(No Model.)

# W. C. BLAKEMAN.

## TOY FORTUNE WHEEL.

No. 398,576. Patented Feb. 26, 1889.

Fig. 2

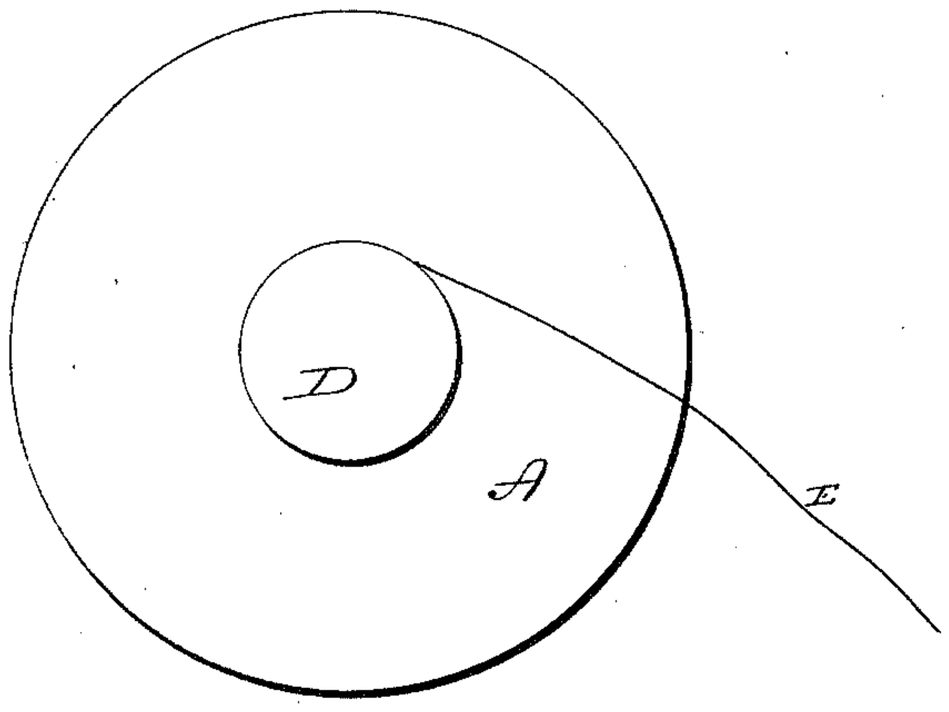



Fig. 1

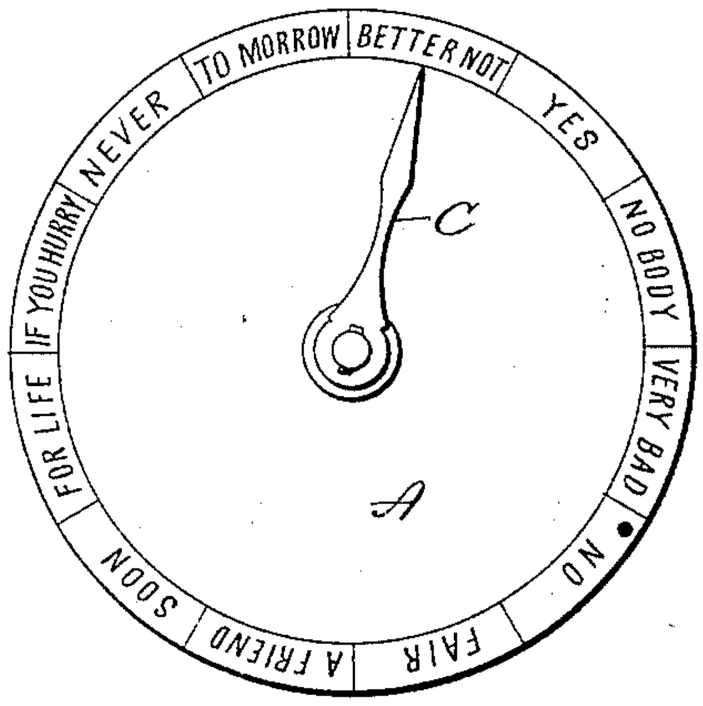
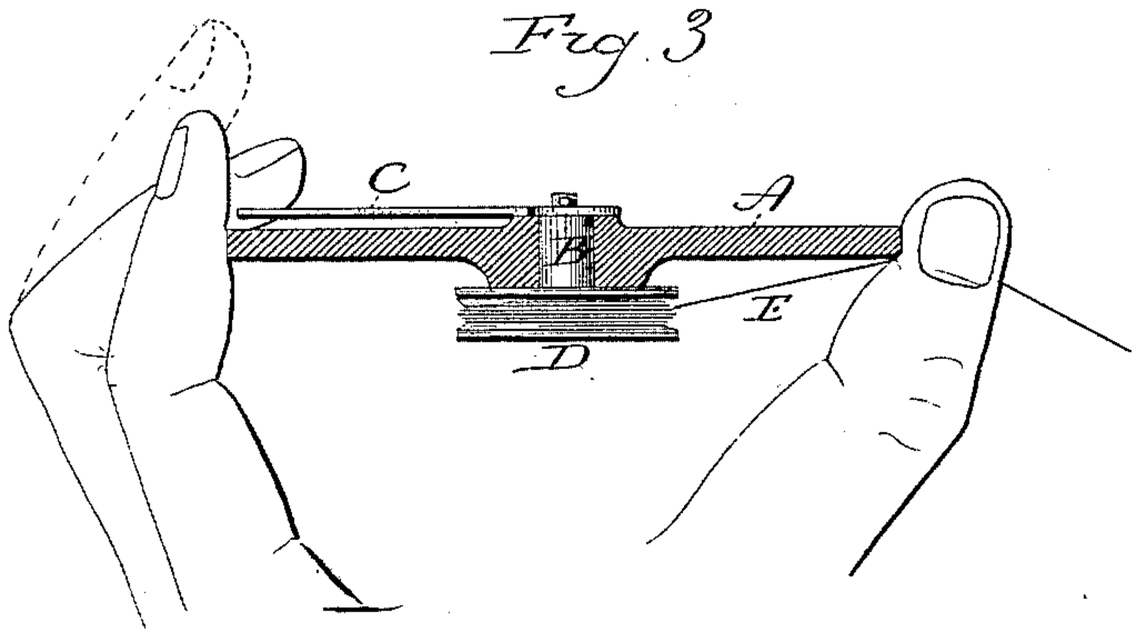



