

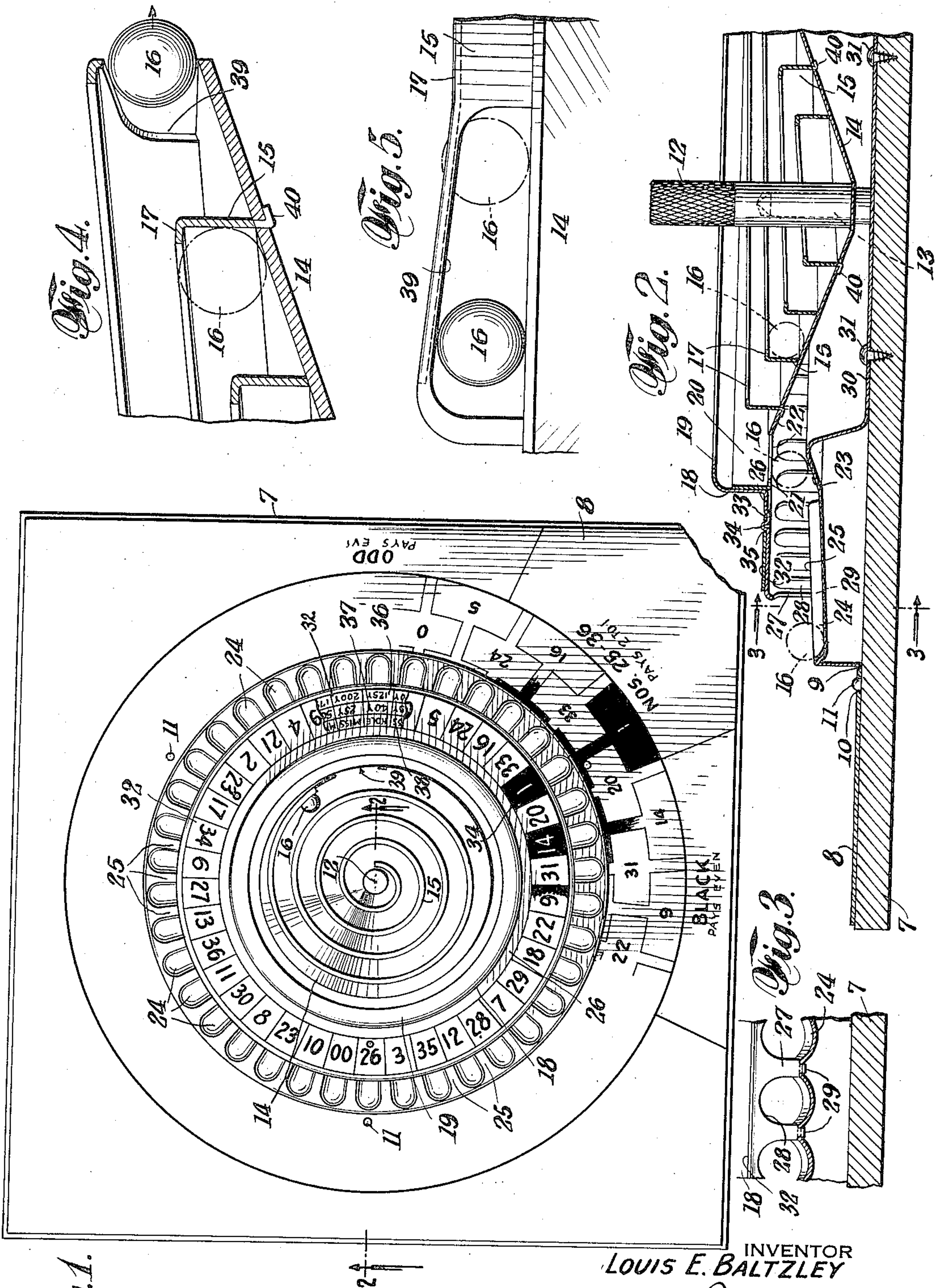
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L. E. BALTZLEY.

