A. J. KEMPIEN.

GAME APPARATUS.

APPLICATION FILED FEB. 28, 1914.

1,136,345.

Patented Apr. 20, 1915.

2 SHEETS—SHEET 1.

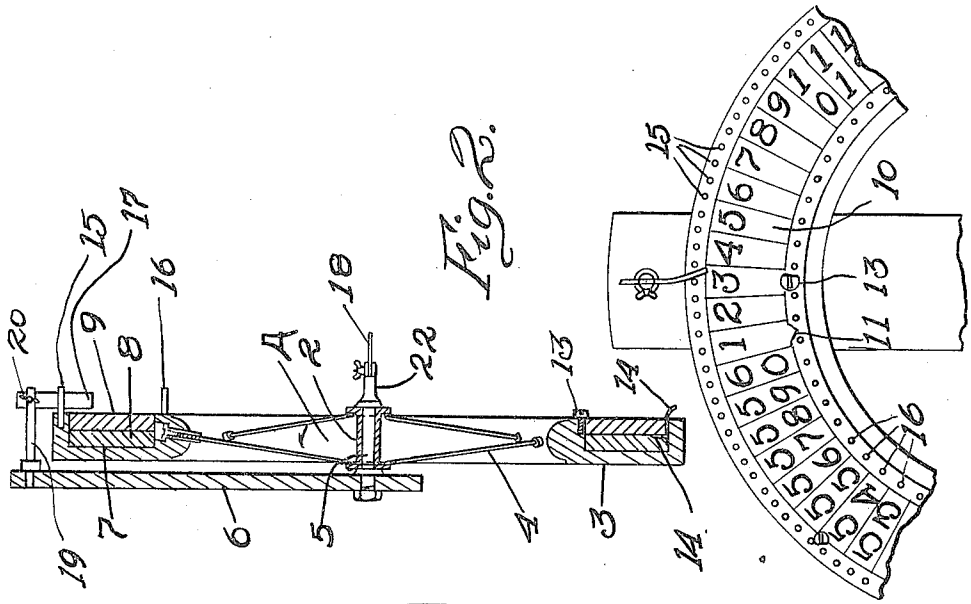


Fig. 2.

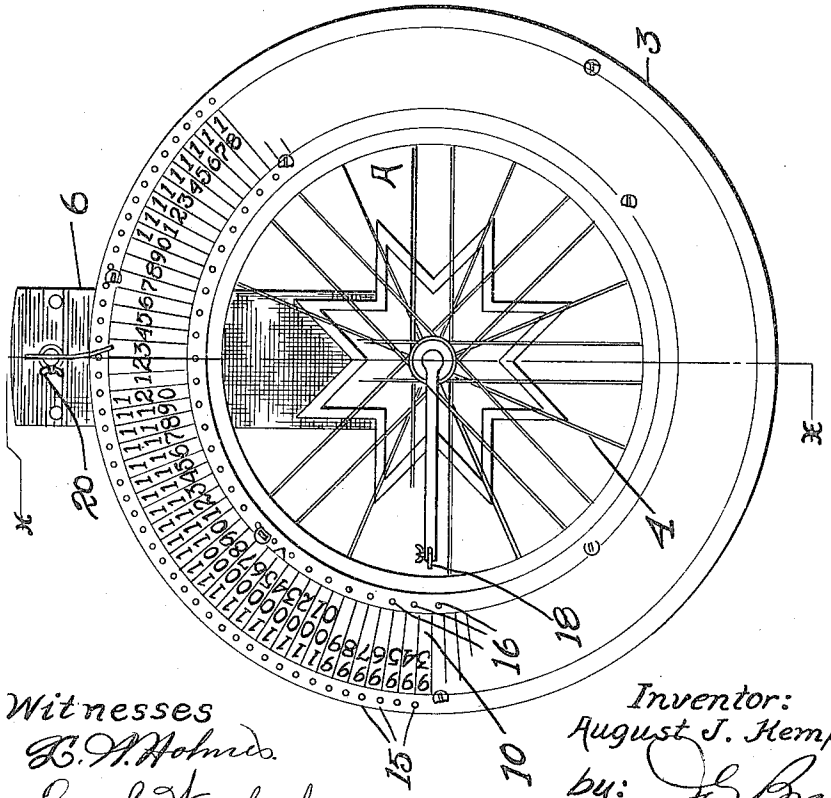


Fig. 1.

