Feb. 12, 1935. B. S. ELLIOTT 1,990,859

GAME DEVICE

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FIG. 1.

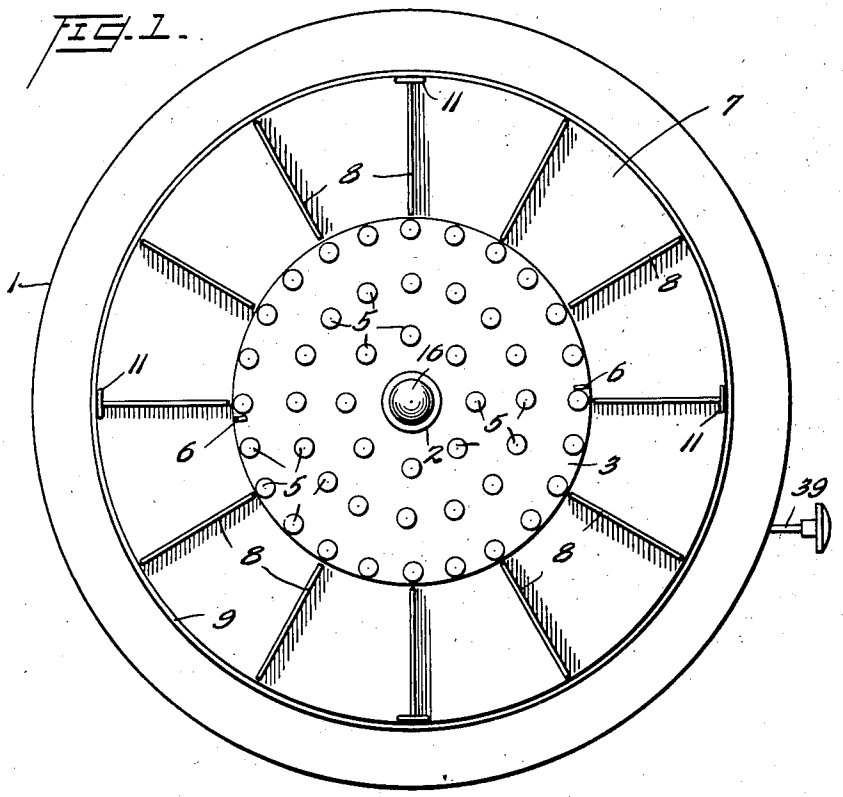
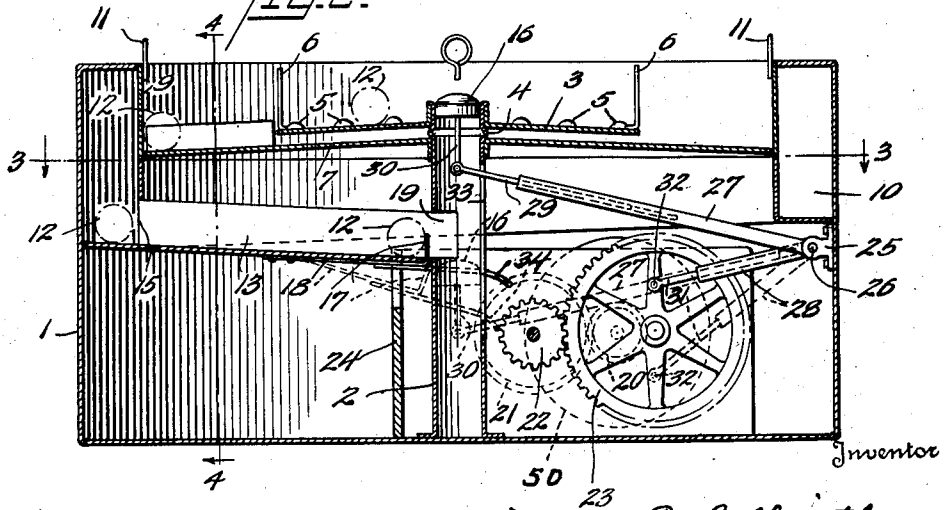


FIG. 2.



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FIG. 3.

