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Glass et al.

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[54] RANDOM DISPENSATION GAME

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[51] Int. Cl. A63f 7/10

[58] Field of Search..... 273/138 R, 138 A, 120 R, 273/120 A

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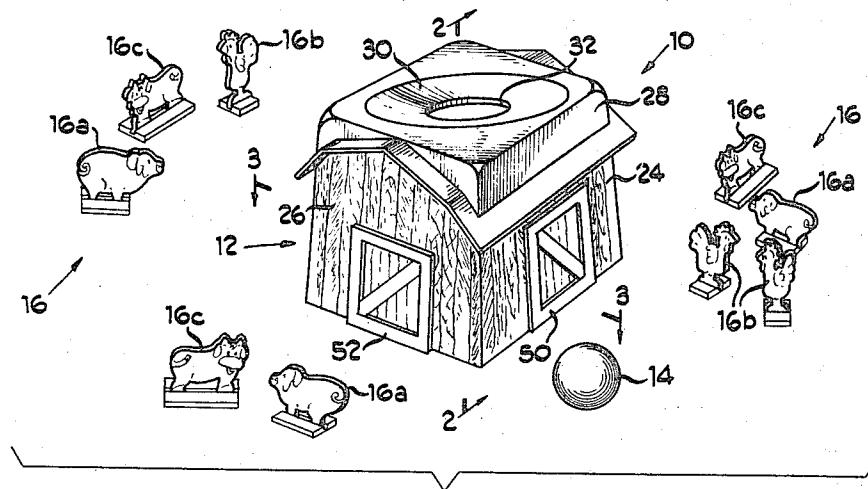
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[57] ABSTRACT

A random dispensation game characterized by the provision of a housing simulating a barn-like structure having a concave top portion with a central opening therein, and conical dispensing member below the central opening, a ball-like playing member intended to be deposited upon the concave portion of the top member and allowed to drop through the opening onto the dispensing member. A plurality of openings in the walls of the structure are in communication with the dispensing member. A door which is opened in response to a playing member striking the interior thereof is disposed over each of the wall openings and plural game elements are provided, which game elements are acquired during play of the game in accordance with the movable door through which the ball-like playing member exits.

2 Claims, 4 Drawing Figures



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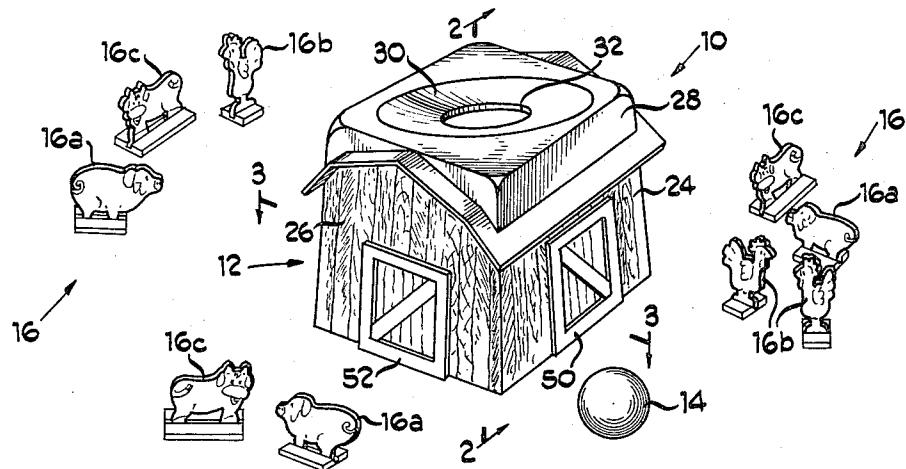


