

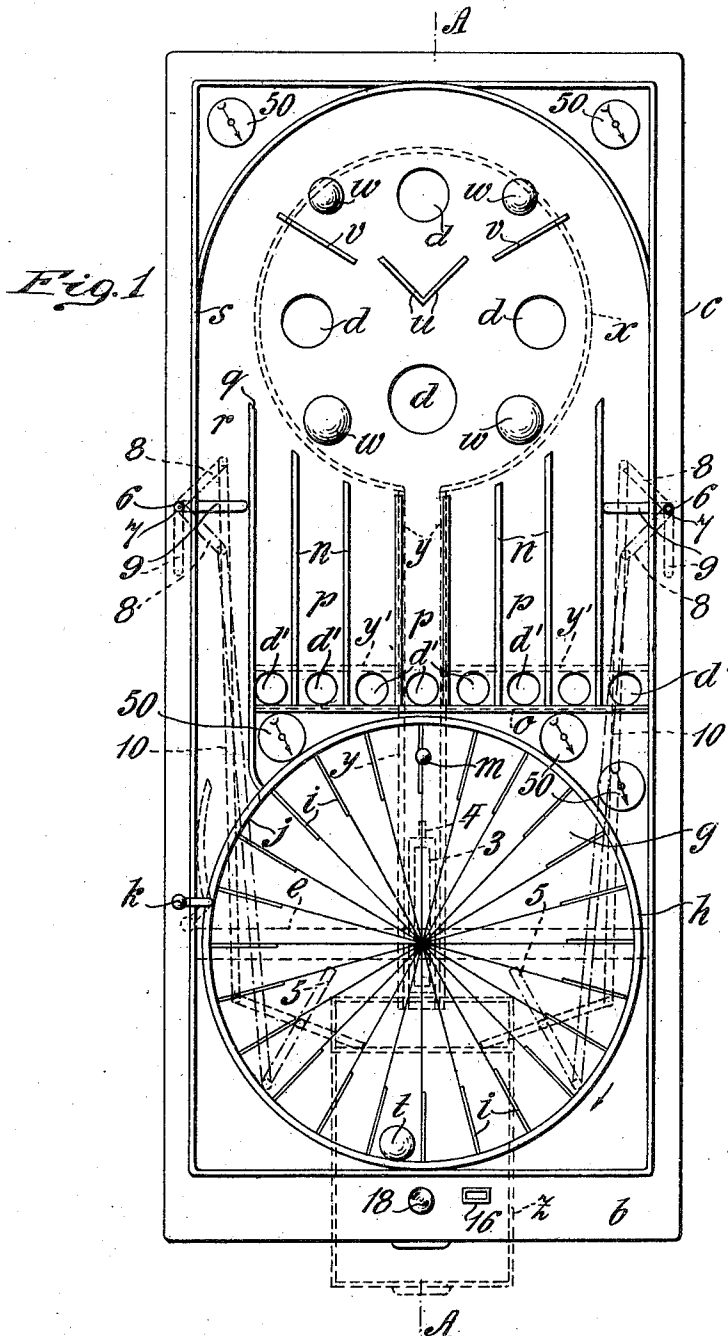
F. J. BRYANT.
GAME TABLE.

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971,726.

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2 SHEETS—SHEET 1.



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UNITED STATES PATENT OFFICE.

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GAME-TABLE.

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Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, FREDERIC J. BRYANT, a citizen of the United States, residing at New York city, in the county and State of New York, have invented certain new useful Improvements in Game-Tables, of which the following is a specification, reference being had to the accompanying drawings.

My invention relates to amusement devices and particularly to game tables; and an object of my invention is to provide a device of the character described which will afford amusement to both the young and the old and to persons of both sexes and which will require the exercise of judgment and skill in its use.

