Feb. 7, 1933. H. J. PEO 1,896,915

GAME OF SKILL

Filed Jan. 5, 1931

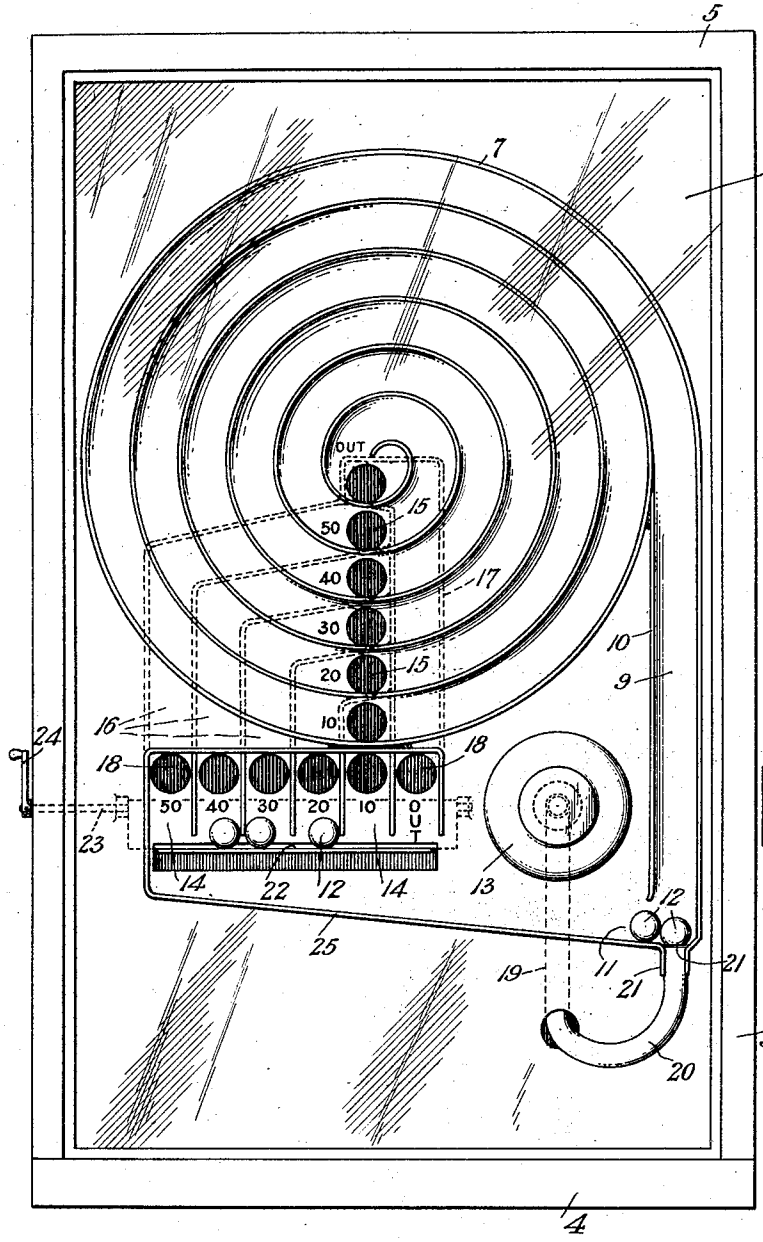


Fig.1.

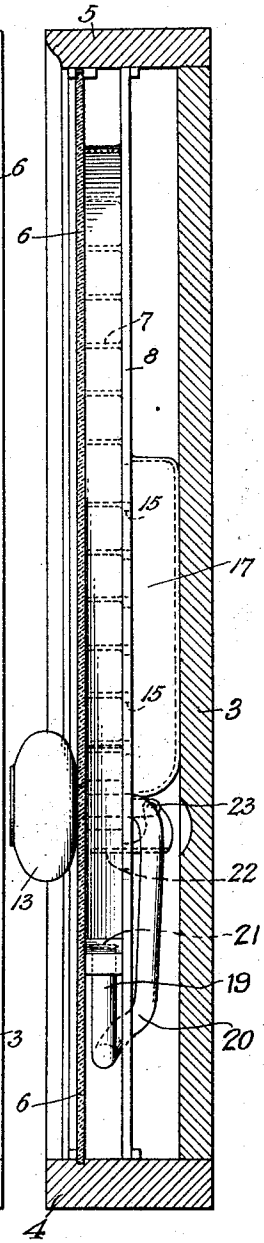


Fig.2.

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UNITED STATES PATENT OFFICE

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GAME OF SKILL

Application filed January 5, 1931. Serial No. 506,799.

The present invention relates to game apparatus and consists in the combinations and arrangements of elements hereinafter described and particularly set forth in the accompanying claims.

The invention has for its purpose to provide a game of simple and attractive appearance, which may be played by anyone without requiring experience or previous knowledge, and wherein the elements of dexterity and skill are so balanced or designed that it may be repeatedly operated by one and the same person with ever increasing interest and reasonable uncertainty of result.

In the operation of the game skill is the essential factor which contributes to successfully playing and obtaining a high score. The game board or playing surface is set vertical or upstanding and accordingly each ball for its complete traverse is at all times in full view for tracing by the player so that after projection or shooting he may foretell with reasonable certainty the probable score of each play.

