

Description

Background of the Invention

This invention pertains to a rotating game device for randomly selecting data, which can be used as part of a variety of different games, including strategy games, games of chance, television game shows and the like.

This invention is an improvement on a "Kaleidoscopic Game Device" which is the subject of United States Patent No. 4,291,881, granted on September 29, 1981 to the same inventor as the present invention. As pointed out in that prior patent, devices to randomly select numbers or other data have been utilized in games throughout the history of mankind. Dice and simple spinners are commonly used for this purpose. Due, however, to the relative simplicity of such apparatus, they are capable of generating only a limited amount of data. Moreover, such apparatus are not that visually interesting. In prior US-A-4,291,881 referred to above, there is disclosed and claimed an arrangement in which a plurality of small wheels bearing indicia rest upon the surface of a base wheel and are captured in a circular housing. Random data is generated by spinning the base wheel. The torque of this motion causes the smaller wheels to spin in the opposite direction. When everything comes to rest, a centrally located indicator points to data on one of the small wheels to select indicia thereon as part of a game play or the like.

Objects and Summary of the Invention

The present invention relates to an improved data selection apparatus, in which a number of smaller wheels bearing indicia are provided which counter-rotate to a base wheel. An object of the present invention is to provide such an arrangement in which the smaller wheels are easily removable, so that the apparatus can be adapted for use in a variety of games, and can also be utilized in a game in which a part of the game play and/or strategy involves bringing different wheels bearing different indicia into and/or out of play in connection with the base wheel. It is a further object of the present invention to provide such apparatus which includes storage means for storing the smaller wheels which are used in the apparatus, as well as being useful for, e.g. selecting which side of a smaller wheel shall be operative when the wheel is placed into play by contacting it into the base wheel of the apparatus.

In accordance with one aspect of the invention there is provided a rotator game device for the generation of randomly selected data comprising a housing; a base member rotatable within the housing; a retainer member; and a plurality of removable wheels carrying indicia, characterized in that the base mem-

ber has a plurality of centrally located detents; the retainer member has a circular inclined surface and a retaining lip; the wheels have one edge supported by the base member and an other edge support on the inclined surface of the retainer member, such that when the base member is at rest the wheels are nested under the influence of gravity in the detents of the base member, and when the base member is rotating the wheels are displaced outwardly and up the inclined surface of the retainer member to contact the retaining lip under the influence of centrifugal force, resulting in the wheels revolving in the direction of movement of the base member while individually counter-rotating until centrifugal force decreases to the point where the wheels fall under the influence of gravity back to the detents in the base member.

Other objects and advantages of the present invention will appear from the following detailed description of a preferred embodiment of the invention, taken in conjunction with the accompanying drawings.

Brief Description of the Drawings

Figure 1 is a top plan view of the apparatus of one embodiment of the invention at rest, with the smaller wheels in contact with a central member which includes locating collars and indicia selecting means.

Figure 2 is an exploded view of the mechanism of Figure 1, showing the interrelationship of the various elements of the mechanism.

Figure 3 is a partial cross-sectional view taken along the line 3-3 in Figure 1.

Figure 4 is a top plan view similar to Figure 1 showing the apparatus in motion, with a base wheel rotating and the smaller wheels counter-rotating.

Figure 5 is a cross sectional view taken along the line 5-5 in Figure 4.

Figure 6 is a top plan view of another embodiment of the invention in which storage/disc side selector mechanisms are provided.

Figure 7 is a cross section view of one of the storage/disc side selector mechanisms of Figure 6, illustrating the hinged top for inserting and retracting discs.

Figure 8 is a cross sectional view similar to Figure 7, but illustrating the rotational mounting of the storage/selector mechanism for randomly selecting a disc side.

