H. W. GILLETTE.

GAME.

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1,385,677.

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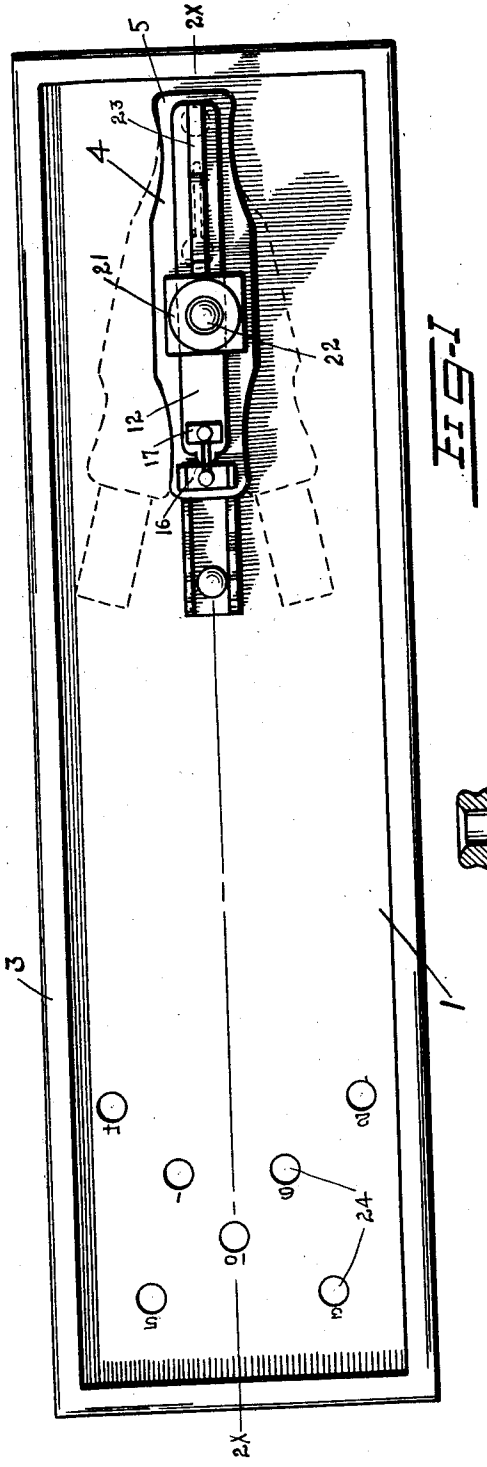


Fig. 1

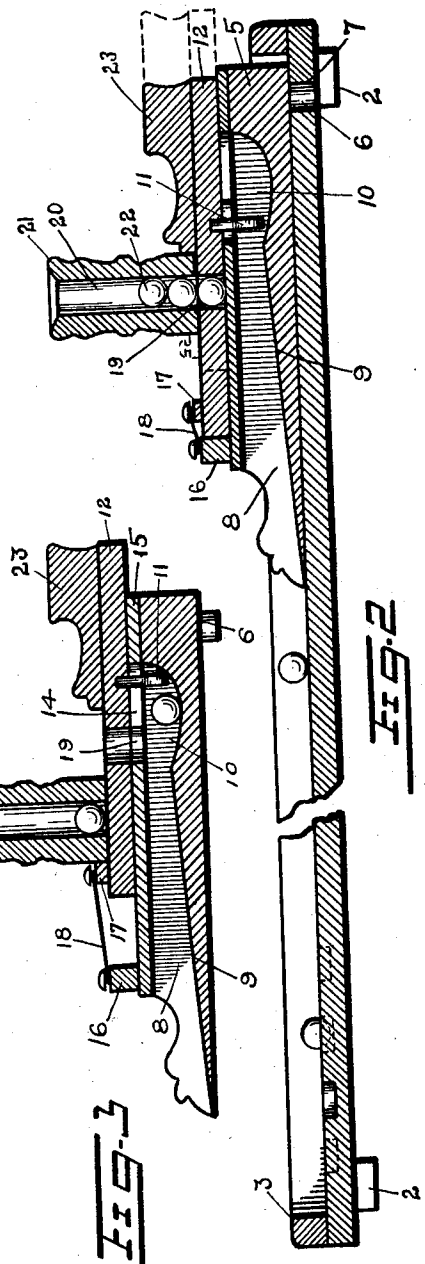


Fig. 2

Fig. 3

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To all whom it may concern:

Be it known that I, HOWARD W. GILLETTE, a citizen of the United States, residing at Rochester, in the county of Monroe and State of New York, have invented certain new and useful Improvements in Games, of which the following is a specification.

The object of this invention is to provide a new and improved form of game.

This and other objects of the invention will be fully illustrated in the drawings, described in the specification and pointed out in the claims at the end thereof.

In the accompanying drawing,

Figure 1 is a top plan view of the game.

Fig. 2 is a vertical cross section of the game, the section being taken on the line 2^x—2^x of Fig. 1.

Fig. 3 is a vertical cross section of the propelling mechanism for the balls with which the game is played, the mechanism being shown in the position prior to the expulsion of one of the balls.

In the several figures of the drawings, like reference numerals indicate like parts.