Fig. 3.

Witnesses

E. F. Holmes.

Stella L. Kaschenberger

Inventor:

August J. Kempien.

by: H. G. Bradbury

Attorney.

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

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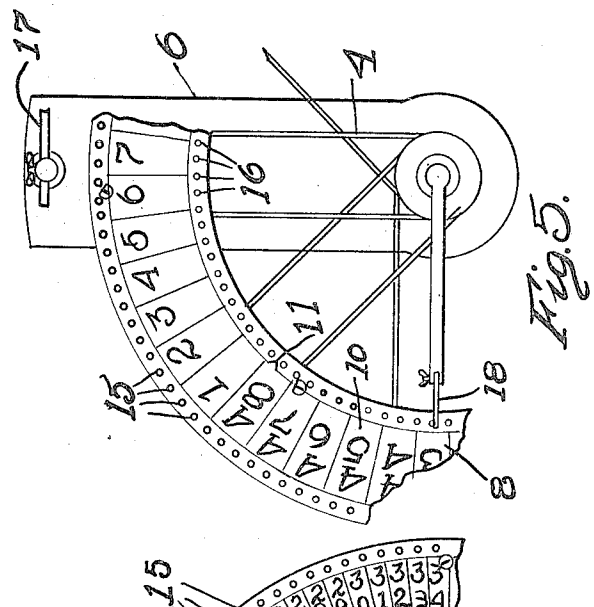


Fig. 5.

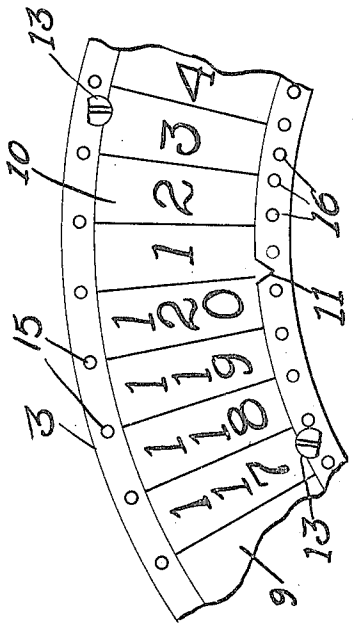


Fig. 6.

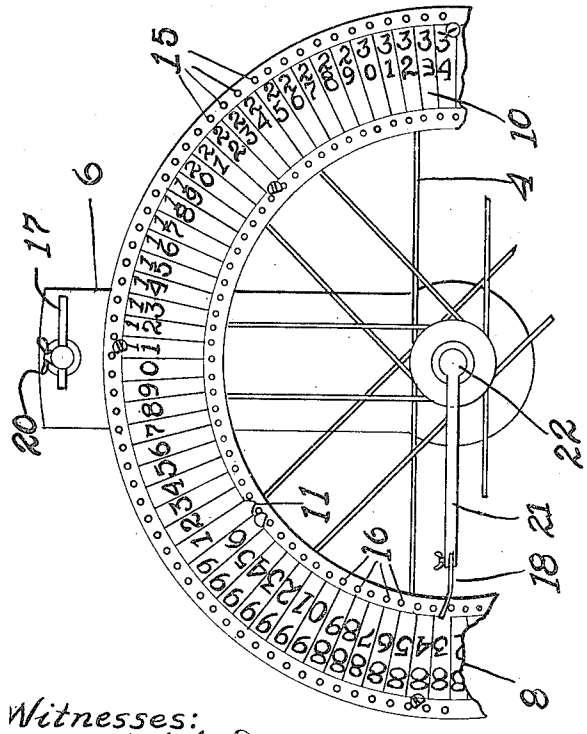


Fig. 4.

Witnesses:

E. M. Holmes.

Stella L. Waechenberger

Inventor:

August J. Kempien

by: F. S. Bradbury

Attorney.

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

UNITED STATES PATENT OFFICE.