Fig. 3




Witnesses.
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# UNITED STATES PATENT OFFICE.

WILBERT C. BLAKEMAN, OF SHELTON, CONNECTICUT.

## TOY FORTUNE-WHEEL.

SPECIFICATION forming part of Letters Patent No. 398,576, dated February 26, 1889.

Application filed November 5, 1888. Serial No. 289,953. (No model.)

*To all whom it may concern:*

Be it known that I, WILBERT C. BLAKEMAN, of Shelton, in the county of Fairfield and State of Connecticut, have invented a new Improvement in Toy Fortune-Wheels; and I do hereby declare the following, when taken in connection with accompanying drawings and the letters of reference marked thereon, to be a full, clear, and exact description of the same, and which said drawings constitute part of this specification, and represent, in—

Figure 1, a face view; Fig. 2, a reverse side; Fig. 3, a central section illustrating the operation of the toy.

This invention relates to an improvement in that class of toy fortune-wheels which are of a game-like character, and in which the unlimited rotation of a pointer upon a disk may indicate various numbers, points, objects, &c., according to the position in which the pointer stops, commonly known as "fortune-wheels," the object of the invention being a simple device by which indefinite or unlimited revolution may be imparted to the pointer; and it consists in a disk having an axle centrally arranged therein and carrying a pointer, which is adapted to revolve over the surface of the disk with a pulley fixed upon the shaft on the reverse side of the disk, combined with an elastic cord attached by one end to the wheel and adapted to be wound thereon under tension, and so that after it is so wound and the pointer held as by one finger of the hand which holds the disk and the free end grasped by another finger the retractile force of the cord will be exerted to impart a rotation to the shaft and the pointer, and so that when the pointer is free under such retractile force of the cord the pointer will fly around until its momentum is exhausted, when it will stop. The indication of the disk where the pointer stops shows the result of the revolution of the pointer to the person under whose direction the pointer was revolved, as more fully hereinafter described.

A represents the disk, which may be made from wood, paper, or any suitable material, and preferably of a size convenient to be grasped between the fingers and thumb of one hand, and as indicated in Fig. 3. Centrally through the disk A extends a shaft, B, supported so as to revolve freely, the said shaft carrying a pointer, C, on the face side of the disk, and on the reverse side a pulley, D, preferably grooved, is made fast to the shaft, as also seen in Fig. 3. Around the disk near its edge is a series of objects, according to the game for which the toy is to be used. As illustrated, it is a fortune-telling wheel, and the divisions indicate answers to questions which may be given, so that the pointer being revolved after the question is asked its point of stopping is the answer to the question; but it will be understood that various objects—as numbers, words, figures, or characters—may be applied, according to the nature of the game desired.

E represents an elastic cord—such as india-rubber—one end of which is made fast to the wheel. This completes the fortune-wheel.

To use the wheel, it is taken in one hand and the pointer held to prevent its revolution; then with the other hand the cord is drawn tight, so as to extend it, and thus extended or stretched is wound upon the pulley D, and after being wound the free end is grasped, say, as by the thumb of one hand against the wheel, as represented in Fig. 3. Now, if the pointer be left free, by raising the finger, as represented in broken lines, Fig. 3, the reactive force of the elastic cord will cause a rapid revolution of the shaft and pointer, the revolution continuing until the elastic force and momentum are exhausted. Then the pointer stops and the answer or object under the pointer, as seen in Fig. 1, is the answer to the question or the object sought for, as the case may be. The cord may be again rewound with the result as before, except that the freedom of the pointer makes its point of stopping an uncertainty.

I have described the cord as wound under tension upon the pulley and its free end held stationary against the edge of the disk; but it will be understood that while the disk is held by one hand the free end of the cord may be held by the other hand and the same result accomplished, the essential feature of the invention being the elastic cord stretched upon the pulley, so that under the reaction of the elastic cord the revolution is imparted to the pulley and pointer.

I am aware that toys having a dial with indicating-marks thereon and a pointer arranged upon an axis to revolve upon said dial and having an inelastic cord applied to said axis, whereby the toy being held in one hand and the other hand applied to a pull upon the cord revolution is imparted to the pointer, is a well-known device, and I do not claim, broadly, such a toy.

I claim—

The herein-described toy fortune-wheel, consisting of a disk, A, having upon its face a concentric series of objects, a rotative shaft, B, centrally through the disk, combined with a pointer fixed to the said shaft on the face side of the disk, with a grooved pulley, D, fixed upon the shaft on the reverse side of the disk, and an elastic cord, one end of which is made fast to the pulley, and so that the said elastic cord may be wound upon said pulley under tension, and the free end of said cord held stationary upon said toy while the pointer is also held stationary, and whereby upon the release of the pointer the reactive force of the said elastic cord will impart rotation to the pointer around the dial, substantially as described.

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Witnesses:
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