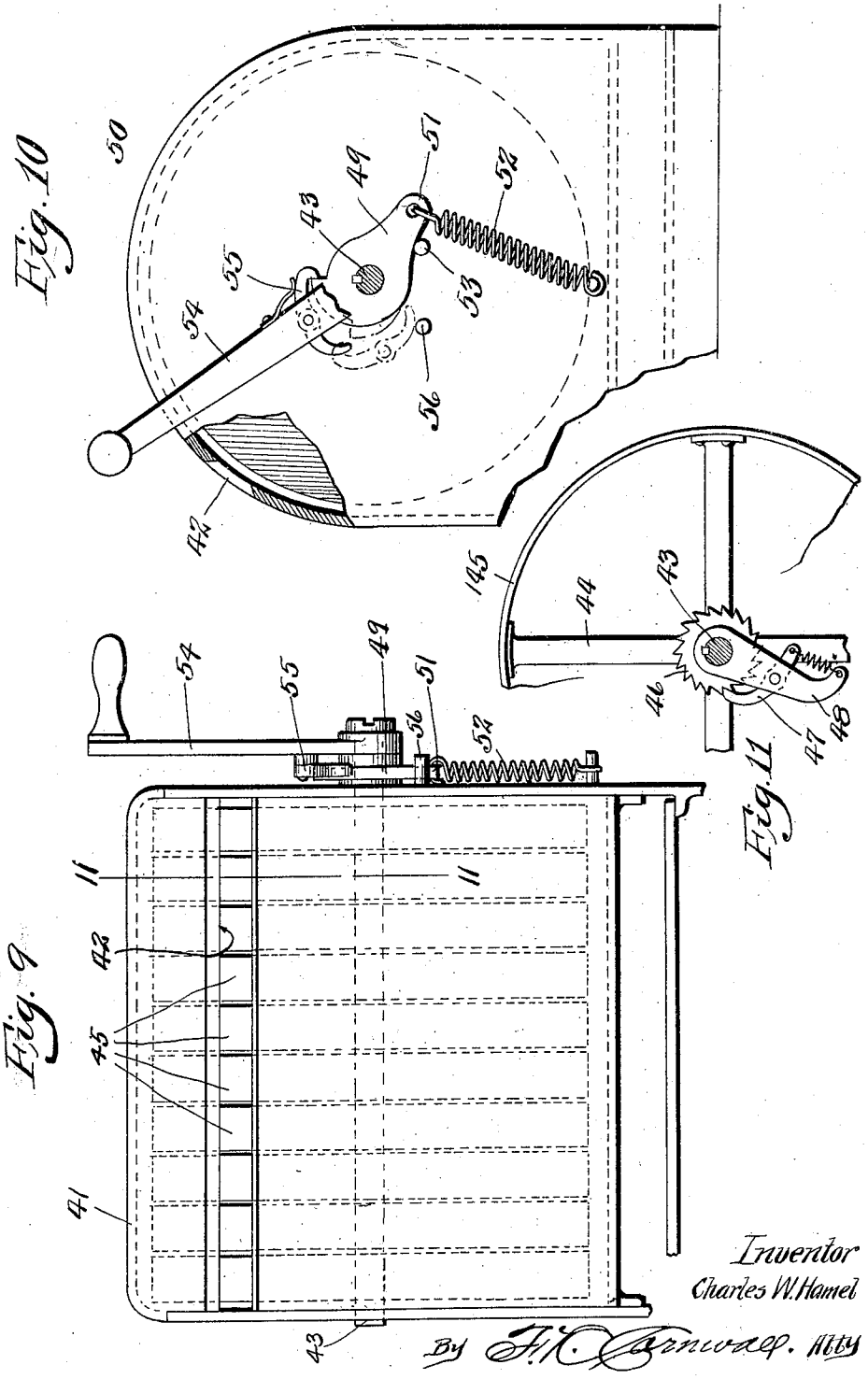
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3 SHEETS—SHEET 3.



