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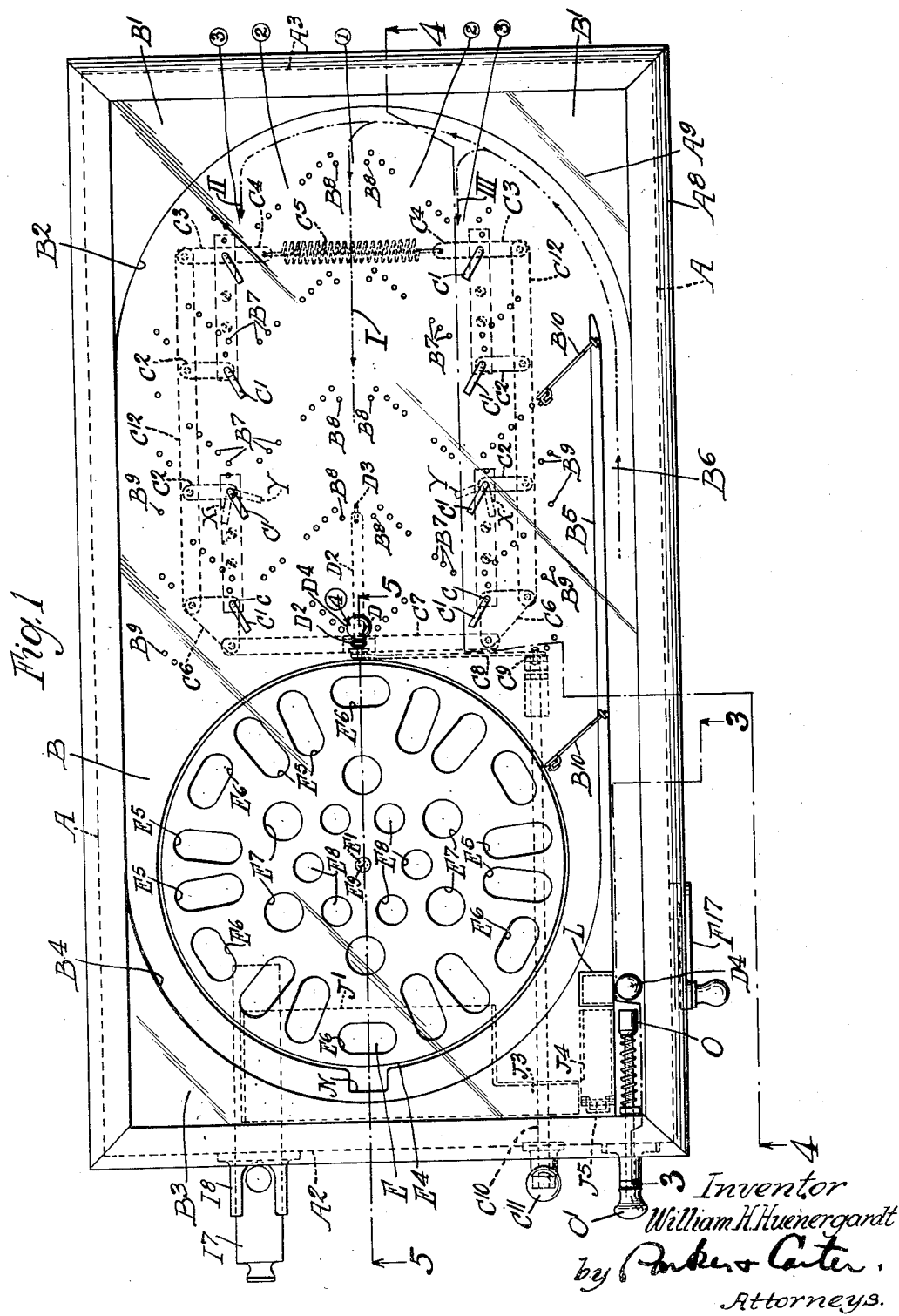
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1,972,993

GAME DEVICE

Filed Oct. 5, 1932

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Fig. 2

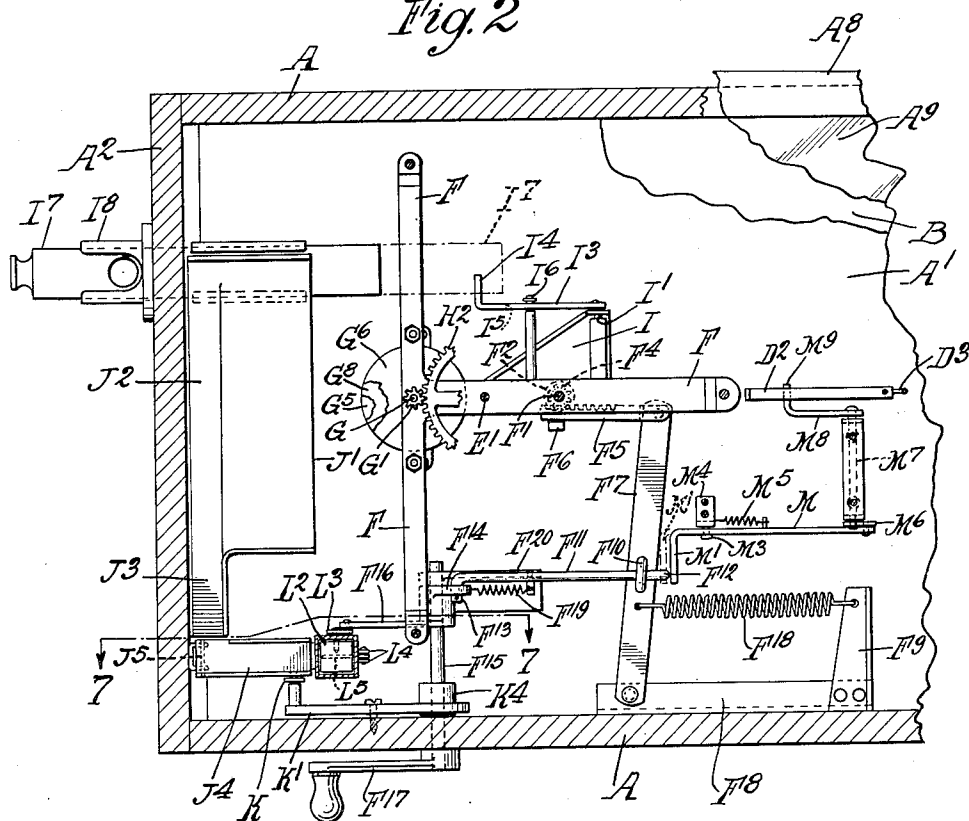
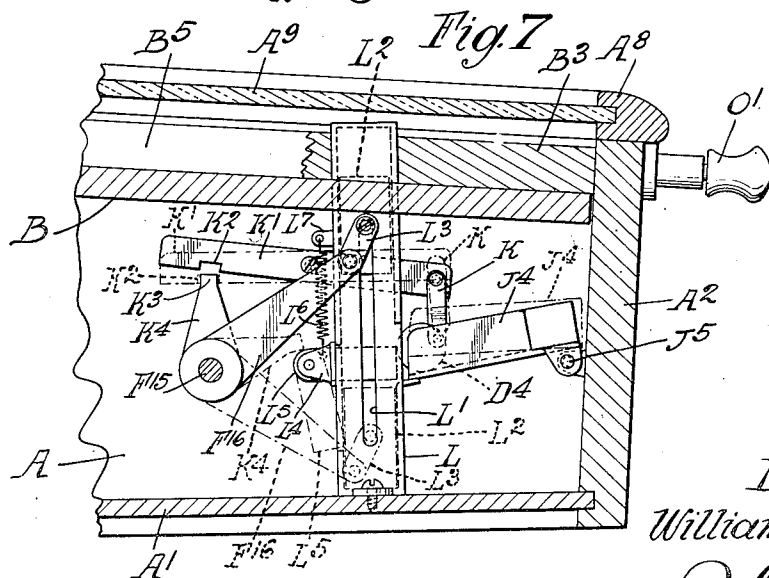


