

April 21, 1931.

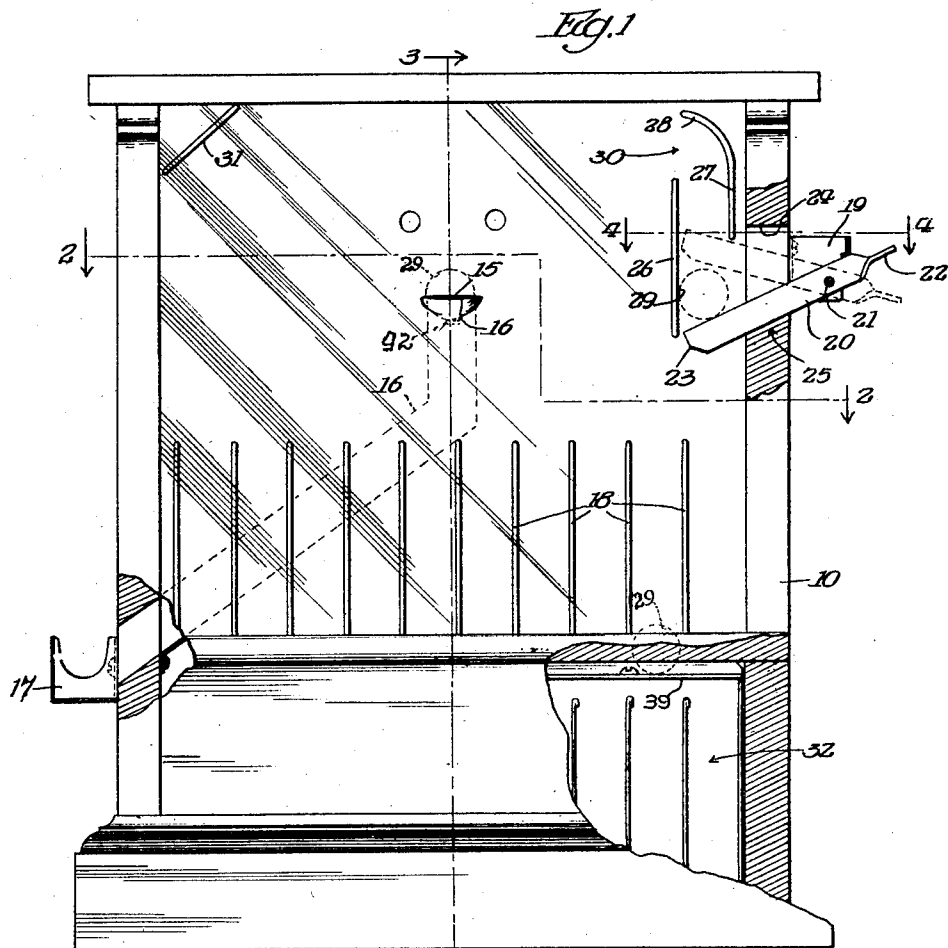
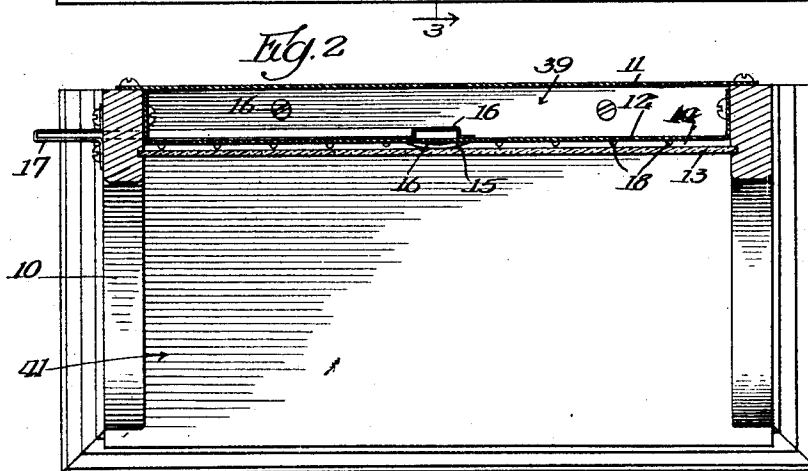
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1,801,308