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GAME

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INVENTOR
LOUIS E. BALTZLEY

BY *Philip S. McGowan*
ATTORNEY

UNITED STATES PATENT OFFICE

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GAME

Louis E. Baltzley, Glen Ridge, N. J., assignor
to Best Manufacturing Co. Inc., Irvington,
N. J., a corporation of New Jersey

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This invention relates particularly to games of the type in which the play is determined by a chance device in the nature of a "spinner".

Special objects of the invention are to provide a game of the class indicated, which may be used to play a great variety of different games and be readily changeable from one game to another; which will be highly attractive in general appearance, interesting in its action and operation and which will have sufficient variety and opportunities of chance to retain and stimulate the interest of the players.

The foregoing and other desirable objects are attained by the various novel features of construction, combinations and relations of parts hereinafter disclosed and broadly claimed.

The drawing accompanying and forming part of the following specification illustrates certain practical embodiments of the invention, it being understood that the structure may be modified and changed as regards the present disclosure, as will be apparent from the broad and intended scope of the claims.

Fig. 1 is a broken plan view of the game.

Fig. 2 is an enlarged broken sectional view as on substantially the plane of line 2—2 of Fig. 1.

Fig. 3 is a broken sectional detail as on line 3—3 of Fig. 2.

Figs. 4 and 5 are further enlarged broken detail views of the spinner and showing particularly the control slot by which the ball elements are released from the spinner to the annular race surrounding the same.

In the construction illustrated, there is a board or base member 7, of suitable size, in the center of which the chance mechanism is mounted. In addition to serving as a mount for the chance mechanism, this board usually forms or carries a "field" appropriate to the type of game which is being played.

Preferably, the game fields are interchangeable as by being made up on cardboard 8, or the like, cut out at the center 9, to fit over the chance mechanism and located in predetermined definite relation to said mechanism and to the board as by having perforations 10, to fit over the positioning pins 11, on the board.

These game fields may be made up appropriately for playing any number of different games, such for example, as baseball, football, golf, roulette, steeplechase, horse racing, dice games, backgammon, around the world, travel and racing games, or special games modeled on "banking" or other financial and commercial transactions. Also, these removable cards may

carry different game fields, or instructions, or the like, on opposite faces, so that one card when reversed may serve for playing two or more games.

The chance mechanism comprises in the present disclosure, a whirling member or "spinner" and cooperatively related therewith a raceway positioned to receive balls or game elements thrown from the spinner and to deliver them into game pockets appropriately marked for the game being played.

The spinner is shown as consisting of a center stud or fingerhold 12, pivoted on an upstanding pin 13, and carrying an upwardly flaring substantially conical disc 14, on which there is fixed an upstanding spiral wall 15. This wall defines a spiral runway for the loose game elements, which may be balls or marbles, such as indicated at 16. An inwardly bent retaining flange 17, at the top of the spiral wall prevents the balls from escaping before they reach the outer end of the spiral.

The raceway which receives the balls from the discs is shown as consisting of an upright annular wall 18, provided at the top with an inwardly extending annular flange 19, and having set into it an annulus 20, carrying an inwardly extending flange 21, forming the bottom of the raceway. The latter is spaced from the rim of the disc by an annular gap 22, of greater width than the diameter of the balls, so that these may escape after whirling around in the race for so long as they are held there by centrifugal force.

Beneath the gap 22, there is shown an annular track or way 23, inclined downwardly and outwardly and forming a lead to the substantially radially arranged pockets 24. These pockets are defined or separated by ridges 25, and may be partly covered as shown by the horizontal annular extension 26, at the foot of the upright race wall 18, and terminating in the upright wall 27, having the arch-like passages 28, over the ball pockets. The legs of these arches are shown as "staked" or riveted through the separating ridges 25, as at 29, in Fig. 3.