Fig. 7.



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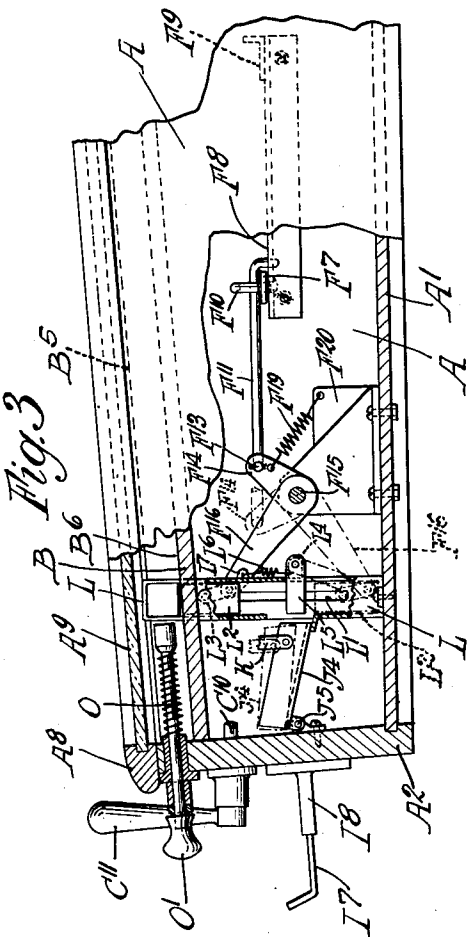
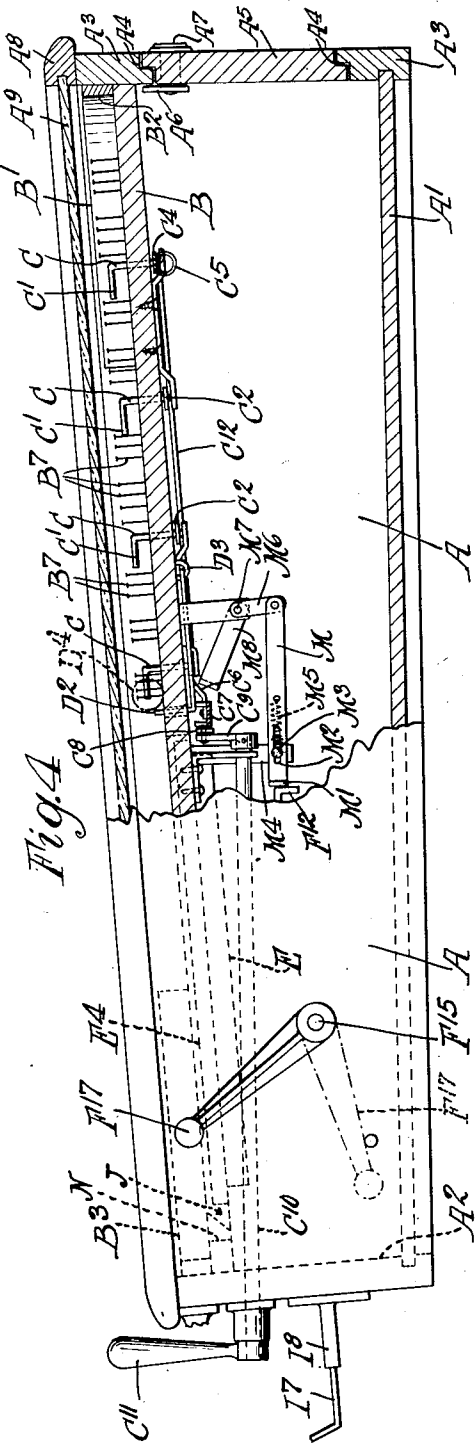
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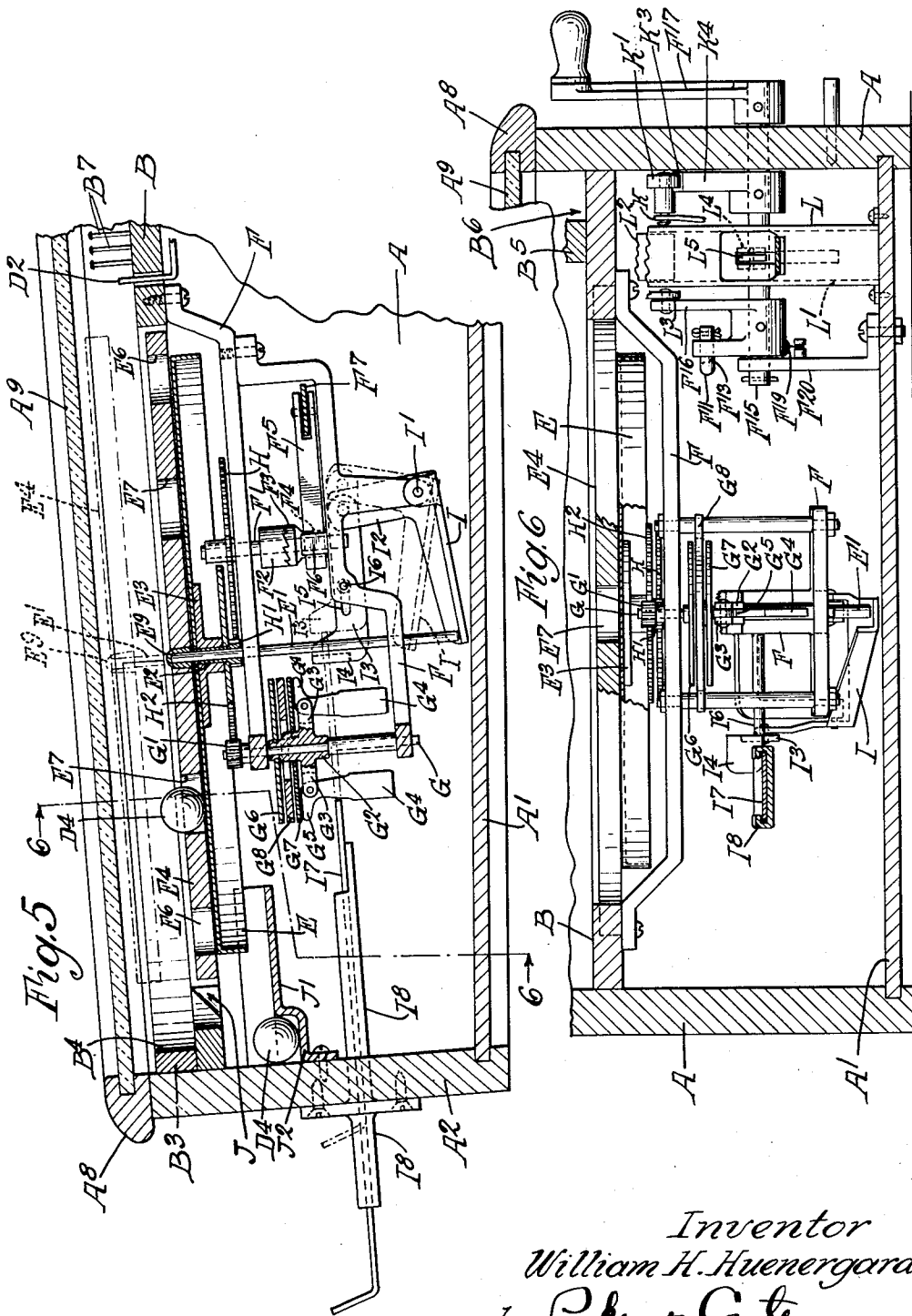
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