GAME APPARATUS

Filed June 2, 1928

2 Sheets-Sheet 1



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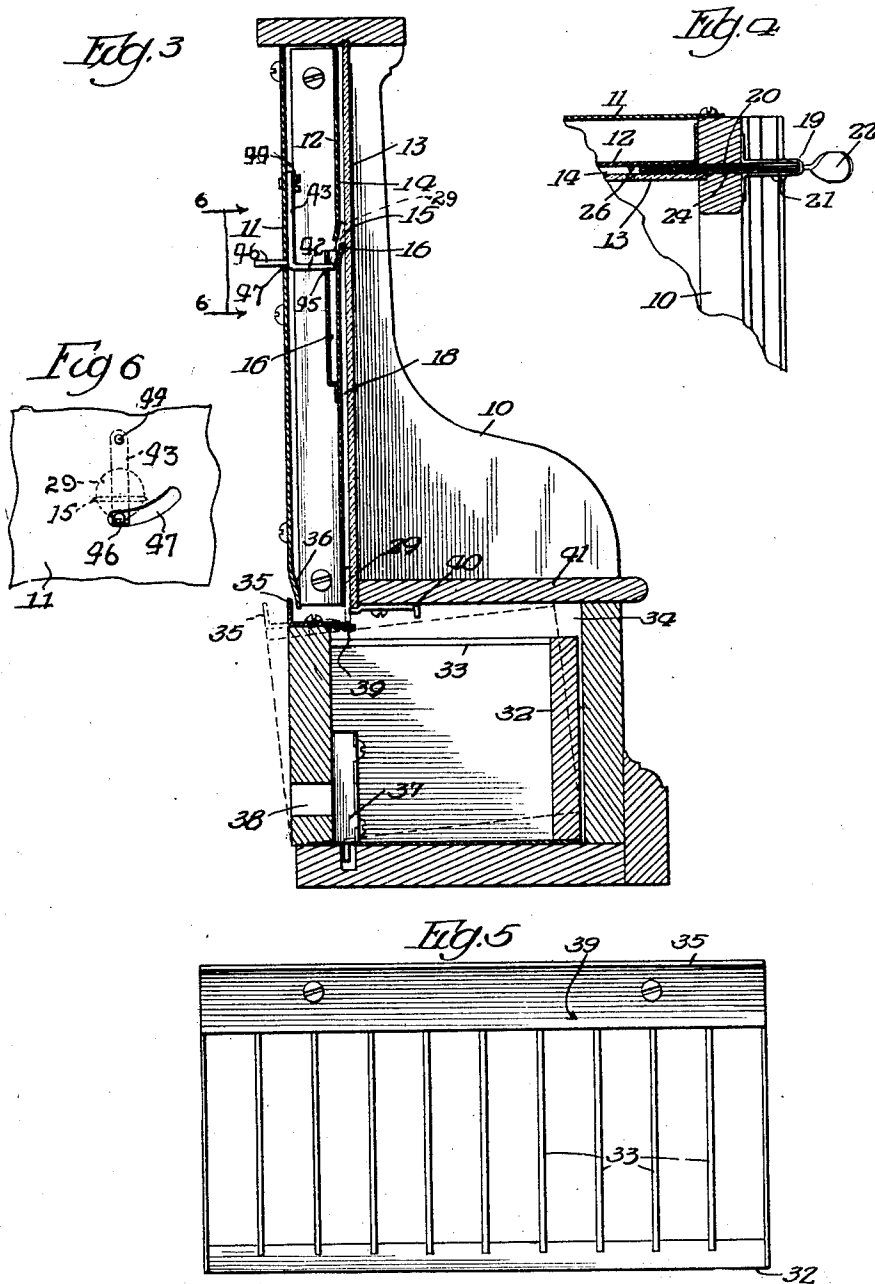
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2 Sheets-Sheet 2



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GAME APPARATUS

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This invention relates to improvements in game apparatus of the type in which an object, preferably in the form of a disc, is inserted in the machine and then operated or projected by means of a suitable projecting device or mechanism to cause the object to enter predetermined areas or spaces, the results of such operations or projections of the object being controlled or determined by the skill of the operator.

A further object is to provide in an improved device of this character a special coveted area or space, the entrance to which is arranged in a position with relation to the other areas or spaces to render it more difficult to cause the object to enter thereinto and from which coveted area or space the object will be returned to the operator to be used over again.