Inventor
Charles W. Hamel

By F. C. Arnwald. Atty

UNITED STATES PATENT OFFICE.

CHARLES W. HAMEL, OF ST. LOUIS, MISSOURI.

GAME APPARATUS.

1,376,874. Specification of Letters Patent. Patented May 3, 1921.

Application filed May 22, 1919. Serial No. 298,957.

To all whom it may concern:

Be it known that I, CHARLES W. HAMEL, a citizen of the United States, residing at St. Louis, Missouri, have invented a certain new and useful Improvement in Game Apparatus, of which the following is a full, clear, and exact description, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, forming part of this specification.

My invention relates to a game apparatus, my present invention being an improvement upon the game apparatus disclosed in Patent No. 1,252,691, issued to me January 8, 1918.

The principal objects of my present invention are to generally improve upon and simplify the construction of the apparatus disclosed in my patent aforesaid, and to particularly simplify the construction of the mechanism for bringing into view the distinctively marked objects which control the plays of baseball or other games.

Further objects of my invention are, to provide a relatively simple, compact and easily operated receptacle for the distinctively marked play-directing objects; further, to provide simple and efficient means for locking the container after the same has been actuated to bring the play-directing objects into view; and further, to provide improved means for indicating upon a board which bears the representation of a playing field, the positions and movements of the players or markers which represent the players.

With the foregoing and other objects in view, my invention consists in certain novel features of construction and arrangement of parts, hereinafter more fully described and claimed, and illustrated in the accompanying drawings, in which—

Figure 1 is a front elevational view of that portion of my improved apparatus which contains the distinctively marked objects with a portion of said container and its housing in vertical section.

Fig. 2 is a cross section taken approximately on the line 2—2 of Fig. 1.

Fig. 3 is an elevational view of the means utilized for rotating the distinctively marked object container and the means for locking the same after partial rotation.

Fig. 4 is a plan view of the playing board on which appears the representation of a baseball field including the diamond.

Fig. 5 is a perspective view of a marker or play-indicating disk.

Fig. 6 is a perspective view of a block which is adapted to be removably positioned on pins on the playing board.

Fig. 7 is a perspective view of a portion of the playing board and showing one of the pins projecting upwardly therefrom.

Fig. 8 is a perspective view of a modified form of one of the markers or play-indicators.

Fig. 9 is an elevational view of a modified form of my improved game apparatus.

Fig. 10 is a side elevational view of the modified construction with parts broken away.

Fig. 11 is a sectional view taken approximately on the line 11—11 of Fig. 9.

Referring by numerals to the accompanying drawings which illustrate a practical embodiment of my invention, 10 designates a housing which is a substantially rectangular box-like structure and formed in the front wall thereof is an opening 11. This housing is supported by legs 12 which project downwardly from the side walls of the housing and projecting inwardly from said legs are flanges 13, the same serving as a support for the board or base 14 which bears the representation of a playing field and upon which are positioned the marks or objects representing the players engaged in the game.

Suitable journal bearings are formed in the side walls of the housing 10 and mounted for rotation in said bearings is a shaft 15. Secured to this shaft within housing 10 is a housing 16, and arranged therein is a series of vertically disposed partitions 17 which divide the space within said housing into a plurality of relatively narrow chambers 18. This housing 16 may be of any desired shape in cross section, either round or square, and arranged on the exterior thereof and spaced at equal distances apart are auxiliary housings 19 of transparent material such as glass or celluloid and arranged within each auxiliary housing is a series of partitions 20, the same being arranged in alinement with the partitions 17 in housing 16.

Formed through the wall of housing 16 are apertures 21, the same serving to estab-

lish communication between the chambers 18 within housing 16 and the pockets 22, which latter are formed within the auxiliary housings 19 between the partitions 20 therein.

In the construction herein illustrated, I have shown each chamber 18 as being provided with four openings 21 and four pockets 22, but it will be readily understood that the number of openings and pockets can be increased or decreased as desired or to meet the requirements of different games played with the apparatus.