Detailed Description of A Preferred Embodiment

Turning now to the drawings, particularly Figures 1 through 5, the present invention includes a circular housing 11, which as shown has a recessed area 12 closed at its bottom and open at its top. A needle bearing 13 is fixed to the center of the recessed area 12 of the circular housing 11 on its bottom, and extends

upwardly. A circular base wheel 14 has an upstanding handle member 16 which is hollow, and which fits over the needle bearing 13 to mount the circular base wheel 14 for rotational movement with respect to the circular housing 11. A circular retainer member 17 is provided suitably attached by adhesive or fasteners to the circular housing 11. The circular retainer has an upwardly inclined surface 18, and a retaining lip 19 (Figure 3).

As shown in Figure 2, in one embodiment of the invention a collar/indicator member 21 is suitably mounted to the upstanding handle member 16, by adhesives, force fit or other suitable means. The member 21 is provided with a series of detents 21a, and a series of indicia indicating means, in this case pointers 21b. As shown in Figure 2, a handle 22 holds the member 21 onto the upstanding handle member 16. A plurality of removable wheels or discs 23 are provided. As shown in Figure 3, these wheels or discs 23 are positioned in the rotator game device such that each wheel or disc has one of its edges nested into one of the detents 21a and resting on the circular base wheel 14, and its opposite edge resting on the inclined surface 18 of the circular retainer member

As generally indicated in the drawings, each of the removable wheels or discs 23 has indicia thereon. The exemplary indicia shown in Figure 1 is simple numbers on different colored wheels (red, blue, green, yellow, purple), but obviously the indicia can be drawings, letters, characters or any other kind of visible indicia that might enter into playing considerations for any of a variety of strategy or skill games. In accordance with the invention, the wheels or discs can have different indicia on opposite sides, and the wheels or discs are easily reversible so as to expose either side. In the particular embodiment shown in the drawings, the game apparatus is shown as including five separate removable discs or wheels, with a corresponding number of the detents 21a and pointers 21b. Clearly, more or less than five removable wheels can be provided. It is also a part of the invention that the total game apparatus can include a number of wheels or discs that are in excess of the number that will fit at any one time in the game apparatus. That way, the apparatus is useful in games wherein the strategy or game play depends upon which of the various discs or wheels are contained in the rotator apparatus at any particular time. Preferably, the wheels or discs have surface features on their edges, such as ridges or interlocking dimples, which facilitate "stacking" of the wheels or discs as might be useful in particular games.

If desired, the inclined surface 18 of the circular retainer 17 can also be provided with indicia that enters into or determines game play. This is generally indicated in Figure 2, showing simple divisions of this surface bearing alphanumeric designations. As in the case of the discs or wheels 23, the indicia on the in-

clined surface of the circular retainer can be virtually anything that enters into or determines game play for a game with which the apparatus might be associated.

The operation of the invention in accordance with Figures 1 through 5 will now be described. When the apparatus is at rest or stationary, the relative juxtaposition of the elements is as shown in Figures 1 and 3. That is, the removable wheels or discs 23 are nested in the detents 21a, with the pointer elements 21b pointing to a particular area on each wheel or disc. The apparatus is activated by manually grasping the handle member 22, to spin the circular base wheel 14. As the base wheel 14 is spun in one or the other direction, each of the discs or wheels 23 are caused to counter rotate, or spin in the direction opposite to that of base wheel 14. Further, the centrifugal force resulting from the spinning of the base wheel 14 and the counter rotation of the discs or wheels 23, causes the discs or wheels 23 to spin up the inclined surface 18 of the circular retainer member, as shown in Figures 4 and 5, with the wheels or discs 23 contacting the retaining lip 19. The wheels or discs 23 still have one of their edges in contact with base wheel 14 in Figures 4 and 5. This causes the wheels or discs 23 to be physically revolved around the circular retaining member in the same direction as the rotation of the base wheel, while each individual disc is at the same time rotating in the opposite direction because of contact of each individual disc edge with the retaining lip 19. This combination of motion increases the randomness of the final disc or wheel orientation and leads to interesting visual effects, which can obviously be quite varied by providing a variety of indicia on the wheels or discs.