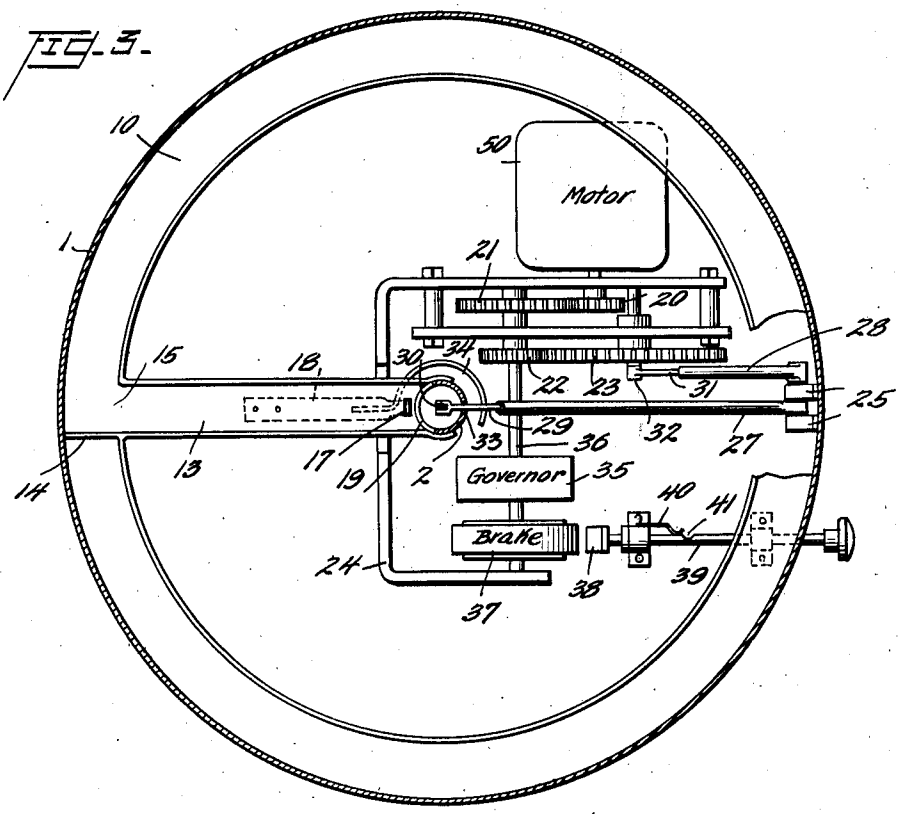
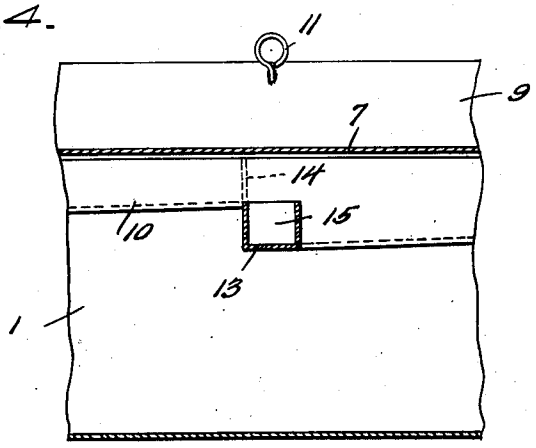


FIG. 4.



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1,990,859

UNITED STATES PATENT OFFICE

1,990,859

GAME DEVICE

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Application February 19, 1934, Serial No. 712,032

3 Claims. (Cl. 273—110)

My invention relates to a mechanical game apparatus and has particularly in view a device of this character in which the player may use his skill in the manipulation of the apparatus. Generally speaking, the device consists of means for mechanically feeding balls to a playing disc, and then rotating the disc to cause the balls to enter numbered compartments, from which the tally or score is computed.

Referring to the drawings for a complete disclosure of the invention,

Fig. 1 is a plan view,

Fig. 2 is a vertical transverse section,

Fig. 3 is a horizontal section on the line 3—3 of Fig. 2, and

Fig. 4 is a detail section on the line 4—4 of Fig. 2.

Within the box 1, which may be about six inches in height and twelve inches in diameter is securely mounted the hollow post 2. Mounted to easily rotate on the upper part of the post 2 is the disc 3, a projection or ring 4 on the post serving to support the disc in position. The disc is inclined towards its circumference to provide a slight fall outwardly and the surface of the disc is provided with a plurality of projections 5 designed to act as interferences to the direct progress of the balls rolling from the center to the edge. At opposite sides of the disc 3, are two small finger holds 6, for applying circular movement to the disc by the player, which may be vertical wire posts about one inch high.

Mounted on the post 2 below the disc 3 is the circular platform 7 which is inclined downwardly toward its circumference to provide a slight fall outwardly, and its upper surface is divided into a given number of compartments by the vertical radial partitions 8. These partitions begin just outside of the periphery of the disc 3 and continue nearly to the platform edge. Each compartment so made is designed to be identified by a special color of the surface, number, letter or other special mark, and the purpose of the compartments is to collect the balls which shall roll into them from the disc 3, when they will be scored, according to the rules of the game.