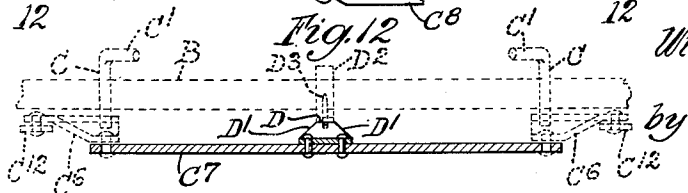
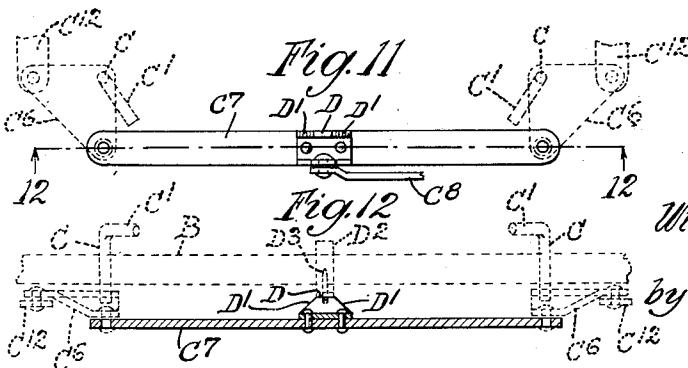
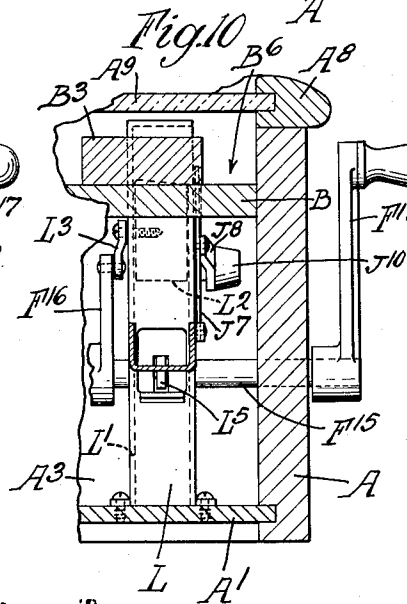
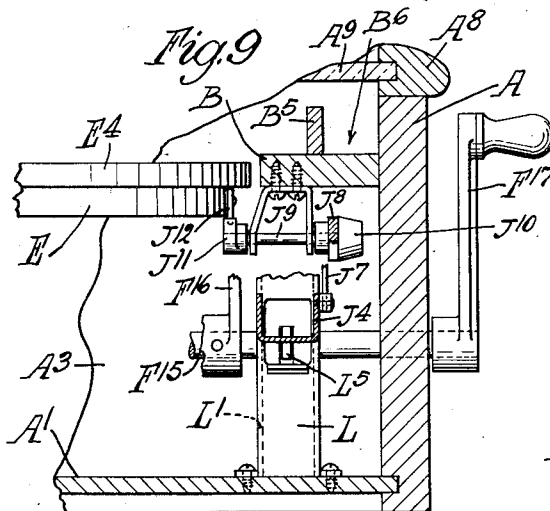
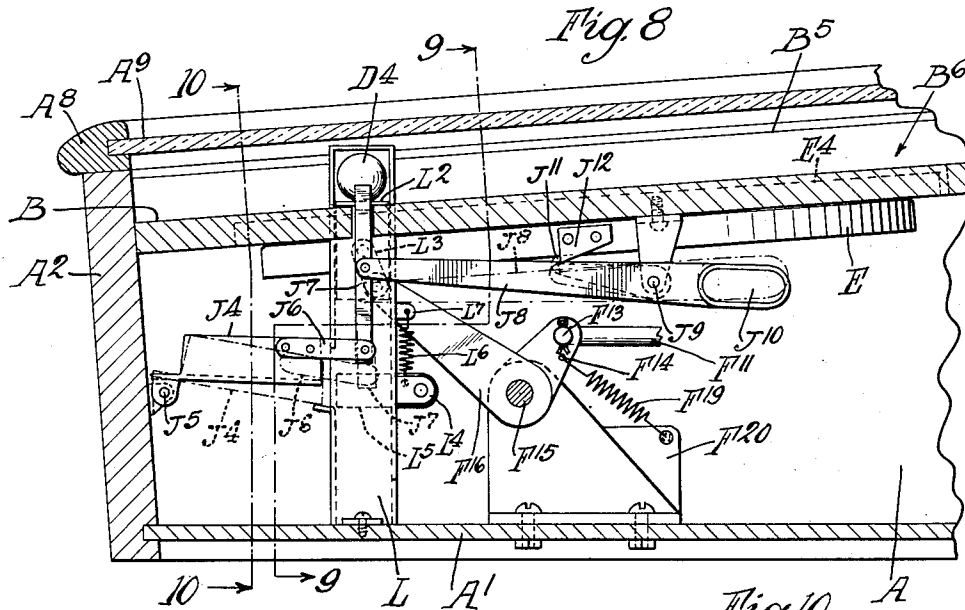
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UNITED STATES PATENT OFFICE