In Figure 4 the top outer surface of the circular retainer is shown divided into segments labeled R, G, B and Y. This is just to indicate that, if desired, particular indicia or color segments can be provided on this surface (and/or the surface can be extended to a wider width) to cooperate with a pointer or pointers on the indicator member 21 as a part of game play.

As the base wheel 14 slows down, the discs or wheels 23 also obviously slow down, and finally fall under the influence of gravity back down the inclined surface 18, ending up nesting in the detents 21a with the pointers 21b pointed to a particular area or indicia on each one of the wheels or discs, as shown in Figures 1 and 3.

Of course, it should be understood that Figures 1 through 5 only illustrate one embodiment of the invention. For example, provision could be made for rotating the base wheel 14 by a small electric motor or the like, instead of manually. As another example, fewer of the pointers 21b could be provided than there are wheels or discs, so that which disc or wheel the pointer or pointers end up pointed at forms a part of the game play. Although various plastics are an obvious

choice for materials for the various rotator elements, other materials such as wood and metal are also suitable. Clearly, the apparatus can also be constructed in a variety of scales, from a relatively small table-top unit that is part of a game that might also involve a board or the like, to a very large unit that might be used, for example, on a television game show. The apparatus could also be useful as an amusement park ride. Also, mechanical type pointers are illustrated in the drawing for selecting or indicating one of the various areas or indicia on the wheels or discs 23. It would also be suitable to provide lighting elements adjacent the detents to cooperate with translucent areas on the discs or wheels, to illuminate the selected areas or indicia on the wheels or discs. Thus, when the term "pointer means" is used, it is intended to refer to any mechanical, optical or electrical mechanism for selecting indicia or areas of the wheels or discs. These and many other variations are possible without departing from the basic tenets of the present invention.

Turning now to Figures 6 through 8, there is illustrated another embodiment of the invention in which storage compartments can be provided for the wheels or discs 23, and such compartments can actually enter into and be a part of game play. As shown in Figure 6, for example, an extended base 26 can be provided, with the apparatus of Figures 1 through 5 centrally mounted in the extended base, as shown in Figure 6. In the particular embodiment shown in Figures 6 through 8, there are shown a plurality (eight) storage compartments 27 disposed around the periphery of the extended base 26. In this particular embodiment, each of the storage compartments 27 has a body 27a and a hinged lid 27b, suitably arranged to snap shut on the body through a snap lip 27c. Also, as shown in Figures 7 and 8, each of the storage compartments is mounted via pivots 28 to the extended base 26, such that the entire storage compartment can be rotated or revolved.

In operation, the storage compartments 27 can clearly be used for storage of the wheels or discs 23 when the rotator game device is not in use. Also, the storage compartments can be used for storage of wheels or discs while the rotator game device is in use, for example in a game where there are more wheels or discs than will fit at any one time in the rotator apparatus. As mentioned previously, the apparatus of this invention is applicable to game play where the particular wheels or discs which are placed in the rotator device forms a part of the game play, with for example part of the game play being determining which wheels or discs are in the rotator apparatus, either through strategy or chance. The "rotatable" storage compartments as shown in Figures 6 through 8 enable yet another element of game play. Specifically, one or more wheels or discs can be placed in the storage compartments, and the storage

compartments rotated so as to randomly expose one or the other of the two sides of each wheel or disc. Alternatively, other dimensional objects (i.e. figures, toy cars and the like) can be placed in the storage compartments. This can clearly also form a part of the game play for whatever game is utilizing the apparatus of this invention.

The variety and makeup of games with which the apparatus of this invention may be used is limited only by the creativity and imagination of a game developer. That is, the rotator game apparatus of this invention may in essence comprise an entire game, by constructing rules and a game play outline related to the wheels or discs 23, their indicia, etc. Alternatively, the rotator game apparatus of this invention may be a portion of a game that includes a board and/or cards and the like, with the rotator apparatus entering into game play in determining turns, advances, chance alternatives or the like. For example, selecting which of a player's wheels or discs are placed in the rotator apparatus could be a function of the player's game strategy, with obviously the indicia selected on the wheels being a function of chance in spinning the rotator game apparatus.

