March 29, 1927. 1,622,673

C. H. REILLEY

GAMING APPARATUS

Filed March 8, 1926 2 Sheets-Sheet 1

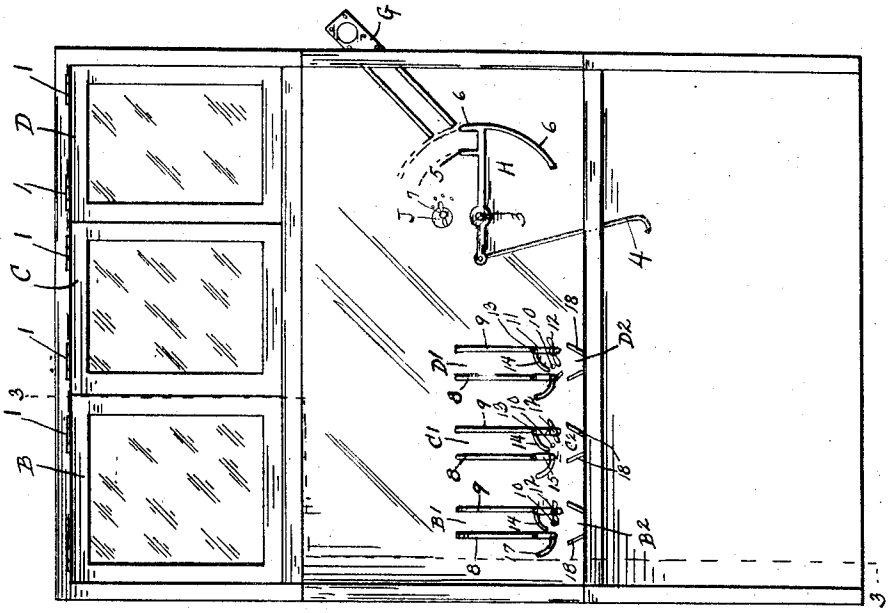


Fig. 1.

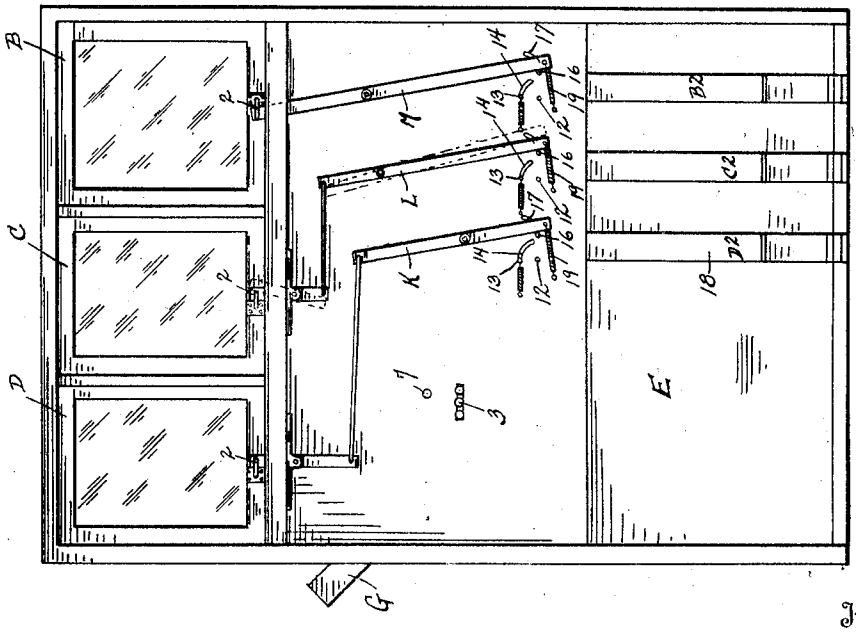


Fig. 2.

Inventor.