To the attainment of these ends and the accomplishment of other new and useful objects as will appear, the invention consists in the features of novelty in substantially the construction, combination and arrangement of the several parts hereinafter more fully described and claimed and shown in the accompanying drawings illustrating this invention and in which

Figure 1 is a front elevation, partly broken away, of a device of this character constructed in accordance with the principles of this invention.

Figure 2 is an irregular, horizontal sectional view taken on line 2-2, Figure 1.

Figure 3 is a vertical sectional view taken on line 3-3, Figure 1.

Figure 4 is a detail sectional view taken on line 4-4, Figure 1.

Figure 4 is a top plan view of the container or receptacle for receiving and holding the objects or discs.

Figure 6 is a detail elevation taken on line 6-6, Figure 3.

Referring more particularly to the drawings the numeral 10 designates a casing provided with a back 11 and a front 12 to form a space therebetween, for a purpose to be hereinafter set forth.

Arranged in advance of the front wall 12 is a transparent wall 13 and this wall 13 is

spaced only a short distance from the wall 12 so as to form a comparatively narrow space 14 therebetween, and which space 14 is preferably only of a size slightly greater than the thickness of the object being projected.

The wall 12 is provided with an opening 15 therethrough a portion of the wall being deflected forwardly as at 16 to form a lip or flange which terminates preferably in close proximity to the rear face of the transparent wall 13 and the opening 15 is arranged in a position in which it will be difficult to project an object thereinto.

Leading from the opening 15 is a chute 16 which extends through the side of the space between the walls 11 and 12 preferably adjacent the bottom thereof and has communication with a receptacle 17 that is located on the outside of the casing.

When an object passes through the opening 15 it will enter the chute 16 and will be delivered to the receptacle 17 and thereby returned to the operator.

Carried by the front of the wall 12 are a plurality of uprights 18, any number of which may be provided and these uprights form receptacles or spaces into which the object may enter as a result of the play and will be visible through the wall 13 until released in a manner to be later described. The uprights 18 are in the form of projections which terminate in close proximity to the rear face of the transparent wall 13.

Pivotally mounted upon a suitable support 19 located in any convenient position, is a lever or projecting device 20 which is pivoted intermediate its ends as at 21, one extremity thereof being shaped to form a handle or finger engaging portion 22 that is located on the outside of the casing. The other extremity 23 of the lever is disposed within the space 14, the lever passing through a suitable opening 24 in the wall of the casing. The lever is so arranged that it will normally assume the position shown in Figure 1, the weight of the lever holding the same downwardly by gravity so that it will engage a shoulder 25 formed by the lower end of the slot or opening 24.

Adjacent the lever and within the space 14, preferably supported by the wall 12, is a guide 26 with which another guide 27 co-operates and the guide 27 is disposed adjacent but terminates in proximity to the slot 24. The upper end of the guide 27 is curved as at 28 to project in a direction across the top of the guide 26 so as to form an outlet for the object 29.

The bracket or support 19 is preferably slotted to form a receptacle for the object 29 and the lever 20 preferably forms the bottom of the open receptacle. When the parts are in the position shown in Figure 1 and the object 29 is inserted into the opening in the bracket 19, it will engage the lever 20. It will then roll down the lever until it engages the guide 26 to position the object in alinement with the space between the guides 26 and 27.

By striking the end 22 of the lever with the finger the object 29 will be forcibly ejected through the space between the guides 26 and 27 and discharged out of the opening 30 therebetween. The impetus or force thus expelling the object will cause it to be thrown into the space 14 and will then drop into one of the spaces 18, an abutment 31 being also provided in a convenient position, against which the object 29 will strike.

By a skillful manipulation of the lever 20 the object 29 may be ejected through the opening 30 in such a manner that it will enter the opening 15 to be discharged through the chute 16 and into the receptacle 17 to be returned to the operator.

Unless the object is delivered into the opening 15 it will find its way into one of the spaces or receptacles formed between the upright guides 18. With this construction the objects entering the respective spaces between the guides 18 will always be maintained separated.

Arranged within the bottom of the casing 10 is a drawer or receptacle 32, which is provided with a plurality of partitions 33, one to correspond with each of the uprights 18.