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GAME DEVICE

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Application October 5, 1932, Serial No. 636,375

17 Claims. (Cl. 273—121)

This invention relates to a game device and particularly to a game device in which movable counters are used and in which the player may operate mechanical devices and by means of his skill in operating them may control his score.

It is one object of the invention to provide a mechanism for playing a game in which the skill of the operator or player may be exercised. Another object is to provide a game of the type indicated, in which a playing field is provided across which a counter will normally move by gravity, in combination with mechanical skill controlled means for altering the path which the counter would take when moving by gravity alone. Another object is to provide a game having a playing field with fixed guides tending to some degree to direct the counter along one of several predetermined paths and to combine with such a device mechanical means, under the control of the player, for moving the counter from one to another of such paths.

Other objects will appear from time to time in the specification and claims.

The invention is illustrated more or less diagrammatically in the accompanying drawings, wherein—

Figure 1 is a plan view of one type of my device, showing the playing field, with a portion of the mechanism indicated in dotted lines;

Figure 2 is a longitudinal horizontal cross section, showing parts of the mechanism in plan and with a portion of the playing field broken away;

Figure 3 is a fragmentary longitudinal vertical cross section, taken at line 3—3 of Figure 1;

Figure 4 is a similar cross sectional view taken at line 4—4 of Figure 1;

Figure 5 is a fragmentary longitudinal cross section taken at line 5—5 of Figure 1;

Figure 6 is a transverse vertical cross section taken at line 6—6 of Figure 5;

Figure 7 is a longitudinal vertical sectional detail taken at line 7—7 of Figure 2, showing one form of locking mechanism;

Figure 8 is a similar view, showing a modified form of locking means;

Figure 9 is a transverse vertical sectional detail taken at line 9—9 of Figure 8;

Figure 10 is a section taken at line 10—10 of Figure 8;

Figure 11 is a detailed plan view of the knocker operating mechanism;

Figure 12 is a cross section taken at line 12—12 of Figure 11.

Like parts are designated by like characters throughout the specification and drawings.

The device may be provided with any suitable form of housing. As indicated it is enclosed in a housing having side members A, A, a bottom A¹, a front end member A², provided with suitable openings to receive operating parts and a coin

slot, and a rear end member A³, provided with an opening bounded by shouldered edges A⁴, A⁴, adapted to receive a correspondingly shouldered door or closure member A⁵, which may be provided with a latching or locking member A⁶ to hold it in closed position and with a lock mechanism A⁷ which may be of any suitable design and serves to control and to fasten the latch A⁶ in position. The top of the housing is provided with a frame member A⁸ which extends about the housing and may overlap it as shown in the figures, and in the top member is preferably provided a transparent cover, such as the glass A⁹.

Within the housing is placed a member B, defining a playing field. Throughout the major portion of its area it is plane and it is preferably positioned at an angle to the horizontal as indicated in the figures. At one end, preferably at the end which is normally elevated, it is provided with a baffling or guiding member B¹ which as shown particularly in Figure 1, provides an arcuate or curved guiding surface B². At its other end it is provided with a somewhat similarly shaped baffle or guiding member B³ which provides a curved guiding surface B⁴. This baffle member B³ may be extended to provide a further guiding member B⁵ which, in the form shown in Figure 1, extends well up toward the upper end of the playing field, and defines a passage B⁶ through which the counters move or project and by which their initial movement is guided. The member B⁵ serves also as a support or mounting for springs, baffles or other guiding parts which will be described below. B⁷ are pins fixed on the upper surface of the playing field. Instead of pins, metal strips, wooden strips, metal blocks, spring members, or almost any other suitable means might be used. The purpose of the pins is to guide and obstruct the counters as they move over the playing field and thus the pins or whatever other means is used instead of them, are preferably arranged along a certain plan. As indicated in the drawings, there are four main rows of pins which are positioned more or less in the outline of the letter W. The several rows of pins forming the outlines of the letter W may be provided with one or more gaps or openings. There is, for example, a central gap 1, which is preferably bounded by two pins B⁸ B⁸, and that portion of the line of pins is thus in effect funnel shaped. There are other gaps such as 2 and still further gaps 3. These latter also are in effect somewhat funnel shaped and serve to guide the counter to a knocking or striking member which will be described below. At one point in the playing field there is a more or less cup-shaped or V-shaped arrangement of the pins B⁷. This is shown at 4 in Figure 1. About the playing field in other locations other pins B⁹ may be positioned. It will be understood that these pins

serve as fixed guiding, baffling and obstructing members and may be positioned in a wide variety of arrangements and are preferably fixed, although they may be resilient. Movable baffling members B¹⁰ may be mounted on the playing field and as shown two such are mounted along one side of the field in the path of a counter, and are supported partially on the guiding member B⁸. They are mounted to move or swing out of the way in case a counter is forced against them sufficiently vigorously to cause their motion, and in that event the counter may displace the baffle B¹⁰ and move past it.