Fig. 1

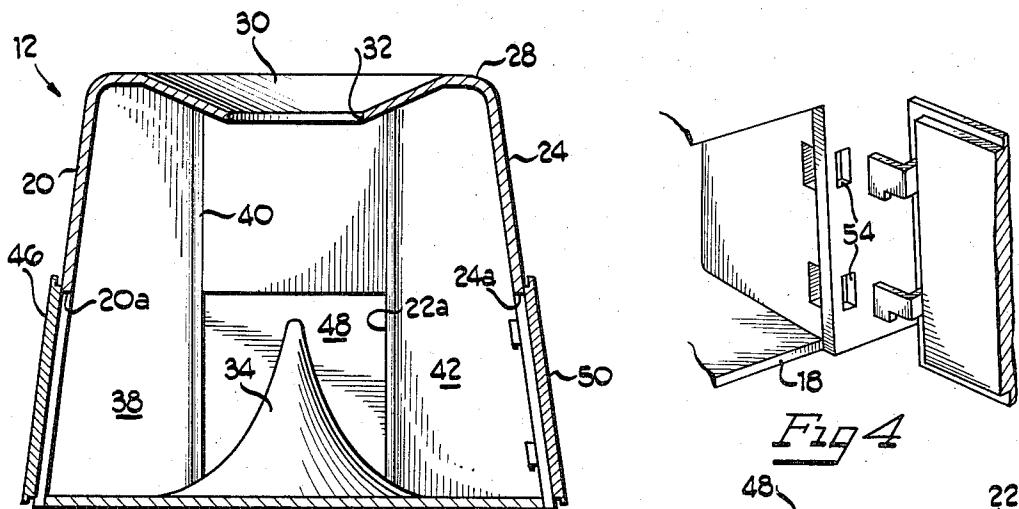
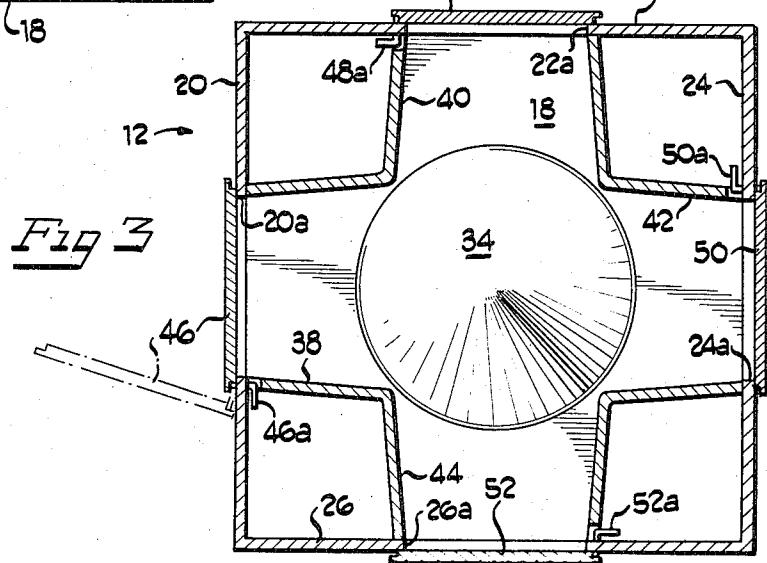
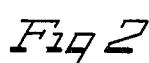


Fig 4



RANDOM DISPENSATION GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to games, and, more particularly, to games which feature the random dispensation of a playing element.

2. Brief Description of the Prior Art

The art is replete with games of the type which feature the random dispensation of a chance element to determine the future play and activity to be undertaken by one of the participants of the game. These games possess the advantage of being simply constructed, executed and understood and affording a high degree of suspense for the several participants, in that the dictates of the game are dependent upon the random dispensation of the playing piece from a central structure.

It is the object of this invention to provide an improved form of random dispensation in the game.

SUMMARY OF THE INVENTION

This invention is directed to the provision of an improved form of random dispensation game, featuring a simulated barn, having side walls with openings therein covered by hinged doors, and a bottom having a medially oriented upwardly extending, conical dispensing member. The top of the housing has a concave or dished surface surrounding a central opening which overlies the apex of the conical portion of the bottom. A ball-like playing piece is provided and it is intended that this playing piece would be placed upon the concave portion of the top and allowed to roll thereabout until it drops through the opening and engages the conical random dispensation member. This will guide the ball outwardly of the housing through one of the several openings in the side walls. Depending upon the particular door outwardly of which the ball is deposited, the future play of the game will take a certain predetermined course of action.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the game of this invention;

FIG. 2 is a section view taken generally along the line 2-2 of FIG. 1;

FIG. 3 is a section view taken generally along the line 3-3 of FIG. 1; and

FIG. 4 is a fragmentary enlarged view, partially broken away in section, illustrating the detail of the hinged connection of the doors to the simulated housing structure utilized in the game of this invention.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

The game 10 of this invention includes a simulated housing structure 12, here shown in the form of a simulated barn-like structure. The game further includes a chance playing piece 14, herein the form of a steel ball,

and a plurality of sets of playing elements 16. Each set of playing elements is intended to include three distinct elements, such as a simulated pig 16a, a simulated chicken 16b, and a simulated cow 16c. The housing 12 includes a bottom or base 18 and upstanding side walls 20, 22, 24 and 26. Each wall 20 through 26 is provided with a respective opening 20a, 22a, 24a, and 26a therein, to provide an exit means for the playing piece 14, following its random dispensation.