The drawer 32 fits within a space 34 in the bottom of the casing and is adapted to be removed preferably through the back of the casing, a projection 35 being provided on the rear wall of the drawer which terminates adjacent a deflected portion 36 of the wall 11. This deflected portion 36 forms a space into which a finger or an object may be inserted to tilt the drawer 32 from the position shown in Figure 3 in full lines, to the dotted line position, while the drawer is maintained locked and against removal by means of a suitable lock 37, access being had to the lock 37 through an opening 38.

Arranged along the upper edge of the rear wall of the drawer is a flange 39 which is disposed beneath the uprights 18 and extends across the spaces therebetween. This flange

39 forms a rest or support for the objects 29 which are in the respective spaces between the uprights 18. The flange 39 is so arranged that when an object is in any one of the spaces between the uprights 18 and resting upon the flange 39, it will be exposed through the transparent wall 13 to the operator.

After the game has been completed and all of the objects which are used have been deposited in the spaces between the uprights 18, the drawer 32 may be tilted to the dotted line position shown in Figure 2, causing the flange 39 to pass from beneath the objects 29 that are resting thereupon, with the result that these objects will drop into the respective spaces between the uprights or partitions 33 in the drawer 32.

The drawer may then be tilted back to its normal position so that the flange 39 will be beneath the spaces between the uprights 18.

A suitable fastening device 40, in the form of a clip, may be provided which may be secured beneath a portion 41 of the casing for holding the transparent wall 13 in position.

When it is desired to remove the objects from the drawer 32, the drawer may be removed by unlocking the lock 37.

If desired, and as a means for holding the object 29 in a position so that it may be viewed by the operator, after it enters the opening 15, any suitable means may be provided such for instance as a support 42 which may be in the form of a finger or projection that is connected with an arm or member 43, the latter being pivotally mounted as at 44 to any suitable support, such as the back member 11.

The chute 16 is provided in its rear wall with a slot 45 into which the projection 42 extends, and the slot is so shaped that the member 43 may be swung about its pivot to move the end of the projection 42, which extends across the chute 16, to a position to permit the object 29 to drop into the chute. In the normal position of the projection 42 the end thereof will form a support for the object 29 to prevent it from dropping down into the chute.

The member 43 may be swung about its pivot in any suitable manner such as by means of a handle or projection 46 secured thereto and which projection extends through a slot 47 in the rear wall 11 and is accessible from behind the machine.

The normal position of the projection 42 is in the position shown in Figures 1, 3 and 6, that is so that it will prevent the object from dropping into the chute, but when it is desired to release the object, it is only necessary to swing the member 43 about its pivot by means of the handle or projection 46, whereupon the object will drop through the chute 16 to be delivered to the receptacle 17 or, if

desired, the chute 16 may be arranged to discharge within the machine.

The provision of the compartments between the partitions 18 is to provide different scoring values, and as the tokens are maintained visible in the compartments until the operator has finished the play, he can readily determine just how successful he has been in the operation of the device before all of the tokens are released to be deposited into the machine and removed from the compartments to clear the machine for the next player.

While the preferred form of the invention has been herein shown and described, it is to be understood that various changes may be made in the details of construction and in the combination and arrangement of the several parts, within the scope of the claims, without departing from the spirit of this invention.

What is claimed as new is:—

1. A game apparatus embodying a casing, a plurality of compartments therein communicating with the interior of the casing but out of communication with each other, means for projecting an object into the casing to enter said compartments, a receptacle disposed beneath said compartments to receive the objects therefrom, means carried by a wall of the receptacle and extending beneath said compartments to close them and form a support for the objects in said compartments, and means whereby said receptacle may be shifted to cause the objects to pass thereinto from said compartments.

2. A game apparatus embodying a casing, a plurality of compartments therein communicating with the interior of the casing but out of communication with each other, means for projecting an object into the casing to enter said compartments, a receptacle beneath said compartments, means for locking the receptacle against removal, means whereby when the receptacle is in a normal position the said compartments will be closed and the objects will be maintained in said compartments, and means whereby said receptacle may be shifted, while the latter is locked against removal, to open said compartments to permit the objects therein to pass into said receptacle.

3. A game apparatus embodying a casing, a plurality of compartments therein communicating with the interior of the casing but out of communication with each other, means for projecting an object into the casing to enter said compartments, a receptacle beneath said compartments, means for locking the receptacle against removal, means whereby when the receptacle is in a normal position the said compartments will be closed and the objects will be maintained in said compartments, and means whereby said receptacle may be rocked, while the latter is

locked against removal, to open said areas to permit the objects therein to pass into said receptacle.