The means for striking, knocking or otherwise directly manipulating the counter in the particular form here shown comprises one or more knockers C, positioned upon the playing field, preferably supported upon it and extending upwardly above it. As shown there are eight of these members C and they may all be actuated in unison. They swing, for example, from the dotted line position at X in Figure 1 to the dotted line position shown at Y in that figure, and they normally stand at the full line positions shown in that figure. The members C comprise generally vertical shaft-like portions and laterally bent portions C¹ which overlie the surface of the playing field and are of such height from it that a counter cannot move under them between them and the playing field. They may, of course, be slightly raised above the playing field or actually in contact with it. The shaft-like portions are preferably journaled in bearings formed in or mounted in the playing field. The means of operating them is indicated in dotted lines in Figure 1. It comprises lever arms C² C² mounted on the intermediate members and somewhat longer lever arms C³ mounted on two of the end members. These longer lever arms have extensions C⁴ between which lies a spring C⁵ which is joined to each of the extensions C⁴. The lower knocking members have triangularly shaped crank members C⁶ which are joined by a link C⁷. The link C⁷ is attached to another link C⁸ which is fastened at its other end to a crank arm C⁹ on a shaft C¹⁰ which carries at its outer or free end an operating handle C¹¹. The handle C¹¹ may be swung to the right or to the left to rotate the shaft C¹⁰ and to move the link C⁸ so as to move the link C⁷ and through this link and the connecting member C¹² to rotate the various levers fastened to the knockers and thus to swing the knockers. By reason of the linkage shown the knockers of one row tend to move in opposite directions from the knockers of the other. When one row swings to the right the other swings to the left. The movement of the knockers is resisted by the spring C⁵ which, when free to do so, tends to contract and pull the parts to the neutral position shown in Figure 1.

The link member C⁷ may carry a raised portion D which is preferably more or less flat but provided on either side with an incline D¹. This raised portion D is positioned below a ball or counter retainer D² which projects through an opening in the playing field adjacent the position 4, as shown particularly in Figures 1 and 4. When the knocker operating parts are in the neutral position, the flat portion D lies beneath the member D² which is itself attached to the bottom of the playing field as at D³, and holds it to the raised position shown in Figures 1 and 4, and when it is in this position a ball or counter which comes against it is centered upon it by the pins B⁷ at position 4 and the counter cannot move further down the playing field until the stop D²

is withdrawn. If now the knocker mechanism is operated in either direction the flat portion of the member D goes from under the stop D² and the stop will then slide downward along one of the inclines D¹. When this occurs, the stop D² no longer projects above the playing field and the counter moves beyond it from the position 4, further along the playing field in the manner to be described below. I have thus far referred to counters or balls as being used in playing the game. For many purposes it is preferable merely to use balls, such as the balls D⁴ shown in the various figures throughout the drawings. The game may, however, be used with counters or many other shapes and where the word "ball" or "counter" is used, it is to be understood that it means any sort of counter which is capable of use in connection with a device of this class. A flat counter might be used under many conditions, or a squared counter or a counter having various squared faces might be used.

One portion, and usually the lower portion, of the playing field comprises a counting or scoring portion arranged in the form of a rotating table. As shown in the form illustrated herewith this portion of the playing field comprises a turn table which is made up of the table portion E which may be metallic or otherwise suitably formed, and which is rotatably mounted upon a shaft E¹ by means of a bushing E², to which is secured a disc E³ which directly carries the table E. Above the table E is a scoring disc or table E⁴ provided with a variety of differently shaped and positioned scoring pockets. Some pockets E⁵ are arranged more or less radially, others, E⁶, around the periphery and extending more or less parallel with the periphery, and within the ring formed by the pockets E⁵ and E⁶ there may be a row of other pockets E⁷ and a smaller, concentrically arranged row of pockets E⁸ positioned closer to the center. During play, when a ball or counter is projected upon the board, the turn table assembly including particularly the table E and the disc E⁴ are rotated and under ordinary conditions they continue to rotate until the ball has come to rest in one of the pockets. When all of the balls have come to rest in the pockets and the game has been completed, the balls are released so that they may move off the scoring table and this is done by raising the scoring disc from the table. To permit this the shaft E¹ may be raised and lowered and when this is done it slides through the bushing E² and the table E is not raised or lowered. A hub E⁹ is formed within the disc E⁴ and encloses the top of the shaft E¹ so that when the latter is raised it carries the disc with it.

I shall now describe the means for rotating the disc assembly and for raising and lowering the scoring disc. This is accomplished by a rack and pinion assembly. F is a supporting frame which may be of any suitable shape and may comprise a number of branches and is preferably secured to the bottom of the playing field B as indicated in Figures 5 and 6. Suitable sub-frame members and assemblies may be mounted upon it. In it the shaft E¹ is mounted for rotation, as mentioned above. Journaled in bearings provided in the frame F and in the sub-frame attached to it is a drive shaft F¹. It has fixed upon it one portion of a ratchet F² and mounted about it for rotation with respect to the shaft is a mating portion F³ of a ratchet. This latter is formed into a pinion adjacent its lower end as at F⁴ to engage

a rack member F^6 which is held in contact with the rack F^4 by a member F^6 mounted on the supporting frame. A lever F^7 is mounted at one end upon the rack member F^6 and at its other end is journaled upon a frame member F^8 which carries an extending arm F^9 . The frame or supporting member F^8 itself may be fastened upon the wall A of the housing. The member F^7 may carry a U-shaped member F^{10} . Through this member a link F^{11} passes. It is downwardly bent as at F^{12} to engage the lever F^7 . At its other end it is laterally bent as at F^{13} and is movably fastened to a lever arm F^{14} . When the link F^{11} is moved to the left from the position shown in Figures 2 and 3, its downwardly bent end F^{12} engages the link F^7 . When it is moved the other way, it does not engage the link F^7 and the parts may thus have relative movement in that direction. The lever arm F^{14} is fastened to a shaft F^{15} which is journaled in suitable bearings and carries a more or less oppositely placed and preferably somewhat larger lever arm F^{16} , which may be formed integrally with the arm F^{14} as shown in Figure 6. A handle F^{17} is mounted on the shaft F^{15} and by means of it the shaft may be rotated or rocked. A spring F^{18} which is fastened at one of its ends to the frame member F^9 and at its other end to the link F^7 upon a point intermediate its ends, tends normally, and when free to do so, to hold the link F^7 in the position shown in Figure 2. A spring F^{19} which is fastened at one end upon the lever arm F^{14} , and at its other end upon a suitable abutment F^{20} , tends to hold the shaft F^{15} and its associated parts in the position shown in Figure 3.