Although the present invention has been described in terms of particular embodiments, it should be clear that many other embodiments and alternatives are within the scope of the invention. Therefore, the description of the embodiments should not be considered restrictive, and the appended claims should be referred to in determining the scope of the present invention.

Claims

1. A rotator game device for the generation of randomly selected data comprising:
 - a housing (11);
 - a base member (14, 21) rotatable within said housing;
 - a retainer member (17); and
 - a plurality of removable wheels (23) carrying indicia,
 characterized in that
 - the base member (21) has a plurality of centrally located detents (21a);
 - the retainer member (17) has a circular inclined surface (18) and a retaining lip (19);
 - the wheels (23) have one edge supported by the base member (14, 21) and an other edge support on the inclined surface (18) of the retainer member (17), such that when the base member (14, 21) is at rest the wheels (23) are nested under the influence of gravity in the detents (21a) of the base member (14, 21), and when the base member (14, 21) is rotating the wheels (23) are displaced outwardly and up the inclined surface

choice for materials for the various rotator elements, other materials such as wood and metal are also suitable. Clearly, the apparatus can also be constructed in a variety of scales, from a relatively small table-top unit that is part of a game that might also involve a board or the like, to a very large unit that might be used, for example, on a television game show. The apparatus could also be useful as an amusement park ride. Also, mechanical type pointers are illustrated in the drawing for selecting or indicating one of the various areas or indicia on the wheels or discs 23. It would also be suitable to provide lighting elements adjacent the detents to cooperate with translucent areas on the discs or wheels, to illuminate the selected areas or indicia on the wheels or discs. Thus, when the term "pointer means" is used, it is intended to refer to any mechanical, optical or electrical mechanism for selecting indicia or areas of the wheels or discs. These and many other variations are possible without departing from the basic tenets of the present invention.

Turning now to Figures 6 through 8, there is illustrated another embodiment of the invention in which storage compartments can be provided for the wheels or discs 23, and such compartments can actually enter into and be a part of game play. As shown in Figure 6, for example, an extended base 26 can be provided, with the apparatus of Figures 1 through 5 centrally mounted in the extended base, as shown in Figure 6. In the particular embodiment shown in Figures 6 through 8, there are shown a plurality (eight) storage compartments 27 disposed around the periphery of the extended base 26. In this particular embodiment, each of the storage compartments 27 has a body 27a and a hinged lid 27b, suitably arranged to snap shut on the body through a snap lip 27c. Also, as shown in Figures 7 and 8, each of the storage compartments is mounted via pivots 28 to the extended base 26, such that the entire storage compartment can be rotated or revolved.

In operation, the storage compartments 27 can clearly be used for storage of the wheels or discs 23 when the rotator game device is not in use. Also, the storage compartments can be used for storage of wheels or discs while the rotator game device is in use, for example in a game where there are more wheels or discs than will fit at any one time in the rotator apparatus. As mentioned previously, the apparatus of this invention is applicable to game play where the particular wheels or discs which are placed in the rotator device forms a part of the game play, with for example part of the game play being determining which wheels or discs are in the rotator apparatus, either through strategy or chance. The "rotatable" storage compartments as shown in Figures 6 through 8 enable yet another element of game play. Specifically, one or more wheels or discs can be placed in the storage compartments, and the storage

compartments rotated so as to randomly expose one or the other of the two sides of each wheel or disc. Alternatively, other dimensional objects (i.e. figures, toy cars and the like) can be placed in the storage compartments. This can clearly also form a part of the game play for whatever game is utilizing the apparatus of this invention.

