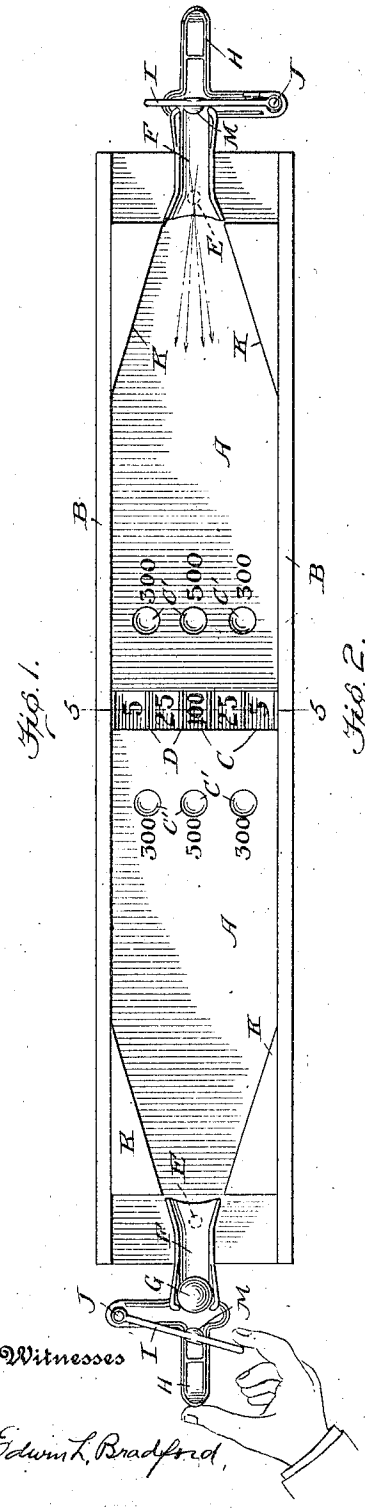
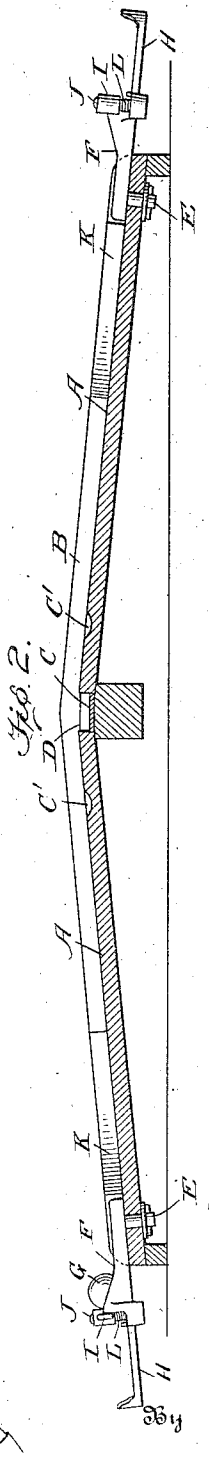
C. MORGAN.

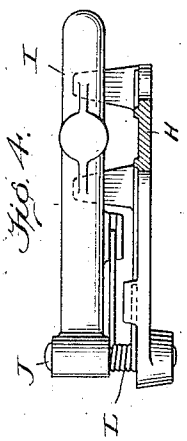
GAME APPARATUS.

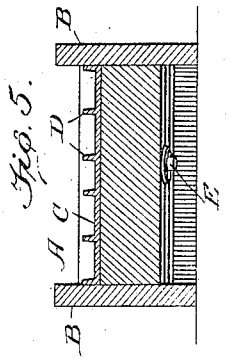
APPLICATION FILED MAY 21, 1915.

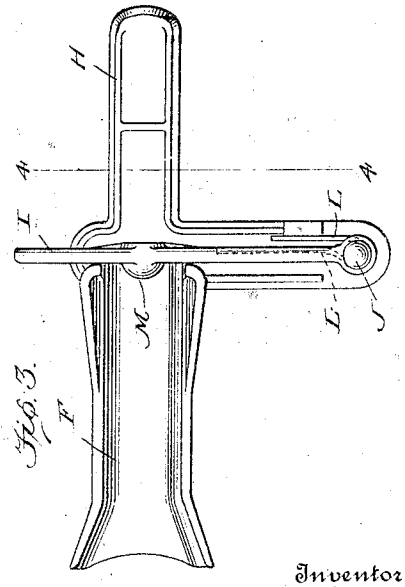
1,163,102. Patented Dec. 7, 1915.











Witnesses

Edwin L. Bradford.

By

Inventor

Charles Morgan

Wallace Greene,

Attorney

UNITED STATES PATENT OFFICE.

CHARLES MORGAN, OF FREEPORT, ILLINOIS, ASSIGNOR TO ARCADE MANUFACTURING COMPANY, OF FREEPORT, ILLINOIS, A CORPORATION OF ILLINOIS.

GAME APPARATUS.

1,163,102. Specification of Letters Patent. Patented Dec. 7, 1915.

Application filed May 21, 1915. Serial No. 29,433.

To all whom it may concern:

Be it known that I, CHARLES MORGAN, a citizen of the United States, residing at Freeport, in the county of Stephenson and State of Illinois, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawing.

My invention relates to game boards of the surface projectile type and particularly to those which require skill both in aiming and in regulating the propulsion force.