G is a governor shaft journaled in bearings in suitable supports formed as a part of the frame F, and having a pinion G^1 fixed at its upper end. A hub G^2 is fixed on the shaft and carries weight arms G^3 within which are pivotally mounted governor weights G^4 which carry outwardly extending bent ends G^5 . Fixed on the hub member G^2 is a friction disc G^6 . Also fixed on the hub member G^2 is a second friction disc G^7 and between the two, about the shaft G and fixed so as to be held stationary with respect to the rotating governor parts is a central friction disc G^8 .

In order to drive the governor and the turn table when the shaft F^1 is rotated by the movement of the rack, for example, in the direction of the arrow shown in Figure 5, there is fixed on that shaft a gear H which meshes with a pinion H^1 fastened to the bushing E^2 , and there is also fastened to the bushing E^2 so as to rotate with it, a gear H^2 which meshes with the pinion G^1 on the shaft G. Thus rotation of the shaft F^1 in response to movement of the rack drives the gear H and through the pinion H^1 drives the scoring disc and through the gear H^2 which rotates with it and through the pinion G^1 it drives the shaft G and the governor mechanism.

As has been mentioned above, in order to raise the scoring disc E^4 , the shaft E^1 is mounted for rising and falling movement. It and the disc and the means for raising and lowering them are shown in full lines in Figure 5 in the lowered position and in dotted lines in that figure in the raised position. To accomplish the raising of the shaft and the scoring disc, an elevator or raising lever I is used. It is pivotally supported in suitable bearings in the frame F, being pivoted as at I^1 and provided with an upwardly extending lever arm I^2 which has mounted upon its upper end a slide member I^3 provided with a laterally

bent contacting part I^4 . The slide is slotted as at I^5 and is supported and guided by a member I^6 which penetrates through the slot I^5 . The laterally bent portion I^4 of the slide I^3 is arranged and positioned to be contacted by the coin mechanism or by some portion of the coin controlled mechanism, for example, by the slidable member I^7 which is positioned within a guide I^8 . It is immaterial what form of coin control or coin controlling mechanism is used and the details of such mechanism form no particular part of this invention. In general there is some form of coin guard and means which upon the insertion of the proper coin or token may be pushed in and after this member has moved in sufficiently, it will contact the laterally bent portion of the slide and move it, for example, from the full line position shown in Figure 5 to the dotted line position of that figure. In doing so it will raise the shaft E^1 and the scoring disc and will free the balls or counters so that they roll or otherwise move from the surface of the table E.

I shall now describe the means by which the balls or counters are moved to the playing field and discharged or projected thereupon. At the end of a game all of the balls are upon the table E and within the scoring disc E^4 . When the latter is raised, as above described the counters escape through the passage J and fall onto the receiving plate J^1 . This plate is provided as indicated particularly in Figures 1 and 5 with a depressed channel-like side portion J^2 which is inclined toward the right as shown in Figure 2, for example, so that the balls, after passing into it, will run by gravity to the elevator mechanism where they may be raised to the shooting position. The portion J^2 is preferably narrowed or necked down as at J^3 . A pivotally mounted and preferably somewhat counter-balanced ball guiding or trap member J^4 receives the balls as they roll from the space J^3 and conducts them to the elevator proper. The guide trap J^4 is pivoted as at J^5 . At its free end it has a projecting member J^6 to which is pivotally attached a member J^7 which serves in part as a link and in part as a ball stop and it has pivotally mounted on it an arm J^8 which is fastened to a short shaft J^9 carried on suitable bearings. The arm J^8 is counter-weighted as at J^{10} . There is also fixed on the short shaft J^9 a hook arm or lever J^{11} which may engage a nose or projection J^{12} carried on the table E. This portion of the ball feeding mechanism constitutes a lock to control movement of the machine to prevent improper playing and to prevent tampering with the machine. When there are no balls on the guide trap J^4 the counterweight J^{10} is effective to hold it in the full line position of Figure 8. The disc is thus locked by the engagement of the hook J^{11} with the projection J^{12} and the upper end of the member J^7 stands in the path of the ball D^4 and prevents its moving into the shooting position. If there is a ball present on the chute J^4 the parts assume the dotted line position of Figure 8, and the disc is unlocked and the member J^7 moves out of the position in which it blocks the balls from rolling to the shooting position.

I have thus far described the locking mechanism in the form shown in Figures 8, 9 and 10. The locking mechanism as shown in Figures 2, 3 and 7 is somewhat different. The chute J^4 is pivotally mounted at J^5 and there is fastened to its free end a link K which is joined to a pivoted lever arm K^1 which is notched as at K^2 . The weight of the parts is such that when no

ball is on the chute J⁴ the arm K¹ and the chute assume the dotted line positions of Figure 7 and in that position the nose or end K³ of the locking arm K⁴ which is fixed on the shaft F¹⁵ penetrates into the notch K² and the shaft F¹⁵ and all of the parts which are driven from it are thus locked against motion and until the ball again comes into the chute J⁴ they will remain locked.

10 Whichever form of locking mechanism is used, the elevator mechanism is substantially the same. It includes a housing L which in one form may be as shown substantially rectangular in cross section. It is slotted as at L¹ and has mounted
15 within it for reciprocation therein a block L² which is joined to the lever arm F¹⁶ by a link L³, this link being fastened to the block by a member which passes through the slot L¹. By this construction movement of the lever F¹⁶ raises and
20 lowers the block and raises and lowers a ball or counter. Fixed upon the housing L is a pair of ears L⁴ between which a stop lever L⁵ is pivoted. A spring L⁶ fastened to an abutment L⁷ at one end and at its other end to the stop lever L⁵
25 serves when free to do so to hold the stop lever in the position shown in full lines in Figure 3. The stop lever assumes this position when the block L² is raised and the parts are in the position shown in full lines in Figure 3. The stop lever
30 thus prevents balls from moving from the chute J⁴ into the housing except when the block is in the proper position to receive them. The block is slotted or otherwise so shaped that when it moves into the downward position and contacts
35 the stop lever, the parts will assume the position shown in dotted lines in Figure 3. In that position the block has swung the stop lever downward and has moved to a position to receive a ball.