The variety and makeup of games with which the apparatus of this invention may be used is limited only by the creativity and imagination of a game developer. That is, the rotator game apparatus of this invention may in essence comprise an entire game, by constructing rules and a game play outline related to the wheels or discs 23, their indicia, etc. Alternatively, the rotator game apparatus of this invention may be a portion of a game that includes a board and/or cards and the like, with the rotator apparatus entering into game play in determining turns, advances, chance alternatives or the like. For example, selecting which of a player's wheels or discs are placed in the rotator apparatus could be a function of the player's game strategy, with obviously the indicia selected on the wheels being a function of chance in spinning the rotator game apparatus.

Although the present invention has been described in terms of particular embodiments, it should be clear that many other embodiments and alternatives are within the scope of the invention. Therefore, the description of the embodiments should not be considered restrictive, and the appended claims should be referred to in determining the scope of the present invention.

Claims

1. A rotator game device for the generation of randomly selected data comprising:
 - a housing (11);
 - a base member (14, 21) rotatable within said housing;
 - a retainer member (17); and
 - a plurality of removable wheels (23) carrying indicia,
 characterized in that
 - the base member (21) has a plurality of centrally located detents (21a);
 - the retainer member (17) has a circular inclined surface (18) and a retaining lip (19);
 - the wheels (23) have one edge supported by the base member (14, 21) and an other edge support on the inclined surface (18) of the retainer member (17), such that when the base member (14, 21) is at rest the wheels (23) are nested under the influence of gravity in the detents (21a) of the base member (14, 21), and when the base member (14, 21) is rotating the wheels (23) are displaced outwardly and up the inclined surface



(18) of the retainer member (17) to contact the retaining lip (19) under the influence of centrifugal force, resulting in the wheels (23) revolving in the direction of movement of the base member (14, 21) while individually counter-rotating until centrifugal force decreases to the point where the wheels (23) fall under the influence of gravity back to the detents (21a) in the base member (14, 21).

2. A rotator game device in accordance with Claim 1 characterized in that indicia indicating means (21b) are provided as part of the detents (21a) to select at least one indicia on at least one of the wheels (23) when the wheels (23) are nested in the detents (21a).
3. A rotator game device in accordance with Claims 1 or 2 characterized in that the removable wheels (23) are provided with indicia on both their surfaces, so that the indicia on one or the other of the surfaces of the wheels (23) are brought into game play, depending upon which surface is visible when the wheels (23) are in position in the game device.
4. A rotator game device in accordance with Claims 1, 2 or 3 characterized in that a number of removable wheels (23) which exceeds the number of wheels (23) which can be positioned in the device at any one time, whereby selection of which wheels (23) are placed in the device can be part of game play.
5. A rotator game device as claimed in any one of Claims 1 to 4 characterized in that the retainer member (17) is also provided with indicia around its periphery or retaining lip (19) which can be part of game play.
6. A rotator game device in accordance with Claims 1 to 5 characterized in that the wheels (23) are provided with ridges or dimples around their periphery so as to be easily stackable.
7. A rotator game device in accordance with Claim 2 characterized in that a plurality of indicia indicating means (21b) are provided as part of the detents (21a) so as to simultaneously select indicia on a plurality of the wheels (23).
8. A rotator game device in accordance with Claims 1 to 7 characterized in that the housing (11) includes a plurality of storage wheel compartments (27) for storing the removable wheels (23) or other dimensional objects forming part of the rotator game device.

9. A rotator game device in accordance with Claim 8 characterized in that the wheel storage compartments (27) have hinged tops (27b) and are themselves hinged to the housing (11), whereby the storage compartments (27) may be rotated to randomly tumble the wheels (23) contained therein to select one or the other side of the wheels (23) as a part of game play.

