(No Model.)

M. P. STEWART.

TOY GAME APPARATUS.

No. 429,367. Patented June 3, 1890.

Fig. 1.

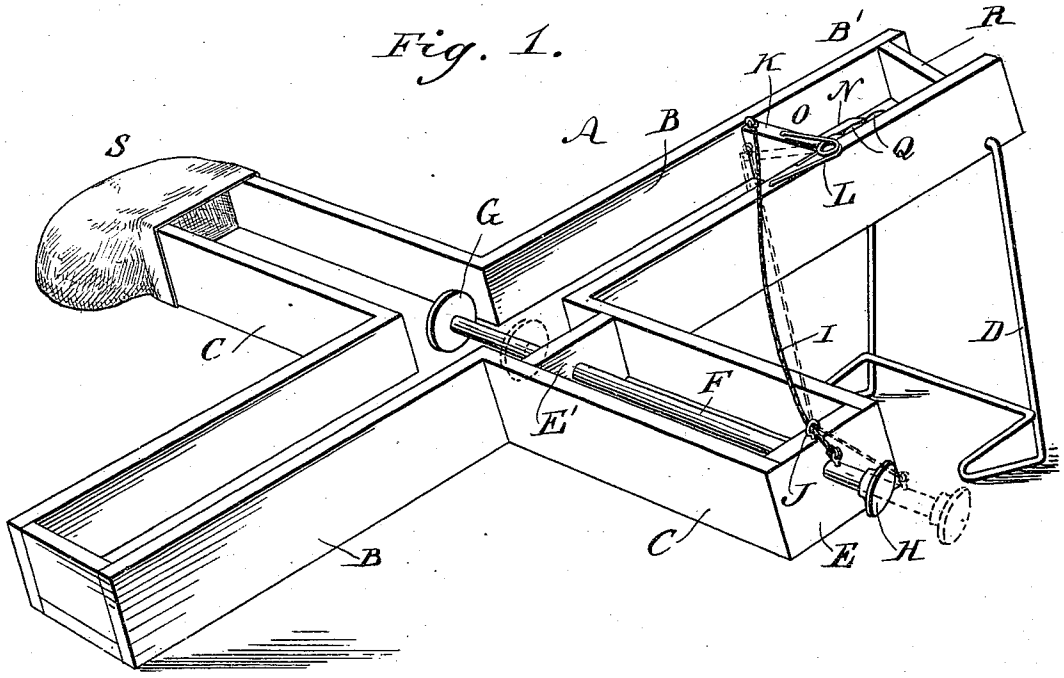
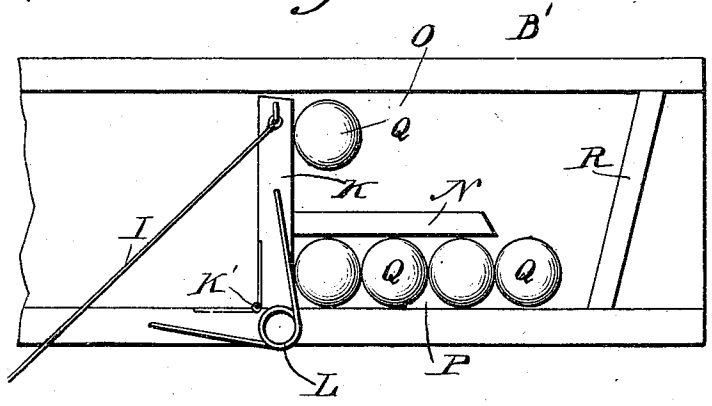


Fig. 2.



WITNESSES:
John W. Deemer
C. Sedgwick

INVENTOR:
M. P. Stewart
BY
Munn & Co.
ATTORNEYS

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

UNITED STATES PATENT OFFICE.

MARY P. STEWART, OF WASHINGTON, NEW JERSEY.

TOY-GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 429,367, dated June 3, 1890.

Application filed November 20, 1889. Serial No. 330,991. (No model.)

To all whom it may concern:

Be it known that I, MARY P. STEWART, of Washington, in the county of Warren and State of New Jersey, have invented a new and Improved Toy-Game Apparatus, of which the following is a full, clear, and exact description.

The object of the invention is to provide a new and improved toy-game apparatus which is simple and durable in construction and offers abundant opportunities to exercise good judgment and skill in playing the game, which is at the same time very amusing.

The invention consists of certain parts and details and combinations of the same, as will be hereinafter fully described, and then pointed out in the claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar letters of reference indicate corresponding parts in both the figures.

Figure 1 is a perspective view of the improvement, and Fig. 2 is an enlarged plan view of part of the same.

The improved toy-game apparatus A is provided with two channels B and C, placed at right angles and intersecting each other, as is plainly shown in Fig. 1. One end of the channel B is connected with a leg D, serving to place the channel B in an inclined position, so that a ball placed in the upper end of the channel will roll down the same past the cross-channel C. The leg D is preferably hinged on the upper end B′ of the channel B, so as to be conveniently folded up on the channel B when the apparatus is not used. In the cross-channel C is arranged to slide a plunger F, mounted in the end E of the said channel and in a transverse partition E′, arranged in the right-hand arm of the said channel C, as is plainly shown in Fig. 1. On the inner end of the plunger F is formed a head G, and on the outer end of the said plunger is secured a knob H for conveniently taking hold of the said plunger to pull the same outward, as hereinafter more fully described.