The parts last described may be readily pressed out of sheet metal, as will be clear particularly from Fig. 2, where the game pockets and the annular lead thereto are shown as formed from a plate or disc having a central depressed portion 30, secured on the board by fastenings 31, and where the race forming and pocket covering member is indicated as another sheet metal piece secured on top of the pocket forming member by the integral fastenings 29. The bottom of the ball race also is indicated as a sheet metal ele-

ment held in position in the main race member by a "press fit" or the like.

The game pockets may be suitably marked and a special feature of the invention is the provision of removable scoring rings which may be selectively used to mark the pockets in accordance with the character of the game which is then on the board. This so-called scoring ring is designated 32, and is shown as a flat annulus of cardboard, celluloid or the like, engaged in a counter-sunk portion or seat 33, on the horizontal extension 26, of the race ring and positioned therein to match the pockets by the studs 34, struck up from such material and designed to enter the locating openings 35, in the marker or scoring ring.

The game is played by placing one or more marbles or game pieces in the spiral runway of the spinner, the latter serving in its rotation to throw the game piece or pieces outwardly into the surrounding race where they roll around until they lose momentum sufficiently to drop down the gap onto the track 22, between the spinner and race, onto the inclined track or table 23, until caught by ridges 25, which direct the one or more pieces out into the game pockets 24. After leaving the wheel, the balls though partly concealed can be seen rolling around in the race, but drop out of sight as they fall through the gap and are not seen until they roll out into the exposed pockets. This introduces an element of surprise, since the point of emergence cannot be foretold and the effect is particularly interesting where a number of balls are played at once, as they may come out at widely separated openings 28 in the side of the casing. The scoring card overlying the pockets serves as a changeable marker and a means for scoring the value of particular pockets in which the balls may come to rest. This scoring card may carry penalties and hazards or directions for instance, determining the play of tokens or pawns which may be used on the game field associated with such particular scoring marker.

The scoring card or ring may have more than one set of values represented thereon or representations of different characters of play as for different periods in a game. Thus in a golf game, for example, there may be an outer ring 36 of indications for play along the "fairway", an intermediate ring of indications 37 for "approach" and an inner ring of indications 38 for "putts" or play on the "green".

The combination of spiral guide and downwardly and inwardly inclined disc has the effect of causing a ball dropped on the spinner to immediately roll inward to the center of the wheel. When the wheel is turned as by spinning it in the grasp of the thumb and forefinger, this ball will be forced by the centrifugal effect outwardly through the convolutions of the spiral. If the wheel is turned left handedly in Fig. 1, that is in the direction of outward progression of the spiral, the ball will be caused to leave the wheel relatively quickly as the spiral in such case favors the outward centrifugal shifting of the ball. If, on the other hand, the motion is right-handed in the illustration, that is, contrary to the progression of the spiral, the ball will be retained longer and may find its way outward only after the wheel has made a much greater number of turns, the initial speed largely determining this period of retention on the wheel. Thus, by the exercise of a certain amount of skill and judgment, the ball may be held on the wheel for a

greater or lesser period of time, enabling certain variations in the play.

The turns of the spiral are spaced a greater distance than the diameter of the balls used, so that the balls may be dropped onto the wheel, while the latter is turning. When this is done, the first effect, that is, if the wheel is turning right-handedly in the illustration, is for the spiral to take hold and carry the ball toward the center. Then as the ball picks up the speed of the wheel, the centrifugal force becomes dominant, forcing the ball outwardly against the upward incline and confining curve of the wheel and throwing it off the rim of the wheel at the end of the curved confining wall.

To allow as much freedom as possible and prevent any possibility of the balls becoming jammed in the gap between the wheel and surrounding race, such gap is preferably made considerably wider than the diameter of the ball. To prevent the ball from dropping directly downward through this gap, before reaching the race, a controlling means may be provided at the end of the spiral retainer, arranged to hold the ball until it has partly bridged the gap before entirely releasing it from the wheel. This controller is pictured in Figs. 4 and 5, as a releasing slot 39, in the retaining wall 15, of gradually increasing height toward the end of such wall, proportioned to let go of the ball gradually and to free it only after it is well started on its outward way across the gap, (Fig. 4).