One feature of my invention resides in separating the playing part of the table from the gameboard part. The latter is walled off from the playing part; and the walled compartment of the playing part is connected with the gameboard part by a raceway. Means operable at the will of the player are provided for opening and closing communication between the walled compartment of the playing part and the gameboard part. In the walled compartment there is mounted a rotary ball-throwing device provided with means for retaining the ball.

Another feature of my invention lies in the provision of a ball-receiving receptacle or drawer which connects with the gameboard part in such a manner that the balls thrown upon the latter roll into this receptacle. Suitable means are provided for locking the receptacle so as to prevent free access to the balls (the articles used in play) and in the preferred form hereinafter described and shown the locking means are coin-controlled.

A third feature of my invention consists in the provision of means for obstructing play upon the table and thereby rendering the same inoperative for play. Means are provided for restoring the obstructing parts to their initial position; and those means are herein shown and described as coin-controlled and as being operative through the ball-receiving receptacle.

A further feature of my invention is the provision of means for locking the ball-

throwing device. These locking means are herein shown and described as being controlled by the ball-receiving receptacle and the latter, as before stated, is coin-controlled.

Other features of my invention will be hereinafter described and claimed.

In the drawings illustrating the principle of my invention and the best mode now known to me of applying that principle, Figure 1 is a plan view of my new game table; Fig. 2 is a side elevation, partly in section, of my new game table; Fig. 3 is a section on the line A—A of Fig. 1; Fig. 4 is a sectional detail on the line B—B of Fig. 3; and Fig. 5 is a sectional detail showing the front end of my new game table.

The table is supported upon the legs *a* and consists of the playing part *b* and the gameboard or counting part *c*. The latter is slightly inclined to the horizontal.

The playing part *b* of the table is provided with a cross-bar *e* through which extends the pivot-pin or pivot-stud *f* of the rotary ball-throwing disk *g*. Around the latter extends a circular band or wall *h*; and near its peripheral edge and on its upper face, the disk *g* is formed with radial fins or ribs *i*. In the rim or circular wall *h* there is hinged a door or gate *j* having a knob *k* so that the gate may be swung open upon its hinges at the will of the player. Upon one of the radial ribs or fins *i* is mounted a knob *m* by which the rotary disk *j* may be spun or whirled upon its pivot stud *f*.

The gameboard or counting part *c* of the table is formed with holes *d* *d'* and with several parallel longitudinal ribs or partition walls *n*, the lower or front ends of which abut against a cross-piece *o* thereby forming several channels *p* at the lower ends of which are the holes *d'*. The rib or wall *q* on the left of the table, as viewed in Fig. 1, extends to the front as far as the circular band *h* and forms one wall of a raceway or guideway *r* the other wall *s* of which extends practically the whole length of the game table. When the gate *j* is swung outwardly as indicated by the dotted lines in Fig. 1, communication is opened between the raceway *r* and the space or compartment walled or partitioned off by the circular

band *h*. Hence, when the disk *g* is spun on its pivot-stud *f* and a ball *t* is thrown upon the disk, the ball will by centrifugal action be carried outwardly so as to lodge between two of the fins or ribs *i*. Upon the player opening the gate *j*, the ball will be thrown out or ejected by the rotating disk *g* and will travel up the raceway *r*.

The gameboard part *c* of the table is provided with ribs *u* in the form of a V so as to serve as a pocket. It is further provided with deflecting ribs *v* and with obstacles or raised portions *w* for deflecting the course of the ball in its travel downwardly to the front of the table. If the ball drops through one of the holes *d*, it falls into a false bottom *x* from which leads a chute or conduit *y*, the front end of which empties into a drawer *z* at the front of the table. Beneath the holes *d'* are transverse gutters or conduits *y'* which communicate with the chute *y*.