AUGUST J. KEMPIEN, OF ST. PAUL, MINNESOTA.

GAME APPARATUS.

1,136,345. Specification of Letters Patent. Patented Apr. 20, 1915.

Application filed February 28, 1914. Serial No. 821,803.

To all whom it may concern:

Be it known that I, AUGUST J. KEMPIEN, a citizen of the United States, residing at St. Paul, in the county of Ramsey and State of Minnesota, have invented a new and useful Improvement in Game Apparatus, of which the following is a specification.

The primary object of this invention is to provide a game apparatus of that character employing a spinning wheel for playing a game of chance and in which a plurality of changeable surfaces are provided, adapting the wheel for use in playing any one of a number of games.

It has been customary to employ a spinning wheel for playing the character of game indicated above having upon its surface a single series of numbers or groups of numbers for use in playing a game, and when another game is to be played in which numbers or groups of numbers of different character are employed, it has been necessary to employ another spinning wheel. By the use of my invention a single wheel is adapted by changing detachable rims for playing any one of a plurality of games. These rims can be changed at a moment's notice.

In the accompanying drawings forming part of this specification Figure 1 is a plan of my invention; Fig. 2 is a central section taken on the line X—X of Fig. 1; Fig. 3 is a plan of a detail showing the rim illustrated in Fig. 1 reversed, and Figs. 4, 5 and 6 are other plans of details.

A indicates a wheel having a hub 2, rim 3 and spokes 4, said hub being suitably journaled upon an axle 5 carried by a supporting plate such as 6, and said rim being formed with a channel 7 in its side concentric to the axis of the wheel. The channel 7 is adapted to hold a plurality of flat superimposed rings 8 and 9, each ring being graduated upon its opposite faces by lines radiating outwardly from the axis of the wheel, the spaces 10 forming the graduations being numbered consecutively around the wheel. The uppermost face of the ring illustrated in Fig. 1 is graduated from 1 to 120 while the reverse side of said ring is graduated and numbered from 1 to 60. The two surfaces of the lowermost ring 8 are respectively graduated and numbered from 1 to 96, and 1 to 48 as illustrated in Figs. 4 and 5.

In playing a game, the surface on the rings bearing the series of numbers and graduations desired is placed outermost in the rim 3. For the purpose of holding the rings from turning on the rim, the rim is formed with a groove 11 in which a key on the rings 8 and 9 engage the wheel. The rings are also held from displacement in the rim by means of bolts 13 having flat sided heads which when turned partway around permit the rings being lifted out of the channel. Flexible clips 14 on the rings are provided for more readily lifting the rings out of the channel. The outer edge of the channel adjacent the periphery of the rim is provided with a series of pins 15, and the inner wall of the channel is also provided with a series of pins 16, there being illustrated a greater number of pins in the outer circle to that employed in the inner circle. The pins in the outer and inner circles are respectively equally spaced apart, the outer circle of pins being adapted for use in connection with the opposite surfaces of the ring 9 illustrated in Figs. 1 and 3, and the inner circle adapted for use in connection with the graduated spaces of the opposite sides of the ring 8 as illustrated in Figs. 4 and 5.

For the purpose of always stopping the wheel fully on a number, a pair of spring wipers 17 and 18 are provided, one wiper 17 being adapted for use in connection with the outer ring of pins and the wiper 18 for cooperation with the inner ring of pins. Each of these wipers consists of a long spring leaf pivotally supported to swing up and back out of engagement with the pins. When in use for playing a game, in which the surface of the ring illustrated in Fig. 1 is employed, the wiper 17 is turned down, so as to sweep over the outer ring of pins. When the wheel comes to a standstill the spring arm causes it always to stop with said wiper passing fully between two adjacent pegs, thus unmistakably indicating a numbered space, at which the wheel stops. The same is true as regards the wiper 18, the only difference being that the pegs are so spaced apart as to co-act with the graduated spaces on the other ring.