One end of the shaft 15 projects a short distance beyond the adjacent end wall of the housing and fixed on said projecting end is a disk 23 in the periphery of which is formed a series of radially disposed recesses 24. Fixed on the projecting end of the shaft adjacent this disk 23 is a hub 25 from which projects a series of radially disposed arms 26, the latter performing the functions of a hand wheel for imparting rotary motion to the shaft 15 and parts carried thereby. A vertically disposed plate 27 is arranged between the hub 25 and disk 23, said plate being provided with a slot 28 for the accommodation of the projecting portion of shaft 15 and the upper portion of said plate being provided with a slot 29 through which passes a pin or screw 30 that is seated in the adjacent end wall of the housing 10.

Carried by the plate 27 and arranged on the inner face thereof is a vertically disposed pin 31, the lower end of which is adapted to enter the recesses 24 in disk 23. The relative angular positions of the recesses 24 with respect to each other is the same as the relative angular positions of the pockets 22 and thus when the pin 30 is seated in one of the pockets in disk 23, the shaft 15 and parts carried thereby are locked against rotary movement and one of the transparent auxiliary housings 19 and the corresponding set of pockets 22 are positioned directly opposite the opening 11 in the front wall of housing 10.

Arranged in each chamber 18 is a series of play directing objects, preferably balls, of such size as to pass freely through the apertures 21 and occupy the pockets 22 and the set of objects in each chamber are distinctively marked with respect to the sets in all the other chambers and in some instances, the different balls of each individual set are distinctively marked with respect to each other. These differential markings may take the form of numbers, letters, symbols, or colors and in some chambers, two or more of the objects may be similarly marked or colored, this arrangement of marking depending upon the game played with the apparatus.

In playing baseball with my improved game or any game where there is a possibility of a sequence of plays, it is essential that the different compartments or chambers 18 be differentiated and this may be done by placing different numbers, letters or colors on the wall of housing 16 immediately above each auxiliary housing 19 and thus after a certain play has been indicated by an object brought into view, any one of the pockets of the first chamber or chamber No. 1, the particular marking of the object in sight in the pocket of chamber No. 1 will indicate that the results of the first play or action of the play will be found by referring to another one of the objects displayed in an adjacent pocket.

Thus an object appearing in the pocket of compartment No. 1 may indicate the beginning of a play and that the succeeding part of said play may be ascertained by consulting the object contained in the exposed pocket of chamber No. 4 and upon noting the latter, the second step or part of the play is ascertained and the exposed object will indicate reference to an object in another one of the pockets for the succeeding part or action of the play.

In playing baseball, chamber No. 1 may be termed the "pitcher's box" and it will contain a number of objects such as balls, certain of which indicate "strikes," others indicating "balls" and others indicating reference to another container for the succeeding portion of a play.

Chamber No. 2 which may be termed the "fair hit box" will contain a number of objects, certain of which indicate certain players in the game, others indicating the number of bases to be taken by the batsman making a hit, and others to indicate that the succeeding portion of the play will be found in another one of the boxes.

Chamber No. 3 may be termed the "infield hit box" and will contain objects indicating certain actions on the part of the players and certain other objects to indicate that the succeeding part of the play will be found by referring to the objects in other boxes.

Chamber No. 4 may be termed the "fly or foul box" and the containers therein are for the purposes of indicating the results of a fair or foul hit ball.

Chamber No. 5 may be termed the "base runner box" and the objects contained therein are for indicating the actions of base runners or the players which have reached the bases and are endeavoring to move from one base to the other.

Chamber No. 6 may be termed the "battery signal play box" and the objects contained therein are for indicating signals between the batteries or between the pitchers and catchers of the contesting teams.

Chamber No. 7 is the "signal box" for one team and chamber No. 8 is the "signal box"

for the other team, both of these chambers containing objects for indicating signals between the players of the contesting teams.