To prevent those desiring to play from obtaining access to the balls in the drawer *z* without permission and to require the drawer to be closed before the game table may be used freely, I have provided my new game table with mechanism which renders the game table inoperative during the time that the drawer *z* is open. The rotary ball-throwing disk *g* is formed on its lower face with radially-extending ribs 2 and the drawer *z* is provided with a slotted locking-arm 3 having a locking-lug 4 at its free end. When the drawer is pulled open, the locking-lug 4 engages between two of the radially-extending ribs 2 and prevents the movement of the disk *g*, until the drawer *z* is closed again. With the same purpose in view, the game table is further provided with mechanism for obstructing the gameboard or counting part of the table.

Below the operating or playing part *b* of the table are pivoted two levers 5, which lie on opposite sides of the drawer *z*. Below the gameboard or counting part *c* of the table and at each side thereof, there is mounted a rotatable shaft 6 around which is wound a coil-spring 7. To the lower end of the shaft 6 is fastened an arm 8 and to the upper end of the same shaft is fastened an arm 9. The free end of each arm 8 is connected by a link 10 with one end of one of the levers 5, the other or free end of which is pressed by the transmitted action of the spring 7 against the inner end of the drawer *z*. When the drawer *z* is closed the obstructing or guard-arm 9 lies parallel to and over the adjacent side rail 11 of the table. But when the drawer *z* is opened the coil-springs 7 press the free ends of the levers 5 against the inner end of the drawer *z*, so that the free ends of these levers follow the drawer *z* in its outward movement and the guard arms 9 are turned so as to lie across the

table. In this position one of the guard-arms 9 will obstruct the raceway *r* and the other will obstruct one of the channels *p*.

My new game table is preferably further provided with coin-controlled locking mechanism for the drawer *z*. While this locking mechanism may be of any suitable design, I have shown the game table equipped with a locking mechanism which may be described as follows: The bottom or lower face of the front end of the playing part *b* of the game table is provided with a socket 12 into which is adapted to enter the upper end of a detent 13 controlled by a spring 14 and mounted in the coin-box 25 in the drawer *z*. The lower end of the detent 13 is bifurcated or formed with a pair of fork-fingers 15, the ends of which are curved upward slightly. The top of the front end of the game table is provided with a coin slot 16 from which extends a coin chute (not shown), the lower end of which leads to the fingers 15, so that a coin allowed to drop through the slot 16 and chute 17 will be deposited upon the fingers 15. In the front end of the playing part *b* of the game table is mounted a releasing plunger 18, the lower end of which is formed with a wiper-lip 19. A coil-spring 20 tends to force the plunger upwardly. The lower end of the latter lies normally above the space between the fingers 15; and when there is no coin upon the latter, the plunger 18 upon being pressed downwardly, will pass between the fingers 15 without moving the detent 13. But when a coin 24 rests upon the fingers 15, the lower end of the plunger 18 will, upon the plunger being depressed, bear down upon the coin 24 and through the latter actuate the detent 13, forcing its upper end out of the socket 12, whereby the drawer *z* is released. In rear of the drawer *z* is mounted a pusher-rod 21, the outer end of which bears against the inner end of the drawer *z* and the inner end of which is pressed by one end of the coil-spring 22, the other end of which bears against the casing 23 in which the pusher-rod 21 is slidably mounted. When the drawer is released by the removal of the upper end of the detent 13 from the socket 12, the spring 23 will force the pusher-rod 21 out of the casing 23 and against the inner end of the drawer and will thereby start the drawer outwardly. The detent 13 is carried by the drawer *z* and the movement of the detent past the wiper-lip 19 will cause the coin 24 to be wiped off the fingers 15. The coin will then fall into the coin box 25. The game table may be provided with counters 50, if desired.

The operation of my new game table will now be readily understood.