It is further proposed to offer an entirely new or novel apparatus which is so attractively designed in that it will be prominently displayed in the shops of merchants, or generally in places where people assemble and which will suggest or prompt those seeing it with a desire to play. The game may be operated with equal skill and enjoyment by children or adults.

The simplicity of construction of the machine is such that it may be manufactured in quantities at reasonably small cost to the end that anyone with comparatively small capital may own and operate a number of the machines located at widely diverse points. No special mechanical skill is essential for keeping a number of the machines in perfect working order at all times and each machine is wholly self-contained and of such over-all dimensions that it will occupy the minimum space for transportation or where it is set up for playing.

The invention as disclosed herein forms a continuation in part of the subject matter contained in my U. S. patent on "a game of skill", No. 1,788,323; dated January 6, 1931.

Figure 1 is a front elevational view of the machine complete, and;

Figure 2 is a central sectional view thereof.

Referring to the construction in further detail and wherein similar reference characters designate corresponding parts in the different figures shown, the machine consists of a suitable casing 3 of wood or other material having a base portion 4 and top 5 which are so proportioned that the front or operating face 6 of the machine is set upright and slightly inclined to the rear for easy playing and convenient inspection as shown.

A characteristic feature of the game is a coiled or spiral raceway which is formed by a flange 7 suitably welded or otherwise secured to the front face of a plate 8 mounted within the casing. Said spiral raceway is provided with a tangentially disposed entrance 9 formed by the flange portion 10 and which entrance-way is located on the right side of the machine. At its lower or terminal end the raceway 9 communicates with a magazine or receiver portion 11 from which the ball members 12 are separately projected or shot through the raceway by a pneumatic impelling device 13 to be further described.

The respective convolutions or divisions of the coil or spiral are closely assembled and the entire raceway covers the greater front portion of the machine and is in full view through the glass cover and ball retaining plate 6 which is suitably set within the casing 3. In like manner the transparent plate affords a clear and full view of the several ball receiving pockets 14 and the magazine 11 thereby permitting each operator to observe practically all positions in the entire trace of the balls as they are separately played, and the score made.

Each of the coils of the game-board is provided with an exit opening 15 to receive the ball and direct its passage through a returning channel-way 16 formed in the casing piece 17 which is in turn secured to the rear face of the plate 8 in any suitable manner. The several exit openings 15 are disposed in straight vertical alinement and substantially along a medial position along the

front of the machine, and each of said openings has indicia indicating a score value. Thus the innermost opening at the central coil 15 is designated "Out", and the next adjacent is marked "50", the next "40", and so on to the outermost coil which has the value of "10". That is to say, the exit openings of the respective coils have score values which are maximum and then decrease towards the periphery of the coil. And for each exit opening 15 there is a corresponding pocket or receiver 14 which communicates therewith through its respective channel-way 16, as clearly illustrated in Figure 1. Thus in the playing of the game the ball which passes through the innermost opening 15 finds its way to the corresponding pocket designated "Out" and in like manner the balls which pass through the openings "40"—"30"—"20", etc. ultimately fall into the corresponding pockets designated "40"—"30"—"20", etc.

The ball projecting device per se consists of a suitably shaped bulb 13 securely mounted on the base plate 8 and having a pipe or tube 19, an elbow portion 20 that terminates with and is secured to a neck portion 21 as shown. Said terminal of the tube 19 has a diameter slightly less than the ball 12 to the end that each ball when coming into position to be played will seat upon the open tube end 21 and from which position it is adapted to be projected through striking the bulb 13.

It is proposed to use the machine with five balls though it will be understood of course any greater or lesser number may be employed for properly playing the game. However, it is believed the most satisfactory results are obtainable with the use of five balls. After each "game" five balls are held in one or more of the pockets 14 by a shelf 22 which is normally maintained in its retaining position. Said shelf 22 is mounted on a shaft 23 journaled on the base plate 8 and having an operating handle 24 as shown. When the balls are released by the shelf 22 they fall onto the inclined ledge 25 and by gravity run into the magazine 11 which communicates with the passageway 9 as shown in Figure 1.

The invention further contemplates employing any suitable coin control device through the medium of which the five balls 12 are released or permitted to run into the receiving chamber 11 and from which position they are adapted to be separately projected by the pneumatic device 13.

It is to be understood that I do not desire to limit myself to the precise details of construction and arrangement herein set forth, as it is obvious that various modifications may be made therein without departing from the essential features of the invention.

What is claimed as new is:

1. A game apparatus comprising a race-way having exit apertures, a ball member adapted to be projected along the race-way and pass through one of said apertures, means for holding the ball in starting position, a bulb member adapted to be pressed by the hand, and a tube connecting said bulb member at the place of starting position of the ball, substantially as set forth.

2. A game apparatus comprising an upstanding race-way having a plurality of exit apertures, a ball member adapted to be projected along the race-way and pass through one of said apertures, means for holding the ball in starting position including a constricted neck portion, a fixedly mounted bulb member adapted to be struck by the hand, and a tube connecting said bulb member with the constricted neck portion at the starting place for the ball, substantially as set forth.

In witness whereof, I have hereunto set my hand at Rochester, Monroe County, New York, this seventeenth day of December, A. D. nineteen hundred and thirty.

HOWARD J. PEO.