10 The housing further is provided with a top, generally indicated 28. The top 28 has a dish-like or concave portion 30, which provides an initial deposit surface and guide or rolling track for the playing piece 14. The concave surface or dish-like portion 30 has a central opening 32, through which it is intended that the playing piece 14 will fall as its rolling activity about the surface 30 decreases, so that it is guided towards the opening 32.

A random dispensation member is provided in the interior of the housing 12 immediately below the opening 32. In the illustrated embodiment, this member takes the form of an upraised cone 34. Cone 34 is positioned generally medially in a cruciform channel or chute structure which includes channel portions 38, 40, 42 and 44 which lead to each of the wall openings 22a, 24a, and 26a respectively. Thus, any time that the playing piece 14 is dropped through the opening 32 it will roll from, and be directed by, the conical member 34 into one of the four chute sections 38 through 44.

20 The housing 12 is further provided with doors 46, 48, 50 and 52, which close each of the openings 20a, 22a, 24a, and 26a, respectively. Each of these doors is provided with hinges 46a, 48a, 50a and 52a, which extend from slots 54 in the several walls of the housing to hingedly mount the doors 46 through 52 with respect to the openings 20a and 26a. Thus, as the playing piece 14 rolls towards one of the openings 20a through 26a, it will strike the interior of one of the doors 46 through 52 and cause the door to be swung about its hinged connection to open the same and permit the playing piece 14 to roll outwardly of the housing 12. During the play of the game, it is intended that each participant would initially be provided with a set 16 of animals consisting of one each of the pieces 16a, 16b and 16c.

25 As the playing piece 14, rolls outwardly through some door or opening of the housing 12, it will determine which player is to give up a simulated animal or playing element 16. The first player to get three animals 16 of the same kind is declared the winner. Obviously, penalty situations could be imposed where the player's playing piece went through his own door opening, such as requiring that player to give up one of his simulated animals.

30 The concave portion of deposit surface 30 may have a tendency to cause the playing piece 14 which is deposited thereon to roll about several times until there is a sufficient decrease in the momentum of the playing piece also as to cause the playing piece to drop through the opening 32 responsive to the influence of the force of gravity. While the playing piece is rolling about in its circular path of travel the participants are subjected to an element of suspense awaiting the deposit of the playing piece on to the conical member 34 from which the playing piece will be subsequently guided out of the housing through one of the doors.

35 The foregoing detailed description has been given for clearness of understanding only, and no unnecessary

limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

We claim:

1. A game apparatus, comprising, in combination: 5 means defining an enclosure having an interior, including plural defined side walls with plural wall openings therein having a movable door over each opening and a top supported by said side walls said top also having a playing piece receiving surface 10 with an opening therein, said receiving surface being generally concave relative to said opening so that a playing piece may be rolled along the receiving surface about said opening toward the opening;

vertical walls within the enclosure on opposite sides of each side wall opening defining plural guide channels in the interior of said enclosure one channel for each side wall opening extending generally from top to bottom of the enclosure and radiating 20 outwardly from a central intersection leading to each of said wall openings;

a rollable playing piece of a size and shape to pass

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through said top and side wall openings and to open said movable doors when coming into contact therewith;

a generally conical upwardly pointing random direction protuberance formed in said interior generally centrally of said guide channels and completely interiorly of said vertical walls, with the upwardly pointing apex of the conical protuberance disposed at said central intersection generally centrally below said top opening and communicating with each of said guide channels for receiving a playing piece which drops through said top opening and directing the playing piece randomly into one of said guide channels and thus to one of the wall openings; and

plural game elements which are acquired during play of the game in response to a playing piece being directed into one of said guide channels and through the respective side wall opening.

2. The combination of claim 1 including plural sets of game elements, each set being comprised of different elements.

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