The structure of the several parts may vary within wide limits as will be apparent to those skilled in the art of game manufacture. A convenient method of making the spiral track is to form the upstanding wall 15 of a continuous spirally molded strip, which can be fastened on the coned disc by staking portions of the same down through the disc, substantially as indicated at 40, Fig. 2. This secures the spiral firmly down on the disc, where it reinforces and is reinforced by the coned disc and the flange at the upper edge of the strip stiffens and reinforces both the strip and the cone to which it is attached. The wheel thus may be made of inexpensive sheet material and yet be sufficiently rigid and strong for all practical purposes. The hub member at the center of the disc is a further reinforcement.

It will be realized that a great variety of different games may be played with the apparatus by simply substituting different game fields and the scoring rings appurtenant thereto. In the present disclosure, a roulette type of game is indicated in Fig. 1 and in that same view, the scoring ring 32 for that game is indicated as broken away for the sake of showing the golf scoring ring in position below the same. This illustrates further the point that a number of different game fields and scoring rings may be left in position upon the board and scoring mechanism, the top ones exposed for use and the others simply in position ready for use upon removal of those covering the same.

While the control slot in the rim of the wheel is effective in assuring the bridging of the gap, it has possibly a more important function in restraining the balls in a radial sense, so that they will not strike the race too forceably and bounce back toward the wheel. The "gradual" release effected by the widening slot delivers the balls into the race with a restrained radial velocity but high whirling speed causing them to enter the race substantially tangentially at high speed and to spin in the race for an appreciable time before

being released by the race into the scoring pockets. The distance of these pockets from the race may be greater or less than that shown and they may in fact be disposed immediately below the race, instead of spaced outwardly from the race. Other choice of dimensions and relative location of parts may be exercised within the scope of the invention for modifying the action of the mechanism. The "terraced" or built up tower effect of the housing with the spiral spinner at the center gives the device a distinctly ornamental appearance—a desirable characteristic in games of this nature.

What is claimed is:

1. A game device comprising a whirling member having a spiral retainer, a loose game element adapted to be held and then released by said retainer under influence of centrifugal force, a race positioned to receive said element when released by said retainer and constructed to temporarily hold said element by the centrifugal action of the latter, game pockets positioned to receive the game element released from said race, said whirling member being pivoted on a substantially vertical axis, the race being in the form of a stationary, vertically extending ring surrounding and spaced from the spiral retainer of the whirling member by a gap of greater width than the diameter of the loose game element and said pockets being disposed below the race and having leads thereinto disposed beneath the gap between the whirling member and race.

2. A game device comprising a whirling member having a spiral retainer, a loose game element adapted to be held and then released by said retainer under influence of centrifugal force, a race positioned to receive said element when released by said retainer and constructed to temporarily hold said element by the centrifugal action of the latter, game pockets positioned to receive the game element released from said race, said whirling member being pivoted on a substantially vertical axis, the race being in the form of a stationary, vertically extending ring surrounding and spaced from the spiral retainer of the whirling member by a gap of greater width than the diameter of the loose game element and said pockets being disposed below the race and having leads thereinto disposed beneath the gap between the whirling member and race, a game field about said pockets and play indications above said pockets.

3. A game, comprising a spinner sloping upwardly from the central portion toward the rim portion of the same, a spiral retaining wall on said upwardly sloping structure and provided at the top with an overstanding flange, a ball-like element adapted to be held by said retaining wall and be released at the rim of the spinner under influence of centrifugal force, a ball receiving track surrounding and spaced from the rim of the spinner by a gap greater than the diameter of the ball and ball receiving game pockets having portions disposed beneath said gap between the spinner and ball race.