The game comprises the table 1 which is suitably supported by the legs 2, 2, preferably four in number, one at each corner of the table. The table 1 is perfectly horizontal and is provided with the flange 3, which encircles the table. On the right hand end of the table is mounted to swing the propelling mechanism 4 which comprises the block 5. This block has a pin 6 depending from the rear end thereof that engages into the opening 7 in the table 1.

The pin 6 forms the pivot on which the block 5 is mounted to swing and points toward the opposite end of the table in different angular directions, as indicated in dotted lines in Fig. 1. The block 5 is channeled out at the front as shown at 8 and the channel thus formed, is provided with the inclined bottom 9. The rear end of the channel 8 has a pocket 10 formed therein, into which the pusher 11 is adapted to project. This pusher 11 is mounted on the slide 12 and depends therefrom through the elongated opening 14 of the cover 15, on top of which the slide 12 is adapted to reciprocate. The cover 15 partially closes the top of the channel 8 as shown in Figs. 1, 2 and 3. Mounted at the left hand end of the cover 15 is the stationary block 16, between which and the movable block 17 carried near the left hand end of the slide 12, is stretched the rubber band 18. This rubber band normally holds the slide 12 in the position shown in Fig. 2, in which position the pocket 19 provided in the slide is held in line with the vertical magazine 20.

The magazine 20 is formed by the upright 21 and the base thereof is channeled out for the slide 12 to move back and forth therein and under the magazine 20. The vertical pocket of this magazine is adapted to receive a series of balls 22 which are stacked up therein and the lowermost of these balls is allowed to drop into and rest in the pocket 19 provided in the slide 12. On the movement of the slide to the rear of the propelling mechanism by means of the handle 23, the ball placed into the pocket 19 from the magazine 20 is carried to the rear until the pocket 19 is brought in line with the opening 14 in the cover 15 over the channel 8. This position is shown in Fig. 3. The ball then drops into the pocket 10 at the rear of the channel 8 and on the return movement of the slide 12, which is caused by the contraction of the rubber band 18 previously expanded by moving the slide 12 to the rear, the ball is expelled therefrom as follows: On the movement of the slide 12 to the left in Fig. 3, the pusher 11 moves the ball out of the pocket 10 and pushes it into the channel 8 where it rolls down the inclined bottom thereof toward the left hand end of the table 1.

It is the object of this game to place or shoot the balls 22 into the pockets 24, 24, provided in the left hand end of the table. For this purpose, the direction in which the block 5 is pointed, may be varied in order to send the ball into the proper direction to place it in the desired pocket. At the same time, the force with which the ball is expelled from the pocket 10 and channel 8 must be regulated so that the ball, when shot out of the propelling mechanism, does not pass by its goal but enters into it. This force may be varied by permitting the slide to move slowly to the left, thus retarding the contraction of the rubber band 18, which in turn operates to expel the ball 22 from the pocket 10 by means of the pusher 11.

As soon as the ball is expelled from the channel 8 and the slide 12 has returned to its original position, the lowermost of the balls carried in the magazine 20, drops into the empty pocket 19 of the slide 12 which is thus loaded and ready to be moved to the rear for

the purpose of expelling the next ball from the mechanism into the field of the table. The ball may also be expelled with a stronger force that will drive the ball against the rear of the flange 3, in which case the ball is placed into one of the pockets on the rebound from this flange.

I claim:

1. In a game, the combination of a board, an expelling mechanism mounted near one end of said board, said expelling mechanism comprising a block having an inclined channel extending from one end thereof and having a pocket formed at the top of the incline, a slide mounted to reciprocate over said block, a pusher mounted on the under side of said slide and projecting into the channel and pocket in said block, said slide having an opening therein, a stationary magazine mounted on top of said block, said slide being adapted to reciprocate between said block and said magazine and alternately move the opening of said slide into line with said magazine above said block and into line with the pocket in said block, missiles adapted to be transferred from said magazine to the pocket in said block by said slide when moving in one direction and adapted to be expelled from the pocket in said block by said pusher on the movement of said slide in the opposite direction.

2. A projector for a game board, comprising a block, a pivot pin provided on the under side of said block, said pivot pin being adapted to engage into said game board, said block having an inclined channel leading from one end thereof and terminating in a pocket near the other end thereof, a pusher adapted to reciprocate in the pocket and channel in said block, and means to feed missiles into the pocket on the reciprocation of said pusher.

3. A projector for a game board, comprising a block pivoted to swing horizontally on said game board, said block having a channel leading into it from one end thereof and terminating into a pocket formed in said block near the other end thereof, the bottom of the channel in said block being inclined and sloping down from the pocket in said block, a slide on top of said block, a pusher depending from said slide into the pocket and channel in said block, said slide having an opening therein, a magazine mounted on top of said block above said slide and offset from the pocket in said block, missiles in said magazine, said slide being adapted to alternately bring the opening provided therein in line with said magazine and said pocket and transfer missiles from said magazine to the pocket in said block when moving in one direction and expel said missiles from the pocket into the channel in said block when moving in the other direction.

In testimony whereof I affix my signature.

HOWARD W. GILLETTE.