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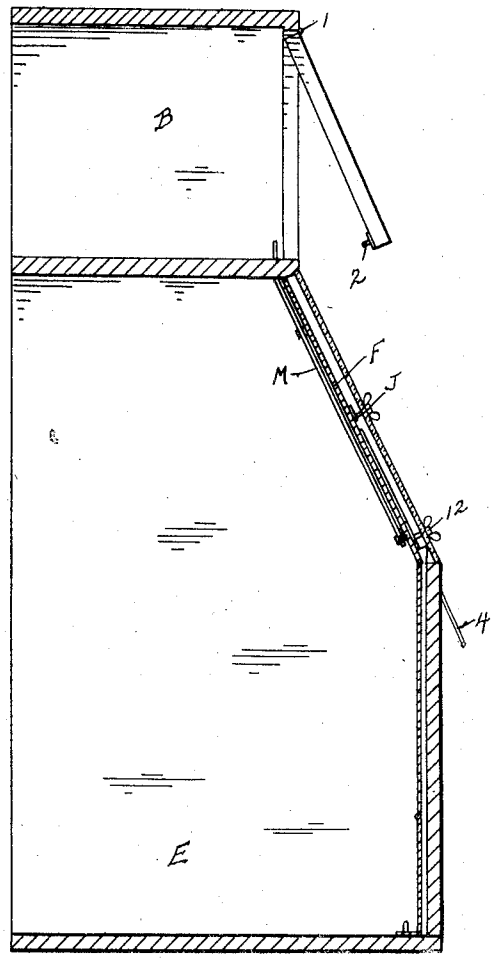


Fig. 3.

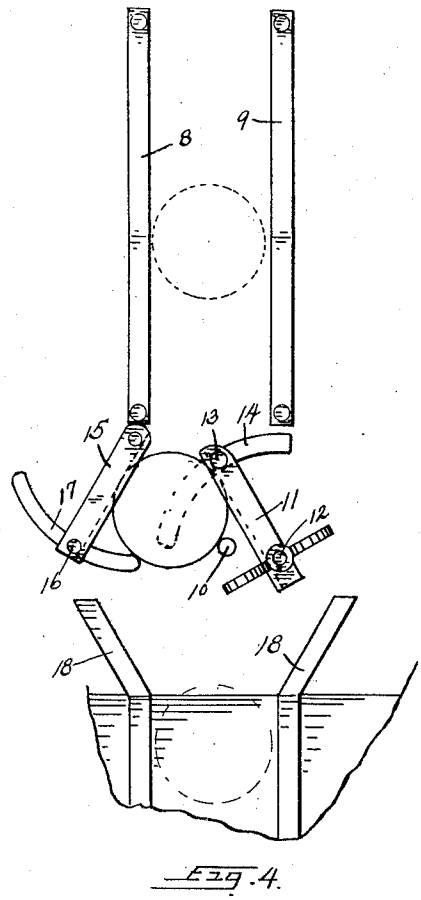


Fig. 4.

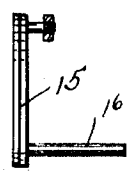


Fig. 5.

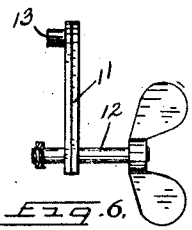


Fig. 6.

Inventor

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By J M Thomas

Attorney

Patented Mar. 29, 1927. 1,622,673

UNITED STATES PATENT OFFICE.

CHARLES H. REILLEY, OF SALT LAKE CITY, UTAH.

GAMING APPARATUS.

Application filed March 8, 1926. Serial No. 93,067.

My invention relates to games and has for its object to provide a new and interesting game to be played with coins or slugs.

A further object is to provide a game where skill in adjusting the mechanical elements of the apparatus, as well as the manipulation, is one of the requirements of the player, and wherein practice makes greater skill.

A still further object is to provide a game wherein the player uses his skill in manipulating the apparatus and when successful wins a prize for his efficiency in playing.

These objects I accomplish with the apparatus illustrated in the accompanying drawings in which similar numerals and letters of reference indicate like parts throughout the several views and as described in the specification forming a part of this application and pointed out in the appended claim.

In the drawings of which I have shown the best and preferred way of constructing my apparatus, Figure 1 is a front elevation of my apparatus. Figure 2 is a rear view of my apparatus with the rear doors removed so that the working parts may be more readily seen. Figure 3 is a section on line 3—3 of Figure 1. Figure 4 is an enlarged detail of the slot forming elements into which the coins are thrown by operating other parts of the apparatus and the mode of releasing the coins and springing the doors which keep the prizes enclosed. Figure 5 is a side view of one of the release arms; and Figure 6 is a similar view of the other release arm.