A circular rim 9, about one inch high encompasses the periphery of the platform 7 and rests upon its upper surface and is adapted to be easily lifted far enough to allow the balls held by it within the compartments to escape by rolling outwardly over the edge of the platform 7 into a collecting channel 10, after which the rim may be released and it will drop into its former position. The rim may be kept in place in any suitable manner and may be provided with small finger holds 11, by which it may be lifted.

The collecting channel 10, between the dumping rim 9 and the outside of the box 1, serves to catch the balls 12 released by the dumping rim and carry them by gravity to the inclined feeding channel 13, which may be of any desired design to provide the necessary fall by gravity to the balls. In the type here shown, the channel 10 is closed by a partition 14 and from that point around to the entrance 15 of the channel 13 is downwardly inclined.

Reciprocating in the hollow post 2 is the elevating platform 16, convex at its top, so that a ball will roll freely from its surface on reaching the opening at the top of the shaft. The function of the elevator 16 is to regularly take the balls as they are fed into the bottom of the post 2 and elevate them to the top of the post.

In the lower part of the post 2 is an opening 19 for receiving the balls from the feeding trough 13. Adjacent the opening is a reciprocating stop 17 for holding the balls and releasing them one by one. This stop is secured to a leaf spring 18 which normally holds the stop in its uppermost position, which is periodically depressed by the descent of the platform 16 to release the ball.

For continuously reciprocating the platform, any suitable motive source may be provided. That shown comprises either a mechanical or electrical motor 50 with a driving pinion 20 and reducing gears 21, 22 and 23, all of which are mounted on the frame 24. Secured to the box 1 is a bearing 25 in which rotates the shaft 26 and keyed to the shaft are the two sleeves 27 and 28. Telescoping in the sleeve 27 is the link 29 pivotally connected to the member 30 secured to the platform 16. Telescoping in the sleeve 28 is the link 31 pivotally connected at 32 to the driving gear 23. In the post 2 is a slot 33 in which the link 29 reciprocates. Connected to the spring 18 is the bent wire depresor 34 which when engaged by the link 29 at the lower part of its travel depresses the stop 17 to permit a ball to drop from the channel 13 through the aperture 19 into the bottom of the post on top of the elevator 16 when in its lowermost position.

For controlling the speed of the elevator, there is a governor 35 on the shaft 36 and also a brake drum 37, engaged by a shoe 38 on the end of the rod 39, slidably mounted in the box, the said brake shoe and drum being for the purpose of stalling the motor 50, when not in use.

A spring 40 engages the notch 41 for holding the brake shoe against the drum.

The speed of feeding the balls is regulated by the governor 35 and they may be fed at the rate of about one for each five seconds or otherwise to suit the needs of the game.

The compartments may be lined with sound absorbing material, such as rubber or felt to subdue the noise of the falling balls.

In operation, the brake is released and the motor automatically starts the elevator delivering balls from the feeding channel to the top of the shaft. As each ball appears at the top of the shaft and rolls off on to the playing disc, the player grasps the disc finger holds and rotates the disc, endeavoring to direct the ball, according to its identifying mark into the compartment into which it should go, according to the rules of the game. After all balls have been delivered, the brake is set, the score is taken and recorded, and then the player lifts the dumping rim allowing all balls to fall into the collecting channel and roll down into their first position for delivery again.

I claim:

1. In a game device, a manually operated freely rotatable variable speed spinning disc, means independent of the operation of the spinning disc for positively feeding a plurality of balls onto the playing disc at regular intervals, means for controlling the rate at which the balls are fed and a plurality of compartments adjacent the disc for receiving the balls from the disc.

2. In a game device, a manually operated freely rotatable variable speed spinning disc, means independent of the operation of the spinning disc for positively feeding a plurality of balls onto the playing disc at regular intervals and a plurality of compartments adjacent the disc for receiving the balls from the disc.

3. In a game device, a rotary spinnnig disc under the control of the player, a hollow post supporting the disc, a reciprocating elevator in the hollow post, means independent of the operation of the spinning disc for reciprocating the elevator to successively feed a plurality of balls onto the playing disc, means for intermittently feeding balls to the bottom of the post and operated by the elevating mechanism, compartments surrounding the disc for receiving the balls from the disc, and a collecting channel for receiving the balls from the compartments and feeding them to the bottom of the post.

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