The player deposits a coin in the coin-slot 16 and the coin falls down through a chute 17 upon the fingers 15 on the lower

end of the L-shaped detent 13, where it is stopped and held by the upwardly projecting ends of the fingers 15. He then presses down the releasing plunger 18 against the tension of the coil-spring 20; and the lower end of the plunger 18 bears upon the coin 24. The pressure of the thumb transmitted through the plunger 18 upon the coin 24 forces the detent 13 downwardly against the tension of the leaf-spring 14, whereby the upper end of the detent 13 is carried out of the socket 12. The coil-spring 22 forces the pusher-rod 21 out of the casing 23 and against the inner end of the drawer *z*, which now carries the detent 13 and the coin 24 past the wiper-lip 19 of the plunger 18. Thus, the coin 24 is wiped from off the detent 13 and falls into the coin-box 25. At the same time the coil-springs 7 on the shafts 6 force the free ends of the levers 5 to follow the inner end of the drawer *z* and rotate the shaft *g* so as to bring the guard-arms 9 into obstructing position across the gameboard part or counting part *c* of the table. The drawer is pulled out by the player far enough to obtain free access to its interior in order that he may obtain possession of the playing balls. By the outward movement of the drawer *z* the locking-lug 4 on the locking-arm 3 is brought into engagement with the downwardly projecting ribs or flanges 2 on the underside of the rotary disk *g*. The game table is now inoperative and remains so until the drawer *z* is closed, whereupon the detent 13 again engages the walls of the socket 12 and the drawer is locked. The inward movement of the drawer *z* further swings the levers 5 on their pivots and, through the links 10 and rocker-arms 8, rocks the shafts 6 against the tension of the springs 7, so as to bring the guard-arms parallel to the longitudinal axis of the table. The latter is now in condition for play. The player seizes the knob *m* and whirls the disk *g* on its pivot-stud *f*; and while the disk *g* is spinning he drops a ball *t* upon it. By centrifugal action the latter is thrown outwardly from the center of the disk toward the circular band or wall *h* and between two of the ribs or fins *i*. At the will of the operator the gate *j* is opened, thereby establishing communication between the guideway or raceway *r* and the compartment in which is mounted the rotary disk *g*. The ball will now be thrown from off the rotary disk *g* upwardly through the raceway *r* and will then fall downwardly toward the front of the table. It may fall through one of the holes *d* upon the false bottom *x* and then through the chute *y* into the drawer *z*; or it may be caught in the pocket formed by the ribs *u* or may run into one of the pockets *p* and drop through one of the holes *d'*. Suitable numbers are given to the several holes *d*, *d'* and to the pocket

formed by the ribs *u*. It is to be observed that skill and judgment must be exercised in determining the force with which to whirl the disk *g* and the time at which to open the gate *j*.

This application is filed as a divisional application under my pending application, Serial No. 501,475, filed June 11, 1909.

I claim:

1. A game table consisting of a playing part having a walled compartment, the wall of which is formed with an opening; a rotary ball-projecting disk the playing face of which is provided with ball-retaining means and which rotates in said walled compartment with its edge adjacent to said wall; and a gameboard or counting part which communicates through said opening with said walled compartment.

2. A game table consisting of a playing part having a walled compartment, the wall of which is formed with an opening; a rotary ball-projecting disk the playing face of which is provided with ball-retaining means and which rotates in said walled compartment with its edge adjacent to said wall; a gameboard or counting part which communicates through said opening with said walled compartment; and a device for controlling said opening.

3. A game table consisting of a playing part having a walled compartment, the wall of which is formed with an opening; a rotary ball-projecting disk the playing face of which is provided with ball-retaining ribs and which rotates in said walled compartment with its edge adjacent to said wall; and a gameboard part which communicates through said opening with said walled compartment.

4. A game table consisting of a playing part having a walled compartment, the wall of which is formed with an opening; a rotary ball-projecting disk the playing face of which is provided with ball-retaining means and which rotates in said walled compartment with its edge adjacent to said wall; and a gameboard part having a raceway which communicates with said walled compartment through said opening.

5. A game table consisting of a gameboard part; a device for obstructing play thereon; and mechanism for locking said device.