A cord, chain, or wire I is fastened by one end to the plunger F, near the knob H, then passed through an eye J, secured on top of the end E, and then connected at its other end with the free end of a gate K, hinged at K′ to one side of the channel B near its upper end B′. A spring L presses on the said gate K, so as to hold the same in a closed position, as is plainly shown in Fig. 2. The upper side of the gate K abuts against one end of a wall N arranged parallel with the sides of the channel B in the upper end of the latter, so as to form two spaces O and P, in the latter of which is held a series of balls Q, resting against the upper side of the gate K when the latter is held in a closed position by the spring L.

The upper end of the wall N terminates a suitable distance below the obliquely-arranged end R, closing the upper end of the channel B, so that the balls from the space P can pass between the wall N and the said end R into the space O to rest on the free end of the spring-pressed gate K. The end R is arranged obliquely, so as to deflect the respective ball Q downward into the space O after it is moved out of the space P, as hereinafter more fully described.

The end of the cross-channel C opposite the plunger F is open and supports a pocket or bag S, into which the balls Q are to be fired when struck by the head G of the plunger F in running down the channel B.

The operation is as follows: The channel B is set in an inclined position by setting up the leg D, as shown in Fig. 1. The balls Q are then placed in the space P, the lowermost one resting against the gate K, which is held in a closed position by the spring L. Now, when the operator pulls on the knob H of the plunger F, the head G of the said plunger is drawn free of the channel B, and at the same time the plunger F pulls on the cord I, so that the gate K is opened against the tension of the spring L, and a ball resting on the free end of the said gate in the space O can now roll down the channel B through the open gate, and when the operator now releases the rod F in time the ball, rolling down the channel B will be struck by the head G of the plunger F and sent along the channel C into the bag S. It is understood that the moment the operator releases the knob H of the plunger F the spring L exerts its force against the gate K, so that the latter flies shut and pulls on the spring I, which draws the plunger F forward across the channel B. If the operator does not release the knob H in time, the ball

rolling down the channel B will have passed the cross-channel C before the plunger travels across the channel B. When the gate K flies shut, as above described, by the pressure of the spring L, it exerts an upward pressure against the remaining balls in the space P, so that the uppermost ball Q is thrown against the obliquely-arranged end R, and is deflected by the same into the space O, so as to rest on the free end of the gate K. When the operator now again pulls the plunger F outward, the gate K will again open and the ball in the space O will run down the channel B in the same manner as above described, and when the plunger is again released the next uppermost ball will be thrown outward and deflected by the end R into the space O to rest against the gate K. In this manner the alternate pulling and releasing of the plunger F permits one ball to run down the channel B, at the same time placing a new ball against the upper side of the gate K in the space O.

It is understood that the game is to hit the successive balls when they roll down the channel B by the head G of the plunger F, so as to fire the balls into the pocket S.

In case the plunger F is released too soon, the ball can pass under the plunger F in the rear of the head G, so as to roll down to the lower end of the channel B.

Having thus fully described my invention, I claim as new and desire to secure by Letters Patent—

1. A toy-game apparatus comprising two intersecting channels, a plunger held to slide in one of the said channels, and a spring-pressed gate held in the other channel and connected with the said plunger, substantially as shown and described.

2. A toy-game apparatus comprising two intersecting channels, a plunger held to slide in one of the said channels, and a spring-pressed gate held in the other channel and connected with the said plunger, and a leg for supporting the channel in an inclined position, substantially as shown and described.

3. In a toy-game apparatus, the combination, with two intersecting channels, of which one is inclined, of a plunger held to slide in the cross-channel, a spring-pressed gate hinged in the upper end of the inclined channel, and a connection between the said gate and the said plunger, substantially as shown and described.

4. In a toy-game apparatus, the combination, with two intersecting channels, of which one is inclined, of a plunger held to slide in the cross-channel, a spring-pressed gate hinged in the upper end of the inclined channel, and a connection between the said gate and the said plunger, and a bag held on the open end of the cross-channel opposite the said plunger, substantially as shown and described.

5. In a toy-game apparatus, the combination, with a channel provided with a wall arranged parallel with and between the side walls of the channel and terminating at one end near the end of the said channel, of a spring-pressed gate hinged in the said channel and adapted to rest on the other end of said wall, substantially as shown and described.

6. In a toy game, the combination, with a channel having parallel sides and an obliquely-arranged end, of a wall held in the said channel parallel to the sides of the said channel and terminating near the said oblique end, and a spring-pressed gate hinged in the said channel and adapted to rest against the end of the said wall, substantially as shown and described.

7. In a toy game, the combination, with a channel having parallel sides and an obliquely-arranged end, of a wall held in the said channel parallel to the sides of the said channel and terminating near the said oblique end, a spring-pressed gate hinged in the said channel and adapted to rest against the end of the said wall, and a plunger arranged to slide at right angles across the said channel and connected with the said spring-pressed gate, substantially as shown and described.

8. A toy-game apparatus comprising two intersecting channels, a plunger held to slide in one of said channels, a gate held in the other channel, connections between the gate and plunger, and a spring controlling the gate and plunger, substantially as shown and described.

MARY P. STEWART.

Witnesses:
JNO. C. WELLER,
JOSEPH C. STEWART.