10. A rotator game device in accordance with any one of the previous claims characterized in that:
 - the housing (11) is circular and comprises a recess (12);
 - the base member (14, 21) includes a collar (21) and a base wheel (14) rotatable within the recess (12);
 - bearing means (13) are provided and carried by the housing (11);
 - the base wheel (14) includes an upstanding handle member (16) fitting over the bearing means (13);
 - the retainer member (17) is circular and mounted to the circular housing (11) above the recess (12), the circular retainer member (17) having the inclined surface (18) and lip (19);
 - the collar (21) is fitted to the upstanding handle member (16) and has a plurality of detents (21a); and
 - the removable wheels (23) comprise smaller wheel members carrying indicia and are located such that each wheel member has one edge resting on the circular retainer (17) and one edge resting on the base wheel (14).

Patentansprüche

1. Rotierende Spielvorrichtung zur Erzeugung von zufällig ausgewählten Daten, dadurch gekennzeichnet, daß die Vorrichtung folgendes umfaßt:
 - ein Gehäuse (11);
 - ein Grundelement (14, 21), das innerhalb des genannten Gehäuses drehbar ist;
 - ein Halteelement (17); und
 - eine Mehrzahl von austauschbaren Rädern (23), welche Kennzeichen aufweisen, dadurch gekennzeichnet, daß
 - das Grundelement (21) eine Mehrzahl von Feststellvorrichtungen (21a) aufweist;
 - das Halteelement (17) eine kreisförmig geneigte Oberfläche (18) aufweist sowie eine Haltekante (19);
 - die Räder (23) eine Kante aufweisen, die von dem Grundelement (14, 21) gestützt wird und eine andere Kantenstütze auf der geneigten Oberfläche (18) des Halteelements (17), so daß bei einem Ruhezustand des Grundelements (14,