40 As a further means to lock the parts to prevent improper playing or tampering with the mechanism a lock shown in Figures 2 and 4 is applied. A member M is provided with a laterally bent portion M¹ and is slotted as at M² to receive a pin
45 or other projecting member M³ carried upon an abutment M⁴ which is supported in any suitable manner from the frame F. A spring M⁵ has one end fastened upon the abutment M⁴ and its other end is fastened to the member M. A link M⁶ is
50 pivotally fastened to one end of the member M. At its other end the link M⁶ is fastened to a shaft M⁷ which carries a lever arm M⁸ having a laterally bent portion M⁹ which lies under the member D² and adjacent the operating mechanism for the
55 knockers. The spring M⁵ tends normally to hold the member M in the dotted line position of Figure 2. When it occupies that position the member M⁸ is raised so as to prevent the member D² from being depressed sufficiently to release a ball
60 or counter. When the parts return to the full line position of Figure 2 the member F¹¹ contacts the part M¹ and through the linkage just described rotates the member M⁸ downwardly and out of the path of the member D² to permit it to
65 be lowered or to fall sufficiently to discharge a ball or counter past it.

70 A notched or cut away portion N may be formed in the lower guiding or baffle member B³ so as to permit a ball which runs clear across the surface of the scoring disc without being caught in any of the scoring pockets, to pass through and run over the plate J¹ through the path J³ back to the elevator to be played again.

75 Almost any suitable means for discharging, propelling or moving the counter onto the field

may be used. In the form shown a plunger O is used. It has the protruding handle O¹ and any form of spring. The spring tends to hold the plunger in the position shown in the various figures. When the plunger is to be used the operator pulls back on the handle O¹, compressing the spring, and when he releases the handle the spring moves the plunger inwardly, striking the ball or counter and forcing it or projecting it along the side of the playing field and onto the playing field. Depending upon the force applied to the ball, it either leaves the curved portion of the border of the field and runs down across the field or else it may run clear around the field.

The use and operation of my invention are as follows:

The game is preferably coin controlled and any form of coin operated or coin controlled mechanism may be used. When a coin of suitable size and weight has been inserted the coin slide is forced inwardly. There is preferably a certain amount of lost motion arranged in it to permit the operation of various detecting devices to eliminate spurious or improperly sized coins. After this amount of lost motion has been accomplished the coin slide contacts the lever which serves to raise the shaft upon which the scoring disc is mounted. The scoring disc is thus raised from the turn table and the balls or counters are no longer held and since the turn table preferably lies in an inclined plane, the balls run or slide from it onto the tray J² and thence through the various passages or channels shown particularly in Figure 2, to the elevator.

The presence of the weight of the balls upon the elevator is sufficient to unlock the locking mechanisms. In the form shown in Figure 7 when the elevator is depressed the member K³ moves out of the notch K², thus freeing the shaft F¹⁵ for rotation. In the form shown in Figures 8, 9 and 10 the lowering of the chute J⁴ lowers the lever J⁸ and moves the hook J¹¹ out of contact with the projection J¹² so that the turn table is freed for rotation. At the same time the member J⁷ is moved downwardly so that its upper end no longer projects in the path of the counter D⁴ as shown in Figure 8, and the counter may then roll from the elevator into the channel B⁶ where it is in position to be shot by the plunger O. The handle F¹⁷ may be moved forwardly and downwardly from the full line position of Figure 4 to the dotted line position of that figure. In making this travel the lever F⁷ is moved forwardly and places the spring F¹⁸ under tension. The lower half of the ratchet moves under the upper half without rotating it. When the handle F¹⁷ is released the spring F¹⁸ returns the lever F⁷ moving the rack F⁵ and rotating the pinion F⁴. Thus through the linkage shown in the drawings and described above the turn table, including the table E and the scoring disc E⁴, are rotated. The speed of rotation is controlled by the governor, the governor shaft being rotated by the linkage described above and the governor weights swinging out as the speed increases so that they move the two friction discs G⁶ and G⁹ toward each other and they thus engage the fixed friction disc G⁸ and the speed of rotation is controlled as the result of this. At this stage of the operation the balls have all been moved toward the feeding position, the turn table is in rotation and a ball may now be shot up the alley or guide passage B⁶ by means of the plunger O and it will take any one of a number of pathways. It may for example fall to the dotted line indicated by the I

and falling straight down the center of the playing field between each of the pairs of pins B⁸, being if necessary guided by them, and it will come to rest at last in position 4, all of this having been accomplished without the necessity of operating the knockers. With the ball at rest in the position indicated in Figures 1 and 4, if the knocker mechanism is actuated by moving the handle C¹¹ at the right time, the stop D² will be withdrawn and the ball will roll past it onto the turn table and into one of the longitudinally arranged pockets E⁶. If the parts are not operated at the proper time the ball will roll into one of the other pockets or may roll clear across the table without falling into any of the pockets, in which case it will fall into the notch N and will again move to the shooting position.

Two other possible courses are indicated by II and III. In following either of the latter courses II or III the ball does not pass down through the center of the field but passes off to one side or the other, and it must be struck by one of the knockers to be moved or driven back toward the center. In any event, the object is to get the ball to position 4 where it will rest against the stop D² and be in position to be released from the stop onto the turn table at the right moment to fall into one of the higher numbered pockets. If the counter is driven too far, it may run clear around the board, passing from the upper end to the lower end and finally deflecting one or both of the deflectors B¹⁰. Since these can be deflected only by a ball moving upwardly along the playing field, once the ball has passed them, if it loses its velocity and moves backward, they act as deflectors to deflect it either onto the playing field where it may be manipulated by means of the knockers or onto the turn table where it may fall into one of the scoring pockets. After all of the balls have been played and come to rest on the turn table, the trough or guide J⁴ is raised and effects the locking of the parts. In the form shown in Figure 7 it merely locks the shaft F¹⁵. In the form shown in Figures 8, 9 and 10 it does not lock the shaft but it locks the turn table assembly so that in that form the shaft might be moved to put the spring F¹⁸ under tension, but the turn table would not operate until the coin controlled mechanism had been acted upon to release the balls so that their weight coming upon the chute J⁴ would release the lock. In the first locking device of Figure 7 all of the balls may be played before the lock becomes effective. In the second form shown in Figure 8 and following, the lock becomes effective when one of the balls is in the elevator and has not been played. The parts are then in the position shown in Figure 8.