4. A game apparatus embodying a casing having an upright comparatively narrow space therein, a plurality of partitions in said space dividing a portion thereof into individual compartments each having communication with said space, a lever pivoted intermediate its ends, one end extending into the said space, the other end of the lever projecting outside of the casing, means embodying a stop co-operating with one end of the lever for positioning an object and for holding the same upon the end of the lever, whereby when said lever is struck the object will be projected into the said space to enter said compartments, means for delivering an object into the casing upon the end of said lever and against said stop, a receptacle in the casing beneath said compartments, means for locking said receptacle against removal, a closure for the bottoms of said compartments, and means whereby said receptacle may be tilted, while thus locked, to cause the objects in said compartments to be deposited in said receptacle.

5. A game apparatus embodying a cabinet having a transparent front, a wall behind the front and spaced therefrom to form a narrow space therebetween, a plurality of partitions supported by said wall and contacting with said front to form separated spaces open at the top and bottom, said partitions terminating considerably short of the top of the cabinet, a lever pivoted intermediate its ends above the partition, one end of the lever projecting into the cabinet and the other end extending beyond the cabinet to be struck by the operator to project a token into the space above the partitions, there being an entrance opening for the token, means for supporting the token at the end of the lever, means for directing the token as it leaves the lever, and a removable receptacle in the cabinet beneath the spaces between the partitions.

6. A game apparatus embodying a cabinet having a transparent front, a wall behind the front and spaced therefrom to form a narrow space therebetween, a plurality of partitions supported by said wall and contacting with said front to form separated spaces open at the top and bottom, said partitions terminating considerably short of the top of the cabinet, a lever pivoted intermediate its ends above the partition, one end of the lever projecting into the cabinet and the other end extending beyond the cabinet to be struck by the operator to project a token into the space above the partitions, there being an entrance opening for the token, means for supporting the token at the end of the lever, means for directing the token

as it leaves the lever, a removable receptacle in the cabinet beneath the spaces between the partitions, there being an opening in the wall above said spaces, means for
 5 directing the token into said opening, and means for returning to the operator the token which enters said opening.

7. In a game apparatus of the character described, a cabinet provided with a plurality of compartments for receiving a token
 10 projected into the device, said compartments being open at their bottoms, a receptacle for receiving the tokens from said compartments, means carried by the receptacle for
 15 closing the bottom of said compartments, and means securing the said receptacle against removal but permitting shifting movement with respect to the cabinet, whereby when the receptacle is shifted the token
 20 will be released from said spaces and deposited into the receptacle.

8. In a token operated game apparatus, a cabinet having a slot through which the token is inserted therein, a lever pivotally mounted intermediate its ends, one end of the lever
 25 projecting through the slot into the cabinet and forming a support for the token within the cabinet, the other end of the lever projecting to the outside of the cabinet and
 30 adapted to be struck by the operator to project the token by the other end of the lever, and a guide adjacent the path of movement of the end of the lever which is in the cabinet and along which guide the token is moved
 35 by the lever.

9. In a token operated game apparatus, a cabinet having a slot through which the token is inserted therein, a lever pivotally mounted intermediate its ends, one end of the lever
 40 projecting through the slot into the cabinet and forming a support for the token within the cabinet, the other end of the lever projecting to the outside of the cabinet and adapted to be struck by the operator to project the
 45 token by the other end of the lever, a guide adjacent the path of movement of the end of the lever which is in the cabinet and along which guide the token is moved by the lever, said guide also operating to maintain the
 50 token in position with respect to the lever, and a second guide co-operating with the first said guide to direct the token after the latter leaves said lever.

10. A game apparatus embodying a casing,
 55 a plurality of compartments therein communicating with the interior of the casing but out of communication with each other, means for projecting a check into the casing to enter said compartments, a receptacle
 60 disposed below said compartments, means connected with the receptacle and forming a closure for said compartments and constituting a support for the check within the compartments, and means whereby said receptacle may be shifted to withdraw said cover

means to permit the checks to be deposited in the receptacle.

In testimony whereof I have signed my name to this specification on this 29th day of May, A. D. 1928.

ALBERT E. GEBERT.

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