- 21), die Räder (23) unter dem Einfluß der Schwerkraft in den Feststellvorrichtungen (21a) des Grundelements (14, 21) eingreifen und wenn sich das Grundelement (14, 21) dreht, werden die Räder (23) nach außen verschoben und nach oben entlang der geneigten Oberfläche (18) des Halteelements (17), um so unter der Einwirkung von Zentrifugalkraft in Berührung mit der Haltekante (19) zu gelangen, was zur Folge hat, daß sich die Räder (23) in der Bewegungsrichtung des Grundelements (14, 21) drehen, wobei sie einzeln solange Gegendrehen, bis die Zentrifugalkraft auf den Punkt abnimmt, an dem die Räder (23) unter der Einwirkung der Schwerkraft wieder in die Feststellvorrichtungen (21a) in dem Grundelement (14, 21) fallen.
2. Rotierende Spielvorrichtung nach Anspruch 1, dadurch gekennzeichnet, daß Kennzeichen-Anzeigeeinrichtungen (21b) als Teil der Feststellvorrichtungen (21a) bereitgestellt sind, um mindestens ein Kennzeichen auf mindestens einem Rad (23) auszuwählen, wenn sich die Räder (23) im Eingriff in den Feststellvorrichtungen (21a) befinden.
 3. Rotierende Spielvorrichtung nach einem der Ansprüche 1 oder 2, dadurch gekennzeichnet, daß die austauschbaren Räder (23) auf ihren beiden Oberflächen mit Kennzeichen versehen sind, so daß die Anzeige auf der einen oder auf der anderen Seite ins Spiel gebracht werden kann, abhängig davon, welche Oberfläche sichtbar ist, wenn sich die Räder (23) in der Spielvorrichtung in Position befinden.
 4. Rotierende Spielvorrichtung nach einem der Ansprüche 1, 2 oder 3, gekennzeichnet durch eine Anzahl von austauschbaren Rädern (23), welche die Anzahl von Rädern (23) übersteigt, die zu einem Zeitpunkt in der Vorrichtung positioniert werden können, wobei die Auswahl der Räder (23), die in der Vorrichtung plazierte werden, ein Teil des Spiels sein kann.
 5. Rotierende Spielvorrichtung nach einem der Ansprüche 1 bis 4, dadurch gekennzeichnet, daß das Halteelement (17) auf dessen Peripherie oder der Haltekante (19) ebenfalls mit Kennzeichen versehen ist, was einen Teil des Spiels darstellen kann.
 6. Rotierende Spielvorrichtung nach einem der Ansprüche 1 bis 5, dadurch gekennzeichnet, daß die Räder (23) um ihre Peripherie mit Stegen oder Vertiefungen versehen sind, so daß sie leicht gestapelt werden können.
 7. Rotierende Spielvorrichtung nach Anspruch 2, dadurch gekennzeichnet, daß eine Mehrzahl von Kennzeichen-Anzeigeeinrichtungen (21b) als Teil der Feststellvorrichtungen (21a) bereitgestellt ist, so daß gleichzeitig Kennzeichen auf einer Mehrzahl von Rädern (23) ausgewählt werden.
 8. Rotierende Spielvorrichtung nach einem der Ansprüche 1 bis 7, dadurch gekennzeichnet, daß das Gehäuse (11) eine Mehrzahl von Rad-Aufbewahrungsfächern (27) aufweist, zur Aufbewahrung der austauschbaren Räder (23) oder von dimensionsgerechten Gegenständen, die einen Teil der rotierenden Spielvorrichtung bilden.
 9. Rotierende Spielvorrichtung nach Anspruch 8, dadurch gekennzeichnet, daß die Rad-Aufbewahrungsfächer (27) Oberteile (27b) mit Gelenk aufweisen, und daß sie selbst durch ein Gelenk an dem Gehäuse (11) angebracht sind, wobei die Aufbewahrungsfächer (27) gedreht werden können, um die darin enthaltenen Räder (23) umzustürzen, um die eine oder die andere Seite der Räder (23) als Teil des Spiels auszuwählen.
 10. Rotierende Spielvorrichtung nach einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß:
 - das Gehäuse (11) kreisförmig ist und eine Aussparung (12) aufweist;
 - das Grundelement (14, 21) einen Kragen (21) aufweist und ein Basisrad (14), das in der Aussparung (12) drehbar ist;
 - das Gehäuse (11) eine Lagereinrichtung (13) bereitstellt und diese trägt;
 - das Basisrad (14) ein aufrechtes Stielelement (16) aufweist, welches über die Lagereinrichtung (13) paßt;
 - das Halteelement (17) kreisförmig ist und oberhalb der Aussparung (12) an dem kreisförmigen Gehäuse (11) angebracht ist, wobei das kreisförmige Halteelement (17) die geneigte Oberfläche (18) und die Kante (19) aufweist;
 - der Kragen (21) an dem aufrechten Stielelement (16) angepaßt wird und er eine Mehrzahl von Feststellvorrichtungen (21a) aufweist; und daß
 - die austauschbaren Räder (23) kleinere Radelemente mit Kennzeichen aufweisen und wobei die Räder so positioniert sind, daß eine Kante jedes Radelements auf dem kreisförmigen Halter (17) und eine Kante auf dem Basisrad (14) ruht.

Revendications

1. Appareil de jeu à organe tournant, destiné à créer



des données choisies de façon aléatoire, comprenant :

un boîtier (11),
un organe de base (14, 21) destiné à tourner dans le boîtier,
un organe de retenue (17), et
plusieurs roues amovibles (23) portant des signes,
caractérisé ce que
l'organe de base (21) a plusieurs évidements (21a) placés au centre,

l'organe (17) de retenue a une surface circulaire inclinée (18) et une lèvre de retenue (19),

les roues (23) ont un bord supporté par l'organe de base (14, 21) et un autre bord supporté par la surface inclinée (18) de l'organe de retenue (17) de manière que, lorsque l'organe de base (14, 21) est au repos, les roues (23) soient emboîtées sous l'influence de la pesanteur à l'intérieur des évidements (21a) de l'organe de base (14, 21) et, lorsque l'organe de base (14, 21) tourne, les roues (23) se déplacent vers l'extérieur et remontent sur la surface inclinée (18) de l'organe de retenue (17) pour venir au contact de la lèvre de retenue (19) sous l'action de la force centrifuge, si bien que les roues (23) tournent dans le sens de déplacement de l'organe de base (14, 21) tout en tournant individuellement en sens inverse jusqu'à ce que la force centrifuge diminue au point que les roues (23) retombent sous la force de pesanteur vers les évidements (21a) formés dans l'organe de base (14, 21).