Figure 1 is a plan view of the preferred form of my devices. Fig. 2 is a central longitudinal section of the same devices. Fig. 3 is an enlarged plan view of one of the projectile impelling devices. Fig. 4 is a section on the line 4—4, Fig. 3, as seen from the right, showing the driving device. Fig. 5 is a section on the line 5—5, Fig. 1.

In these figures, A represents a plane bottomed way which is downwardly and oppositely inclined from a central transverse depression.

On either side of the way A are guiding strips B which also serve to strengthen the way.

In the central transverse depression I prefer to place a removable bottom having transverse ribs D projecting upwardly to form a series of pockets C bearing numbers arbitrarily assigned. In addition to the pockets C, I may provide other pockets in the bottom of the way A as at C′ at equal distances from and on opposite sides of the pockets C.

At the lower ends of the way A and equidistant from pockets C I mount a ball projecting device on a pivot E. This projecting device has a channel F for a ball or other projectile G, a handle H is formed by a rearward extension of channel F, and a lever I pivoted at J to an arm projecting laterally from the junction of F and H. Forward of F and diverging from it to guides B are guides K arranged to deflect a downwardly rolling projectile toward and into the channel F.

A coiled spring L normally holds the lever I in the position shown in Fig. 3 and a spherically curved boss M on the lever L is adapted to strike an exposed ball G lying in the channel F.

The operation of this game board is as follows: The ball G being in the position shown in Fig. 1, a player aims the projecting device by swinging it on E and then strikes an exposed portion of the projectile G so as to drive it up the way A with the object of making G roll into and remain in one of the pockets as C or the high score pockets C′ on the far side of the pockets C. Should the aim be bad the player will fail to hit the pocket, while if too slight or too great an impulse is given to G, it will roll back to the starting point or else overrun both the pockets C and the far side pockets C′ and roll down to the adversary's end of the way A. It will be readily seen that with my game board whenever a player scores a point the ball remains in a pocket until it is removed while all balls which do not score are automatically returned to one end of the board.

Not only may the game be varied by obvious modifications of the device within the scope of the claims but rules for playing may be changed to add to the interest of those who have become proficient in playing the simpler game. It may be required, for instance, that a player must make exactly a certain score in order to win and make the penalty of scoring a higher amount the reduction to zero, or he may be required to designate before aiming, at which pocket he is aiming, or even that the projectile must first strike one of the guides B, and carom into a pocket.

When the players have become skilful in scoring in the pockets C their interest may be renewed by using pockets C′ on the far side of the board so that the player must overcome the obstacles presented by the non-scoring pockets C′ on his side of the board and the pockets C at the highest part of the way, and not only make the projectile cross the latter line of pockets in the right direction but also with a minimum of excess force in order that the ball G will not roll out of the pocket C′.

What I claim is:

1. In a device of the class described, an inclined way having its lateral walls converging to form a narrow central passage at the lower end of the way combined with a projectile impelling device in position to receive a ball rolling down said way through

said passage and pivoted to swing laterally for directing the ball toward either side of the medial line of the way.

2. In a device of the class described, an inclined way having its lateral walls converging to form a narrow central passage at the lower end of the way, a ball-receiving trough in position to receive a ball rolling down said way through said passage, pivoted to swing laterally, and provided with means for limiting the rearward movement of said ball while leaving its rear side exposed, and means for suddenly striking the exposed rear side of the ball.

3. A device having a way downwardly and oppositely inclined from a middle point, a projectile impelling device having a spring-pressed lever adapted for striking a projectile, means for pivotally connecting said device with said way, scoring ball pockets near the highest part of said way, and lateral downwardly converging walls for said way adapted to return a projectile to said impelling device.

4. A device having a way downwardly and oppositely inclined from a middle point, a projectile impelling device having a narrow rectilineal channel for confining the projectile laterally and provided with a spring pressed lever adapted for striking a projectile, means for pivotally connecting said device with said way, the said way being provided with scoring ball pockets near the highest part of said way.

5. In a device of the class described, an inclined way having its lateral walls converging to form a narrow central passage at the lower end of the way, a ball receiving trough in position to receive a ball rolling down said way through said passage pivoted to swing laterally and provided with a handle extending rearwardly to a considerable distance and alining with said trough, and means for suddenly striking the exposed rear face of a ball within said trough.

6. In apparatus of the class described, a guideway inclined upwardly toward its middle point, a projectile impelling device having a spring-pressed hand-operated lever provided with a rounded projection for striking, means for pivotally connecting said device with said guideway, a depression extending across said guideway and a removable bottom for said depression.

7. In a device of the class described, an inclined way having its lateral walls converging to form a narrow central passage at the lower end of the way, combined with a projectile impelling device in position to receive a projectile rolling down said way through said passage, pivoted to swing laterally for directing the ball toward either side of the medial line of the way and provided with a rearward extension having an upturned end in alinement with the direction of a discharged projectile.

8. In a game apparatus, a guideway inclined upwardly toward its middle point, a depression extending across said guideway, a projectile impelling device pivoted to the guideway and having a spring pressed lever mounted on a laterally projecting arm adapted to strike an exposed projectile, and a narrow rectilineal channel for confining the projectile laterally, said guideway having lateral upwardly diverging walls adapted to return a projectile to said impelling device.

In testimony whereof I affix my signature.

CHARLES MORGAN.