6. A game table consisting of a gameboard part; means by which access to the articles used in play is controlled; and a device for obstructing play on said gameboard part, said device being controlled by said means.

7. A game table consisting of a gameboard part; means connected therewith by which access to the articles used in play is controlled; and a device for obstructing play on said gameboard part, said device being controlled by said means.

8. A game table consisting of a gameboard

part; means by which access to the articles used in play is controlled; mechanism for locking said means; and a device for obstructing play on said gameboard part, said device being controlled by said means.

9. A game table consisting of a gameboard part; a playing part; a ball-throwing device mounted in said playing part; a ball-receiving receptacle; and means controlled by said ball-receiving receptacle for locking said ball-throwing device.

10. A game table consisting of a gameboard part; a playing part; a rotary ball-throwing device mounted in said playing part; a ball-receiving receptacle; and means controlled by said receptacle for locking said rotary ball-throwing device.

11. A game table consisting of a gameboard part; a playing part; a ball-throwing device mounted in said playing part; a ball-receiving receptacle connected with said gameboard part; and means controlled by said receptacle for locking said device.

12. A game table consisting of a gameboard part; a playing part; a device mounted in said playing part for projecting the articles used in play upon said gameboard part; and means by which access to said articles is controlled, said means being adapted to control said device and thereby render the same inoperative for play.

13. A game table consisting of a gameboard part; a playing part; a ball-receiving receptacle; and means controlled by said receptacle for closing communication between said playing part and gameboard part and thereby rendering the game table inoperative for play.

14. A game table consisting of a gameboard part; a playing part; a ball-receiving receptacle connected with said gameboard part; and means controlled by said receptacle for closing communication between said playing part and gameboard part and thereby rendering the game table inoperative for play.

15. A game table consisting of a gameboard part; a playing part; a ball-receiving receptacle; guard-arms which close communication between said parts and render the game table inoperative for play; and a device controlled by said receptacle for controlling the position of said guard-arms.

16. A game table consisting of a gameboard part; a playing part; a device mounted in said playing part for projecting the articles used in play upon said gameboard part; means by which access to the articles used in play is controlled, said means being adapted to control said device and thereby

render the same inoperative for play; and mechanism for locking said means.

17. A game table consisting of a gameboard part; means connected therewith by which access to the articles used in play is controlled; a playing part; and a device mounted in the latter for projecting said articles upon said gameboard part; said means being adapted to control said device to render the latter inoperative for play.

18. A game table provided with movable means for obstructing play thereon; and a receptacle which is movable and controls said means.

19. A game table consisting of a playing part provided with a ball-throwing device; a gameboard part on which balls are thrown by said device; a movable ball-receiving receptacle connected with said gameboard part and adapted to receive the balls rolling therefrom, said receptacle being provided with means for controlling said device; and means for controlling said receptacle.

20. A game table consisting of a playing part provided with a ball-throwing device; a gameboard part on which balls are thrown by said device; a movable ball-receiving receptacle connected with said gameboard part and adapted to receive the balls rolling therefrom; mechanism for obstructing play upon said gameboard part, said mechanism being controlled by said receptacle; and means for controlling said receptacle.

21. In a game table, the combination of a projecting device; play-obstructing mechanism; and means by which access to the articles used in play is controlled, said means controlling said mechanism and being adapted to render said device inoperative for play.

22. In a game table, the combination of a projecting device; play-obstructing mechanism; means by which access to the articles used in play is controlled, said means controlling said mechanism and being adapted to render said device inoperative for play; and mechanism for locking said means.

23. In a game table, the combination of a device for projecting the articles used in play; and means by which access to said articles is controlled, said means controlling said device to render the same inoperative.

In testimony whereof I hereunto set my hand in the presence of the two undersigned witnesses this 23d day of August, A. D. 1909, at said New York city.

FREDERIC J. BRYANT.

Witnesses:

D. E. FAIRBROTHER,
E. F. FAIRBROTHER.