Chamber No. 9 may be termed the "error box" and the objects contained therein are for the purpose of indicating errors made by the players of the game.

Chamber No. 10 may be termed the "umpire's box" and the objects contained therein are divided into two different sets, one set indicating that the play is "safe" and the other set indicating that the play is "lost" or "out."

The board 14 on which the playing pieces representing the players of the game are manipulated, is formed of sheet metal, wood, or heavy cardboard, and appearing on the face of said board is the representation of a baseball field including the diamond formed by the base lines. Projecting upwardly from the board are two rows of pins 33, there being nine pins in each row, and appearing on the board adjacent one row is the legend "Ins" and adjacent to the other row appears the legend "Outs." These pins are adapted to receive the marks or playing pieces which represent the players of the contesting teams. These playing pieces are preferably in the form of disks 34, as illustrated in Fig. 5, each disk being provided with a centrally arranged aperture 35 which receives one of the pins when the disk is positioned thereupon.

The disks of each set are distinctively marked or colored so as to designate or represent the different players of each team.

In order to maintain the playing pieces 34 at an elevation upon the pins 33, blocks or cubes such as 36 (see Fig. 6) are removably located on the pins, said blocks being preferably square and provided with centrally arranged apertures which receive the pins. The diameter of each disk 34 is slightly greater than the width of each block and thus the persons playing the game can readily engage the projecting edges of the disks and shift the same from one pin to another.

Projecting upwardly from the board 14 is a series of three pins 37 adjacent to which appears the legend "Out", these pins being adapted to receive markers or playing pieces which represent the outs made by the team at bat. These last mentioned markers (one of which is illustrated in Fig. 8) are preferably square and distinctively marked with respect to each other.

Projecting upwardly from board 14 is a series of three pins 38 adjacent to which appears the legend "Strikes," said pins being adapted to receive marks to indicate the number of strikes made by the player at bat. Adjacent to these pins is a series of four pins 39, the same being marked with the legend "Balls" and said pins being adapted to receive markers to designate the numbers of balls pitched to the player at bat.

Projecting upwardly from the board 14 is a row of pins 40 adjacent to which appears the legend "Runs" and said pins being adapted to receive markers of the type illustrated in Fig. 8 to indicate the number of runs made by one team while at bat.

In playing the game, the container 16 is rotated so as to successively bring the rows of pockets 22 into view through the sight opening 11 in front of housing 10, it being understood that when a row of pockets is brought to this position, each pocket contains one of the play indicating objects, a set of which latter are contained in each of the chambers 18.

To rotate housing 16, one of the persons manipulating the apparatus presses upwardly on the lower end of plate 27, thereby elevating the same and withdrawing pin 31 from the recess 24 in which it has been seated. When this movement has been effected, the handles 26 are engaged and turned so as to rotate housing 16 approximately one quarter of a turn, the direction of rotation being from the front toward the rear.

Each series or set of play directing objects occupies the lower portion of the corresponding chamber 18 and one of said objects will by gravity drop through the lowermost aperture 21 and occupy the corresponding pocket 22. Thus as the container 16 is rotated approximately a quarter of a turn, the play directing objects located in the lowermost series of pockets will be brought into position directly opposite the sight opening 11 while the remaining objects will roll through the lower portions of the chambers 18 and remain in the bottoms thereof.

Prior to thus rotating the container 16 and bringing into view a row of play directing objects in the pockets 22, the disk 34 representing the first container of the team at bat, is removed from its peg or pin 33 and placed on the pin 32 at the home plate. The persons playing the game now refer to the play directing object appearing in the pocket of chamber No. 1 and this object will indicate that the first ball pitched to the batter is either a "ball," a "strike" or that some other play directing object be noted to show the succeeding action of the play.

