

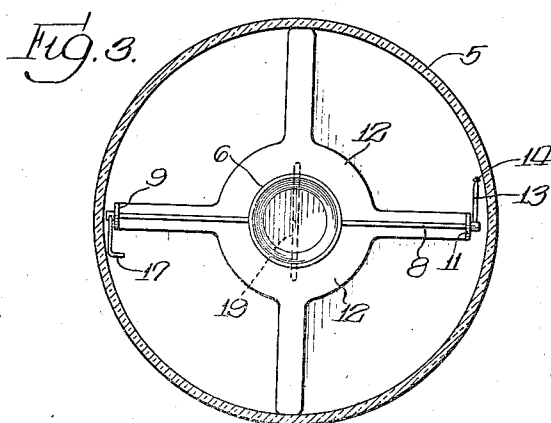
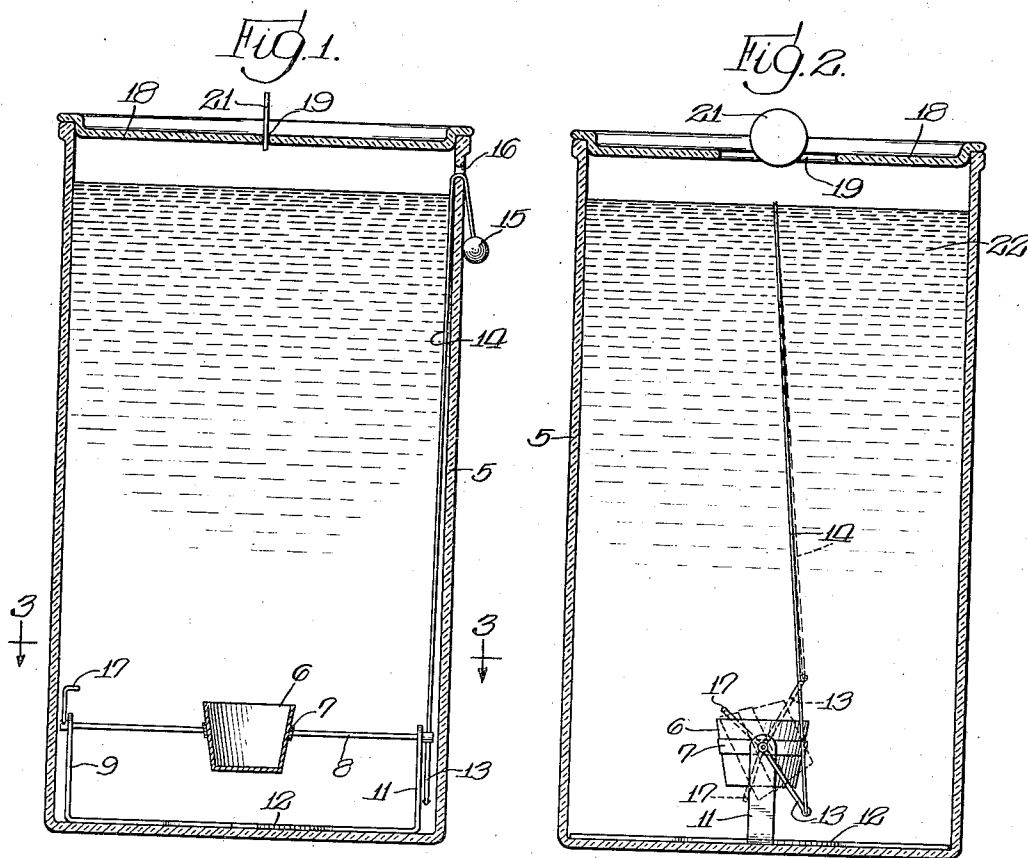
Nov. 1, 1938.

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2,135,292

AMUSEMENT DEVICE

Filed June 19, 1936



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UNITED STATES PATENT OFFICE

2,135,292

AMUSEMENT DEVICE

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Application June 19, 1936; Serial No. 86,075

8 Claims. (Cl. 273-138)

This invention pertains to amusement devices in general and more particularly to the type wherein the skill of the player is exercised in directing a movable object toward a stationary target in an endeavor to project the object into the target.

More specifically my invention contemplates a target submerged a substantial distance beneath the surface of a liquid and the projection of a non-spherical object through the liquid toward the target, the object being of greater specific gravity than the liquid so that it will sink therein and so shaped that the resistance to its travel offered by the liquid will divert it from a right line movement, thereby enhancing the difficulty of projecting the object into or against the target.

For the purpose of facilitating an understanding of my invention, I am illustrating in the accompanying drawing a preferred embodiment thereof.

Referring to the drawing,

Fig. 1 is a vertical sectional view of a device embodying my invention;

Fig. 2 is a similar view at right angles to the showing in Fig. 1, certain parts being shown in elevation; and

Fig. 3 is a sectional view on the line 3-3 of Fig. 1.