4. A game, comprising a spinner sloping upwardly from the central portion toward the rim portion of the same, a spiral retaining wall on said upwardly sloping structure and provided at the top with an overstanding flange, a ball-like element adapted to be held by said retaining wall and be released at the rim of the spinner under influence of centrifugal force, a ball receiving track surrounding and spaced from the

rim of the spinner by a gap greater than the diameter of the ball, ball receiving game pockets having portions disposed beneath said gap between the spinner and ball race and control means at the outer end of the spiral retaining wall for holding the ball-like element until it has partially bridged the gap between the edge of the spinner and the surrounding ball race.

5. In combination, a game board, a spinner journaled at the center of the same, a race surrounding said spinner and spaced therefrom to leave a gap between the spinner and race, an annular way beneath said gap, pockets extending outwardly from said way and ball-like game elements adapted to be thrown by said spinner into said race and to fall therefrom through said gap onto said annular way and be directed thereby into the game pockets.

6. In combination, a game board, a spinner journaled at the center of the same, a race surrounding said spinner and spaced therefrom to leave a gap between the spinner and race, an annular way beneath said gap, pockets extending outwardly from said way and ball-like game elements adapted to be thrown by said spinner into said race and to fall therefrom through said gap onto said annular way and be directed thereby into the game pockets, interchangeable scoring rings surrounding the race and registering with said pockets and game fields related to said scoring rings and interchangeably mounted on the board about said pockets.

7. In a game device, the combination of a bottom member having a downwardly and outwardly inclined annular track and substantially radial ridges leading therefrom and defining game pockets, an overstanding member having openings in the side of the same over said pockets and elements defining an annular raceway above said inclined track and a wheel journaled within said annular track and provided with means for projecting a loose game piece outwardly above said track and into said race.

8. In combination, a game board carrying a game field having different stages of play, scoring means on said game board including scoring pockets, game pieces to enter said scoring pockets and a scoring ring associated with said scoring pockets and having annular rows of scoring indications giving different values to the same game pockets for different stages in the play for said game field.

9. A game of the character disclosed, comprising a wheel having a spiral retaining wall, a ball-like element for cooperation with said spiral retaining wall, a race positioned to receive said ball from the wheel, means on the wheel for restraining the radial velocity of the ball-like element as it leaves the wheel and game pockets positioned to receive the ball-like element from the race.

10. A game of the character disclosed, comprising a terraced casing, exposed game pockets in a lower terrace of the casing, a raceway in an upper terraced portion of the casing and a wheel journaled within the casing in position to throw ball-like objects therefrom into said raceway, there being passageways in said terraced casing from said raceway to said exposed game pockets concealed by said upper terraced portion of the casing and whereby travel of the ball-like objects from said raceway through said passageways will be hidden from view and the position of the ball-like objects unknown until they appear in the exposed game pockets.

11. A spinner comprising a conical bottom disc, a hub portion at the center of the same and a spirally coiled strip having its lower edge secured on said bottom disc and having an inwardly projecting ball retaining flange extending along the upper edge of the same.

12. Game apparatus, comprising a spinner mounted for rotary movement, a spiral ball retaining wall on said spinner, said wall having an opening therethrough at the outer end of the spiral, said opening tapering in longitudinal extent with the wider end of the same toward the outer end of the spiral, a ball receiving race spaced about the edge of the spinner and a ball adapted to be projected by said spinner through said widening slot to said race, said ball being of larger diameter than the smaller end of the slot, but of less diameter than the larger end of the slot and whereby the same will be retained on the spinner until it has partially bridged the space

between the edge of the spinner and the surrounding race.

13. In combination, a game board, a spinner mounted thereon, a race surrounding said spinner and spaced therefrom to leave a gap between the spinner and race, pockets below said race and positioned to receive a ball dropping from said race, a game ball adapted to be projected by said spinner across the gap into the surrounding race, freely removable interchangeable scoring rings surrounding the race and registering with the ball receiving pockets to designate values of the same for different games and freely removable interchangeable game fields mounted on the board about said pockets and related to said scoring rings and whereby different games may be played on said game board by replacing the related scoring ring and game field for one game by the related scoring ring and game field of a different game.

LOUIS E. BALTZLEY.