Summing up, it may be said that to play the game where the coin controlled feature is used, the coin is first inserted, the coin slide is pushed inwardly and after a certain amount of lost motion to permit the use of the device for detecting slugs or spurious coins, the coin slide actuates the mechanism to unlock the device for use, the lever which actuates the rotating mechanism can then be depressed and released and under the influence of its spring, which the depressing has put under tension, the mechanism proceeds to rotate the turn table assembly and since the device as a whole has been unlocked and the balls have been allowed to move to the elevator, the plunger may be used and when used will project a ball onto the playing field. The handle which controls the knockers or kickers may be used to guide or knock the ball so as to cause it to take

the path desired by the player. If the player is successful in getting the ball to come to rest at the position 4, he may then depress the supporting or stop member against which the ball lies, and if he is sufficiently clever he will depress it at the proper moment so that the ball will fall into one of the high numbered scoring pockets. This sequence of movements or operations may be repeated until the predetermined number of balls has been played and at that time the automatic locking effect takes place and the device is held against use and against tampering until another coin is inserted or until the device, if it is not coin controlled, is otherwise unlocked for further use.

I claim:

1. In combination in a game device, a member defining a playing field, readily movable baffles on said playing field, means for moving the latter to strike and guide a counter, means for discharging a counter onto the field, and a readily movable scoring member provided with counter receiving parts mounted to receive counters from said playing field, and means for moving said member.

2. In combination in a game device, a member defining a playing field positioned normally at an angle to the horizontal, readily movable baffles on said playing field, means for moving the latter to strike and guide a counter, means for discharging a counter onto the field, and a readily movable scoring member provided with counter receiving parts mounted to receive counters from said playing field, and means for moving said member.

3. In combination in a game device, a member defining a playing field positioned normally at an angle to the horizontal, fixed baffles on said playing field and readily movable baffles on said playing field, means for moving the latter to strike and guide a counter, means for discharging a counter onto the field, and a readily movable scoring member provided with counter receiving parts mounted to receive counters from said playing field, and means for moving said member.

4. In combination in an amusement device, a playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffling members defining a position of rest for a counter, in combination with a rotary scoring portion mounted to receive counters from said playing field, means for rotating it.

5. In combination in an amusement device, a playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffling members defining a position of rest for a counter, in combination with a rotary scoring portion mounted to receive counters from said playing field and comprising a plurality of scoring pockets, means for rotating it.

6. In combination in an amusement device, a playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffling members defining a position of rest for a counter, in combination with a rotary scoring portion mounted to receive counters from said playing field and forming in effect a continuation of the playing field, means for rotating it.

7. In combination in an amusement device, a

playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffling members defining a position of rest for a counter, in combination with a rotary scoring portion mounted to receive counters from said playing field and comprising a plurality of scoring pockets and forming in effect a continuation of the playing field, means for rotating it.

8. In combination in an amusement device, a playing field, baffle members positioned upon said playing field and arranged to define a plurality of paths and shaped to direct a counter into and along one of said paths, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffle members defining a position of rest for a counter, in combination with a rotary scoring portion mounted to receive counters from said playing field, means for rotating it.

9. In combination in an amusement device, a playing field, baffle members positioned upon said playing field and arranged to define a plurality of paths and shaped to direct a counter into and along one of said paths, a readily movable member positioned adjacent said field, for movement against a counter on the field and adapted to move a counter from one of said paths to another, the baffle members defining a position of rest for a counter, in combination with a rotary scoring portion mounted to receive counters from said playing field, means for rotating it.

10. In combination in an amusement device, a playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffle members defining a position of rest for a counter, a stop for a counter, arranged to co-operate with said baffles, and means for moving said stop to permit a counter to be discharged, in combination with a rotary scoring portion mounted to receive counters from said playing field, means for rotating it.

11. In combination in an amusement device, a playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffle members defining a position of rest for a counter, a stop for a counter, arranged to co-operate with said baffles, and means for moving said stop to permit a counter to be discharged, in combination with a rotary scoring portion mounted to receive counters from said playing field, comprising a plurality of scoring pockets, means for rotating it.

12. In combination in an amusement device, a playing field, baffle members positioned upon said playing field, a readily movable member positioned adjacent said field, for movement against a counter on the field, the baffle members defining a position of rest for a counter, a stop for a counter, arranged to co-operate with said baffles, and means for moving said stop to permit a counter to be discharged, in combination with a rotary scoring portion mounted to receive counters from said playing field, comprising a plurality of scoring pockets and forming in effect

a continuation of the playing field, means for rotating it.

13. In combination in an amusement device, a playing field, normally inclined to the horizontal, baffle members positioned upon said playing field and arranged to define a plurality of paths and shaped to direct a counter into and along one of said paths, a plurality of readily movable members positioned adjacent said field, for movement against a counter on the field and adapted to move a counter from one of said paths to another, the baffle members defining a position of rest for a counter, a stop for a counter arranged to co-operate with said baffles, and means for moving said stop to permit a counter to be discharged, in combination with a rotary scoring portion mounted to receive counters from said playing field, comprising a plurality of scoring pockets and forming in effect a continuation of the playing field, means for rotating it, coin controlled mechanism for locking the movable parts against movement and for freeing them for movement.

14. A game device having a playing field and a revolving member, said revolving member shaped to provide scoring parts, and means for projecting a counter onto the field, the field arranged to cause the counter to move onto the revolving member, and movable means positioned adjacent the field and means for operating it, whereby the counter may be manipulated to bring it into a desirable position for movement onto the scoring member.

15. A game device having a playing field and a revolving member, said revolving member shaped to provide scoring parts, and means for projecting a counter onto the field, the field arranged to cause the counter to move onto the revolving member, and movable means positioned adjacent the field and means for operating it, whereby the counter may be manipulated to bring it into a desirable position for movement onto the scoring member, and a movable stop member adjacent the scoring part, whereby a counter may be held upon the playing field by said stop member, and means for moving the stop member to release the counter at the appropriate time for movement onto the scoring member.

16. In combination in a game device, a playing field, a revolving disc forming in effect a continuation of the field, said disc provided with scoring parts, means for moving the counters to the playing field and for moving them on it, means for imparting motion to the disc and for automatically locking it against motion after a predetermined number of counters has been moved to the playing field.

17. In combination in a game device, a playing field, a revolving disc forming in effect a continuation of the field, said disc provided with scoring parts, means for moving the counters to the playing field and for moving them on it, means for imparting motion to the disc and for automatically locking it against motion after a predetermined number of counters has been moved to the playing field, and movable means positioned adjacent the playing field whereby a counter may be manipulated along a desired path over the playing field.

WILLIAM H. HUENERGARDT.