If the exposed play directing object in the first pocket indicates that the batter makes a fair hit, then reference is made to the exposed object in the pocket of the second chamber and this object will indicate whether or not the hit entitles the batter to one, two, three or four bases. Or, if the exposed object in the first pocket indicates that the batter hits a fly ball, then reference is made to the pocket of the fourth chamber and the exposed object therein will indicate whether or not the fly ball is caught by one of the

opposing players and likewise whether or not an error is made by the player attempting to catch the ball.

If the play shows that the first batter makes a fair hit, entitling him to one base, then the disk positioned on the home plate pin is transferred to the first base pin and the disk indicating the second batter is positioned on the home plate pin, after which housing 16 is partially rotated to bring the succeeding row of pockets into view through opening 11 and by consulting the displayed play directing objects, the movements of the various players can be directed, such play continuing until three of the players at bat have been put out.

To keep the score of the game, markers of the type illustrated in Fig. 8 are applied to the pins 37, 38, 39 and 40 to indicate respectively the number of "outs" made by the team at bat, the number of "strikes" delivered by the pitcher to the batter, the number of "balls" delivered by the pitcher to the batter, and the number of "runs" scored by the team at bat during each inning.

By utilizing properly marked play directing objects in the rotating container 16, various games other than baseball, for instance, golf, tennis, and football, can be played with my improved apparatus, and to play these various games, it is, of course, necessary to provide the representation of the playing fields corresponding to the games being played or the games in which the plays are directed by my improved apparatus.

Instead of numbering the chambers which contain the various sets of play directing objects, I prefer to differentially color said chambers and to correspondingly color the play directing objects located in said chambers. For instance, one chamber might be colored red and the play directing objects in said chambers would be provided with red markings, certain objects being entirely red, others of this set of objects being marked with one, two or three red stripes, and another set of the objects being marked with red dots. This same scheme of marking would be carried out through all the chambers in the play directing objects and with the chambers and objects so distinguished, it is a comparatively easy matter to quickly direct a sequence of plays and the persons playing the game will readily become familiar with the different colors thereby greatly facilitating the play and increasing the interest therein.

In the modified construction illustrated in Figs. 9 to 11 inclusive, a housing 41 is provided in its front wall with a horizontally disposed slot 42 which serves as a sight opening and journaled in the end walls of said housing is a shaft 43. Loosely mounted on this shaft and arranged within the housing is a series of independently operating wheels 44 provided with flat rims 45 on which appear words or data indicating the various plays of the game.

Fixed to the hub of each wheel is a ratchet disk 46 and adapted to engage the teeth thereof is the end of a spring-held pawl 47, the latter being pivotally mounted on an arm 48 and which latter is fixed to shaft 43. One end of shaft 43 projects beyond the housing 41 and fixed to said projecting end is a disk 49 provided with a shoulder 50. Projecting from this disk 49 is a finger 51 to which is connected one end of a retractile spring 52, the other end being secured to housing 41. Finger 51 normally rests upon a pin 53 which projects from housing 41. Loosely mounted on the projecting end of shaft 43 is a crank handle 54 and carried thereby is a spring-pressed pawl 55 provided with a hook on its forward end and which latter is adapted to engage shoulder 50. The rear end of this pawl is curved and is adapted to make contact with a pin 56, the same seated in and projecting from the end wall of housing 41.

To actuate this form of apparatus, handle 54 is shifted into position so that the hooked end of pawl 55 engages shoulder 50 after which the handle is pulled forwardly and downwardly, thereby partially rotating disk 49, which action stores power in spring 52. When the handle has been shifted approximately a quarter of a turn, the curved end of pawl 55 bears against pin 56 so that the hooked end of said pawl is disengaged from shoulder 43, whereupon spring 52 will act to return disk 49 and shaft 43 to their normal positions, such movement being practically instantaneous and the partial rotary movement of shaft 43 will be transmitted to the wheels 44 by the engagement of pawls 47 with the ratchet wheels 46 carried by said wheels 44.

