

J. BRANDL.

Games.

No. 134,125.

Patented Dec. 24, 1872.

Fig. I.

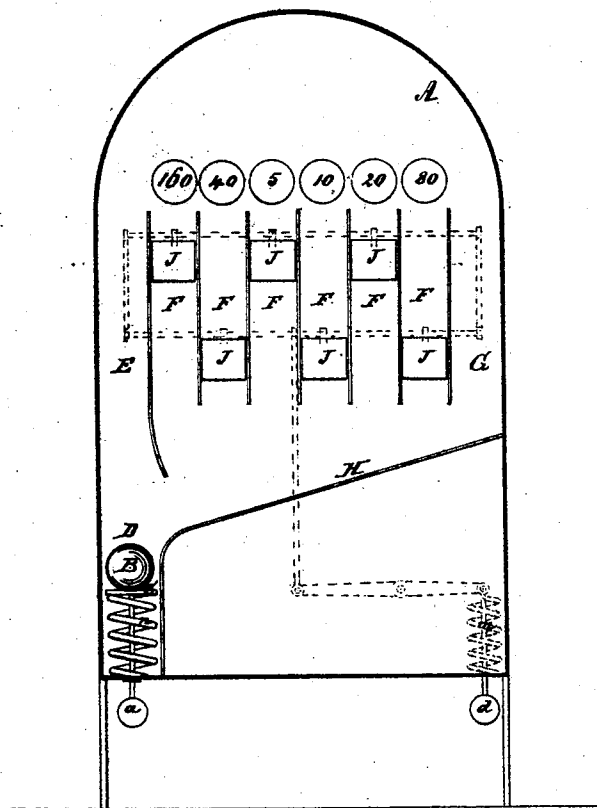
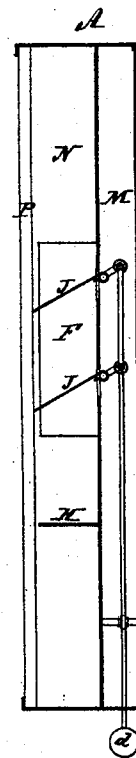


Fig. II.



Witnesses

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JOSEPH BRANDL, OF NEW YORK, N. Y.

IMPROVEMENT IN GAMES.

Specification forming part of Letters Patent No. **134,125**, dated December 24, 1872.

To all whom it may concern:

Be it known that I, JOSEPH BRANDL, of New York, in the county and State of New York, have invented a new and Improved Game, of which the following is a specification:

The nature of my invention consists in the arrangement of a number of compartments or rows, marked with numbers, in a suitable casing, into which a ball is thrown by the mechanical arrangement hereinafter described, making the higher or lower number in which the ball will lodge the winner of the game.

In the accompanying drawing, Figure I represents a front view of the game embodying my invention, and Fig. II is a section of the same.

A is the casing, in the lower part of which a deep recess or pocket, D, is made, in which a piston, C, is fitted, connected to a rod projecting through the bottom of said casing, and provided with a knob, *a*, by which the same is operated. Upon the piston C a ball, B, is placed. The upper part of the case A is divided into compartments E, G, and F. The compartments or channels E and G are for the up-going and return of the ball B, and are perfectly free, while the compartments F, which are numbered, are provided with hinged valves J to close the same and prevent the ball from falling out of the said compartments. Below these compartments an inclined plane, H, is arranged to conduct the ball back into the recess D upon the piston C. P is a pane of glass to cover the front of the case. The hinged valves J are operated so as to allow the ball B, out of any of the compartments F, to fall upon the inclined plate H, by means of suitable gearing, (shown in dotted lines in Fig. I,) and situated in a back part, M, of the case.

This gearing is operated by a rod passing through the bottom of the casing and provided with a knob, *d*. A spring, *m*, is connected with this gearing and causes the valves J to keep closed, except when acted upon through pulling the knob *d*. When the knob *a* is pulled the spring *n* is compressed, and by relieving the strain upon said knob *a* the action of this spring will force the ball B upward. When thrown too fast it will follow the periphery of the half-circle of the top of the case A and return through the channel G over the inclined plane H to the pocket or recess D; this counts, of course, nothing. When the spring *n* is operated with skill the ball will pass up the channel E and lodge in one of the compartments F upon the valve J, and counts then in the game according to the number marked over the respective compartments. The knob *d* is then pulled and operates, through the gearing which is situated in the partition M, Fig. II, the valves J, so as to allow the ball B to fall from the compartment into which it has dropped upon the inclined plate H and return into the recess or pocket D.

I do not claim the piston C, the same or its equivalent having been patented by M. Redgrave, May 30, 1871; but

What I claim as my invention, and desire to secure by Letters Patent, is—

The construction of a casing, A, with compartments E, G, and F, hinged valves J in the compartments F, piston C with spring *n*, and ball B, arranged substantially in the manner and for the purpose described.

JOSEPH BRANDL.

Witnesses:

HENRY E. ROEDER,
A. C. CRONDAL.