The wiper 17 is supported upon a standard 19, which is secured to the plate 6, the outer end of said standard being split and the wiper pivotally secured between its bifurcations by the set screw 20. The same method of supporting the wiper 18 is employed, excepting that in place of a standard such as 19, an arm 21 radiating from and rigidly carried by a projection 22 from the

shaft 5 is provided. The position at which the arm 21 radiates from the axis of the wheel is immaterial, the direction indicated being on a line drawn from the axis through the standard 19. In Figs. 4 and 5 the wiper 18 is shown when in use, the wiper 17 being turned back out of the way. In these two figures, the ring 8 is shown, one side being exposed when in use in Fig. 4 and reversed as illustrated in Fig. 5.

In use the rings are placed in the channel 7 with the numbers which are desired for playing a game exposed. The wiper which is adapted to co-act with the ring of pins corresponding with the graduated spaces on the exposed surface of the ring is then turned down into position to sweep over the pins. The wheel is then spun in the usual manner and the number over which the wiper points when the wheel stops indicates the winning number. The rings can easily be reversed or changed in position to play a different series of numbers. As a result a large number of numbers in very compact form are provided contributing to lightness and portability of the wheel.

In accordance with the patent statutes, I have described the principles of operation of my invention together with the apparatus which I now consider to represent the best embodiment thereof, but I desire to have it understood that the construction shown is only illustrative, and that the invention can be carried out by other means and applied to uses other than those above set forth within the scope of the following claims.

Having described my invention, what I claim as new and desire to protect by Letters Patent is:—

1. Game apparatus, comprising, in combination, a wheel journaled to spin freely, a series of pins on said wheel concentric with the axis thereof, a wiper adapted to sweep over said pins and a ring detachably mounted upon the rim of said wheel having a series of numbers on each of its opposite faces whereby a plurality of games may be played by reversing said ring on said rim.

2. Game apparatus, comprising, in combination, a wheel journaled to spin freely, a series of pins on said wheel concentric with the axis thereof, a wiper arranged to sweep over said pins and a ring having symbols, said ring being detachably mounted on said wheel concentric to its axis and adjacent said pins whereby a plurality of games may be played by reversing said ring on said rim.

3. Game apparatus, comprising, in combination, a wheel journaled to revolve freely having a channel concentric with the axis of the wheel in its rim, a ring graduated into radiating spaces on each of its opposite faces and reversibly mounted in said channel, a plurality of pins spaced apart to correspond with the spaces on the opposite faces of said ring and arranged in circles concentric to the axis of said wheel, a pair of wipers movably mounted to co-act with said rings of pins, said wipers being adapted to be moved out of co-action with said pins.

4. A game apparatus, comprising, in combination, a wheel journaled to revolve freely, having a channel in its rim, a plurality of graduated rings mounted in said channel and changeably positioned so that a plurality of graduated spaces on any surface of said rings may be selectively disposed in outermost position, a plurality of pins arranged in a circle on said wheel concentric with the axis of said wheel and a wiper adapted to sweep over said pins and stop said wheel positively on any one of the graduated spaces appearing on the exposed surface of the outermost ring.

5. Game apparatus, comprising, in combination, a wheel journaled to revolve freely, having a channel in its rim, a plurality of graduated rings changeably mounted in said channel to expose any graduated surface on said rings, a pair of rings of pins evenly spaced apart and arranged concentric to the axis of said wheel and a pair of wipers adapted to co-act with said rings of pins, each of said wipers being freely mounted to move out of engagement with said pins.

6. Game apparatus comprising, in combination, a wheel journaled to spin freely, a plurality of independent sets of pins on said wheel for playing separate games, a wiper adapted to co-act with each set of pins for playing individual games, and a series of symbols carried by said wheel coöperating with said sets of pins to determine the winner of a game.

7. Game apparatus, comprising, in combination, a wheel journaled to spin freely, a series of pins on said wheel concentric with the axis thereof, a wiper arranged to sweep over said pins, and a plurality of rings having symbols, each of said rings being detachably mounted on said wheel concentric to its axis in proximity to said pins, whereby a plurality of games may be played by reversal of either of said rings on said wheel.

In testimony whereof, I have signed my name to this specification, in the presence of two subscribing witnesses.

AUGUST J. KEMPIEN.

Witnesses:
STELLA L. WASCHENBERGER,
F. S. BRADBURY.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."