The sudden movement thus imparted to wheels 44 produces momentum which causes said wheels to make three or four complete revolutions and when they have ceased rotating, the operator notes the words or playing directions appearing through the sight opening 42 and correspondingly moves the markers or playing members upon the board.

Thus the modified construction which includes the wheels having the play directing words upon their rims take the place of the play directing objects which are loosely arranged in the compartments or chambers 10 and by noting the playing directions on the successive wheels, a sequence of plays can be readily made.

A game apparatus of my improved construction is comparatively simple, can be easily manipulated, and provides an interesting and entertaining pastime for the reason that it is possible to reproduce all the

usual and unusual plays that are made by players in a regular outdoor game and at the same time it is impossible to force or determine the sequence of plays and the ultimate result of the game.

It will be readily understood that minor changes in the size, form and construction of the various parts of my improved game apparatus can be made and substituted for those herein shown and described, without departing from the spirit of my invention, the scope of which is set forth in the appended claims.

I claim:

1. In a game apparatus, a housing provided with a sight opening, a container mounted for rotary movement in said housing, said container being divided into a plurality of chambers, a series of distinctively marked play directing objects loosely arranged in each chamber, auxiliary housings arranged on the container so as to provide a series of object receiving pockets, portions of which pockets are transparent, there being openings in the wall of the container to permit the passage of objects from each chamber to the pockets therein, and manually manipulative means for imparting rotary movement to said container and locking the same against movement at predetermined points in its rotation.

2. In a game apparatus, a container mounted for rotation, a plurality of play directing objects loosely arranged in said container, said container having an opening in its wall through which only one of said objects may pass at a time, and a member extending over said opening and forming a pocket in which one of said objects may lodge and be lifted away from the other of said objects for purposes of display and inspection.

3. In a game apparatus, a housing provided with a sight opening, a container mounted for rotation in said housing, a series of distinctively marked play directing objects loosely arranged in said container, there being an opening in the wall of said container, a member applied to said container over said opening to form an object receiving pocket, manually manipulative means for imparting rotary movement to said container, and manually manipulative means for locking the rotatably mounted container in position with the object receiving pocket directly opposite to the sight opening in the housing.

4. In a game apparatus, a rotatably mounted housing divided into a series of compartments, which compartments are distinctively marked with respect to each other, a set of play directing objects loosely arranged in each compartment, the members of each set of objects being distinctively marked with respect to each other, and the distinctive marking on said objects bearing relation to the marking of the compartment in which they are located.

5. In a game apparatus, a rotatably mounted housing divided into a series of compartments, the same being distinctively marked with respect to each other, a set of play directing objects loosely arranged in each compartment, the members of each set of objects being distinctively marked with respect to each other, and the marking on said objects bearing relation to the marking of the compartment in which they are located and each compartment being provided with a pocket adapted to receive one of the play directing objects, and a portion of the wall of said pocket being transparent in order to display the play directing object positioned in said pocket.

6. In a game apparatus, a rotatably mounted housing divided into a series of compartments, the same being distinctively marked with respect to each other, a set of play directing objects loosely arranged in each compartment, the members of each set of objects being distinctively marked with respect to each other, and the marking on said objects bearing relation to the marking of the compartments in which they are located and each compartment being provided with a pocket adapted to receive one of the play directing objects, a portion of the wall of said pocket being transparent in order to display the play directing object positioned in said pocket, and manually manipulative means for imparting rotary movement to the housing.

7. In a game apparatus, a housing provided with a sight opening, a container mounted for rotary movement in said housing, said container being divided into a plurality of chambers, a series of distinctively marked play directing objects loosely arranged in each chamber, auxiliary housings arranged on the container so as to provide a series of object receiving pockets, portions of which pockets are transparent, there being openings in the wall of the container to permit the passage of objects from each chamber to the pockets therein, and means for imparting rotary movement to said container and locking the same against movement at predetermined points in its rotation.

In testimony whereof I hereunto affix my signature this 19th day of May, 1919.

CHARLES W. HAMEL.