In the drawings I have shown the cabinet in which my device is placed as A. Different sized compartments B, C and D are shown in the upper portion of the cabinet on which the prize articles are held. The lower portion E of the cabinet is where the supply of prizes is stored and where the coin receiving slots are placed. A sloping glazed door or frame F is provided for the compartment between the compartments B, C and D, and the portion E of the cabinet, and on which the gaming part of the device is carried and operated. The said compartments B, C and D are each provided with a glazed door through which may be seen the articles on display, and which doors are moved on their spring hinges 1 by the passage of a coin, or metal slug, of the same size and weight, through the particular slot which is connected with the respective compartments, and by which the spring catch 2 for the particular compartment is released. An inclined coin slot G is provided in one end of the door or frame F through which a coin is deposited within the cabinet A. A throwing lever H is pivoted on the fulcrum pin 3, and is manually moved on its pivot by the link hook 4 and returned to normal position by the weight of the arms and lugs on the lever H. The said lever H has two spaced apart lugs 5 integrally formed on one edge thereof, and an arc-shaped lug 6 on its opposite edge. The lugs 5 and 6 hold the coin in position for throwing, and the curved portion of the lug 6 closes the slot G while the lever is being operated. An eccentric plate J is pivoted adjacent said lever H, by the finger pivot 7, by which pivot the plate is partially rotated to limit the movement of said lever H when thrown by the operator by jerking the link hook 4. Directing slots are provided on the inner face of said door F, one for each of the compartments B, C and D, as shown in B^1, C^1 and D^1. As they are alike in parts, construction and operation, I will describe but one. The directing slots each consist of two vertical spaced apart bars 8 and 9 which are fastened to said door F, and a pin 10 secured in said door and positioned below the ends of said bars and far enough from the lower end of the bar 8 that the coin will pass between said pin and the lower end of said bar 8. A lever 11 is pivoted by the finger pivot 12 to said door F and has a rearwardly projecting lug 13 thereon, which lug is operable within a segment guide slot 14 cut in the rear face of said door F. A release arm 15 is pivoted at the lower end of the bar 8, and has a rearwardly projecting pin 16 which engages in an arc-shaped guide slot 17 which is cut in the rear face of said door F. Coin retaining slots B^2, C^2 and D^2 are provided by partitioning strips 18 which are spaced apart and at the upper ends are sloped to form a hopper form for each of the slots B^2, C^2 and D^2. The prize releasing levers K, L and M are pivoted on the rear or inner side of the frame or door F, as shown in Figure 2, and connected with the respective catches 2. The lower end of each is yieldingly held by its respective spring 19. The levers 11 are each yieldingly held by its respective spring 20.

The operation of my apparatus is as follows:—

A coin is deposited in the slot G which falls therefrom onto the lever H and is loosely held between the lugs 5. The operator then partially rotates the plate J to the position which his skill has determined will limit the throw of the lever H when moved by the force he proposes to exert on the hook 4. He then pulls down on the said hook 4 and moves the said lever H and throws the coin from its position into one or the other of the slots B^1, C^1 or D^1. If this skill is setting the said plate F or the force he applies to the lever H is poor the coin will not enter either of said slots B^1, C^1 or D^1, and he will lose in the game. When this coin or other so deposited and played into the said slots are desired for further play, the coins may be released from the slots holding them by turning the release arm 11 and which allows the coin to pass the pin 10. Then, by throwing the arm 15, the particular compartment which holds the prize will be opened by the movement of its lever K, L or M.

Having thus described my invention and its operation I desire to secure by Letters Patent and claim:—

A gaming apparatus comprising a narrow thin frame having a glazed side wall; an inclined slot for introducing a coin into said frame through one end thereof; a lever pivoted to the rear wall of said frame and having lugs on one edge to receive said coin; a curved lug on said lever to close said slot when said lever is operated; an eccentric plate pivoted to the inner face of the rear wall of said frame; means to rotate said plate on its pivot; means to manually move said lever on its pivot; and slots into which a coin may be thrown from its position on said lever.

In testimony whereof I have affixed my signature.

CHARLES H. REILLEY.