2. Appareil de jeu à organe tournant selon la revendication 1, caractérisé en ce que des dispositifs (21b) désignant des signes sont placés sur une partie des évidements (21a) pour la sélection d'au moins un signe sur l'une au moins des roues (23) lorsque les roues (23) sont logées dans les évidements (21a).

3. Appareil de jeu à organe tournant selon la revendication 1 ou 2, caractérisé en ce que les roues amovibles (23) portent des signes sur leurs deux surfaces, si bien que les signes de l'une ou l'autre face des roues (23) sont mis en jeu dans une partie selon la surface visible lorsque les roues (23) sont en position dans l'appareil de jeu.

4. Appareil de jeu à organe tournant selon la revendication 1, 2 ou 3, caractérisé en ce que le nombre de roues amovibles (23) dépasse le nombre de roues (23) qui peuvent être logées dans l'appareil à un moment donné, si bien que la sélection de celles des roues (23) qui sont placées dans l'appareil peut être intégrée à une partie.

5. Appareil de jeu à organe tournant selon l'une

quelconque des revendications 1 à 4, caractérisé en ce que l'organe de retenue (17) porte aussi des signes à sa périphérie ou sur la lèvre de retenue (19), ces signes pouvant être intégrés à une partie.

6. Appareil de jeu à organe tournant selon les revendications 1 à 5, caractérisé en ce que les roues (23) ont des arêtes ou des cavités autour de leur périphérie afin qu'elles puissent être facilement empilées.

7. Appareil de jeu à organe tournant selon la revendication 2, caractérisé en ce que plusieurs dispositifs (21b) indiquant des signes font partie des évidements (21a) afin que des signes soient sélectionnés simultanément sur plusieurs roues (23).

8. Appareil de jeu à organe tournant selon les revendications 1 à 7, caractérisé en ce que le boîtier (11) comporte plusieurs compartiments (27) de stockage des roues amovibles (23) ou d'autres objets dimensionnels faisant partie de l'appareil de jeu à organe tournant.

9. Appareil de jeu à organe tournant selon la revendication 8, caractérisé en ce que les compartiments (27) de stockage de roues ont des parties supérieures articulées (27b) et sont eux-mêmes articulés sur le boîtier (11), si bien que les compartiments de stockage (27) peuvent être entraînés en rotation afin qu'ils provoquent un tonnelage aléatoire des roues (23) contenues à l'intérieur pour que la sélection d'une face des roues (23) ou de l'autre soit intégrée à une partie.

10. Appareil de jeu à organe tournant selon l'une quelconque des revendications précédentes, caractérisé en ce que

le boîtier (11) est circulaire et comporte une cavité (12),

l'organe de base (14, 21) possède un collier (21) et une roue de base (14) qui peut tourner dans la cavité (12),

un dispositif (13) à palier est disposé dans le boîtier (11) et est porté par celui-ci,

la roue de base (14) comporte un organe vertical formant poignée (16) qui se monte sur le dispositif à palier (13),

l'organe de retenue (17) est circulaire et est monté sur le boîtier circulaire (11) au-dessus de la cavité (12), l'organe circulaire de retenue (17) ayant la surface inclinée (18) et la lèvre (19),

le collier (21) est monté sur l'organe vertical (16) de poignée et a plusieurs évidements (21a), et

les roues amovibles (23) comportent de



petits organes de roue portant des signes et sont placées de manière que chaque organe de roue ait un bord en appui sur l'organe circulaire de retenue (17) et un bord en appui sur la roue de base (14).

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