On the drawing reference character 5 indicates generally a container which is preferably made of glass in order that the progress of the propelled object toward the target and the results of the skill exerted may be observed by the player and the spectators.

Within the container, and preferably near the bottom thereof, is positioned the target 6 which preferably, although not necessarily, is of cup-shape, adapted to receive and retain an object when dropped thereinto. The target is supported in upright position in a ring 7 carried by a shaft 8, the ends of which are journaled in uprights 9 and 11 which project upwardly from a base 12 removably positioned upon the bottom of the container.

In order that the target may be inverted to discharge an object which has been received therein, the shaft is provided at one end with an arm 13 to which one end of a cord or fine wire 14 is attached, the other end extending outside the container and being equipped with a suitable weight 15 which will retain the cord or wire 14 relatively taut, so that it will not interfere with the objects projected into the container. While the cord may obviously be extended out through the top of the container, I

have shown, for illustrative purposes, the container as being provided with an opening 16 through which the cord projects.

When the target is to be emptied a pull upon the cord will tilt the cup from the full line position shown in Fig. 2 to the dotted line position shown therein, thereby discharging the object from the cup. A second arm 17 mounted upon the shaft is adapted, when the cup is inverted, to abut against the upright 9 so as to preclude complete rotation of the cup. The center of gravity of the cup being below the shaft, the target will automatically right itself when the cord is released.

The container is provided with a top 18, also preferably of glass, having an opening, preferably in the form of an elongated slot 19, through which the objects to be projected toward the target may be introduced. The objects or missiles to be projected are preferably in the form of flat discs 21, or may be of other non-spherical shape, which will be diverted from a right line path of travel by a liquid into which the objects are projected. This liquid, indicated by reference character 22, is preferably water or other transparent liquid through which the progress of the object in its travel may be observed.

The discs, colloquially referred to as sinkers, being of greater specific gravity than the liquid, will sink when dropped or projected into the liquid, but the resistance offered by the liquid causes the objects, because of their shape, to divert from a straight line path, so that they may or may not enter the target, depending upon the skill and accuracy with which they have been projected into the liquid.

The player, in accordance with my invention, drops or forcibly projects one of the disc-shaped objects through the slot 19, which is in vertical alignment with the target, into the container. During the progress of the object downwardly through the liquid under the influence of gravity the resistance to its movement offered by the liquid may cause it to divert from a straight line, with the result that instead of entering the target it will come to rest on the bottom of the container. The relative skill and accuracy displayed by the various players in their efforts to direct the objects into the target afford a high degree of entertainment to both players and spectators.

Obviously the structural details illustrated and described are capable of considerable modification and variation without departing from the

principles of my invention as defined in the following claims.

I claim:

1. An amusement device comprising a stationary, upright container partially filled with liquid, a target positioned near the bottom of said container and submerged in said liquid, a top provided with an opening in alignment with said target, and a sinker adapted to be inserted through said opening, said sinker being so shaped that the resistance to its travel offered by said liquid will divert the same from a right line movement.

2. An amusement device comprising a stationary, upright container, liquid therein, a target positioned in the container and submerged in said liquid, a top for said container provided with an opening therethrough in vertical alignment with said target, and a disc of greater specific gravity than said liquid adapted to be projected through said opening toward said target.

3. An amusement device comprising a liquid container partially filled with liquid, a cup-shaped target rotatably mounted in said container and submerged in said liquid, and means extending outside the container whereby said target may be inverted.

4. An amusement device comprising a container, liquid therein, a cup-shaped target rotatably mounted within the container and submerged in said liquid, means whereby said target may be inverted, and means for preventing complete rotation of the target.

5. An amusement device comprising a transparent container, a support positioned upon the

bottom of said container and provided with a pair of shaft supporting uprights, a shaft journaled in said uprights and provided intermediate its ends with a target supporting ring, a cup-shaped target seated in said ring, an actuating arm projecting from said shaft, means connected with said arm and extending outside the container whereby said shaft may be rotated, an arm carried by said shaft whereby the rotation of the shaft is limited, a top for said container provided with a slot, and a disc-shaped object adapted to be introduced into said container through said slot.

6. A game comprising a container having transparent lower side walls, an upwardly facing target within and at the lower portion of the container, a bath liquid in the container submerging the target, a cover for the container having a missile slot therein, and flat missiles adapted to pass edgewise through the slot.

7. A game comprising a relatively large container having transparent side walls, a relatively small upwardly facing lower receptacle at the bottom of said container, a bath of liquid in the container deeply submerging the receptacle, a cover for the container having a missile slot therein, and flat missiles adapted to pass freely through the slot.

8. A device of the character described comprising a coin receiver, means enclosing the receiver and having a coin slot above the receiver, liquid in the enclosing means in which the coin receiver is submerged, and means for tilting the receiver to displace the coin therefrom.

FRED POCELL 35