May 24, 1927. 1,630,098

P. C. SMITH

AMUSEMENT DEVICE

Filed March 11, 1926

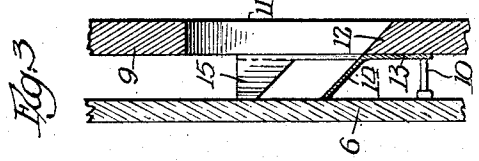


Fig. 3

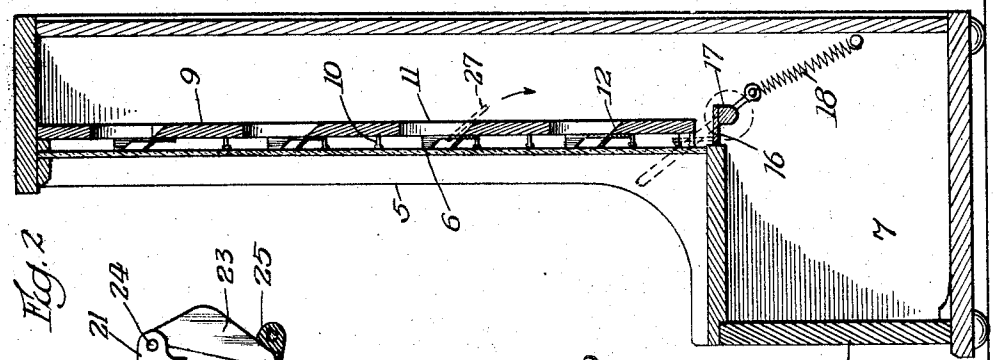


Fig. 2

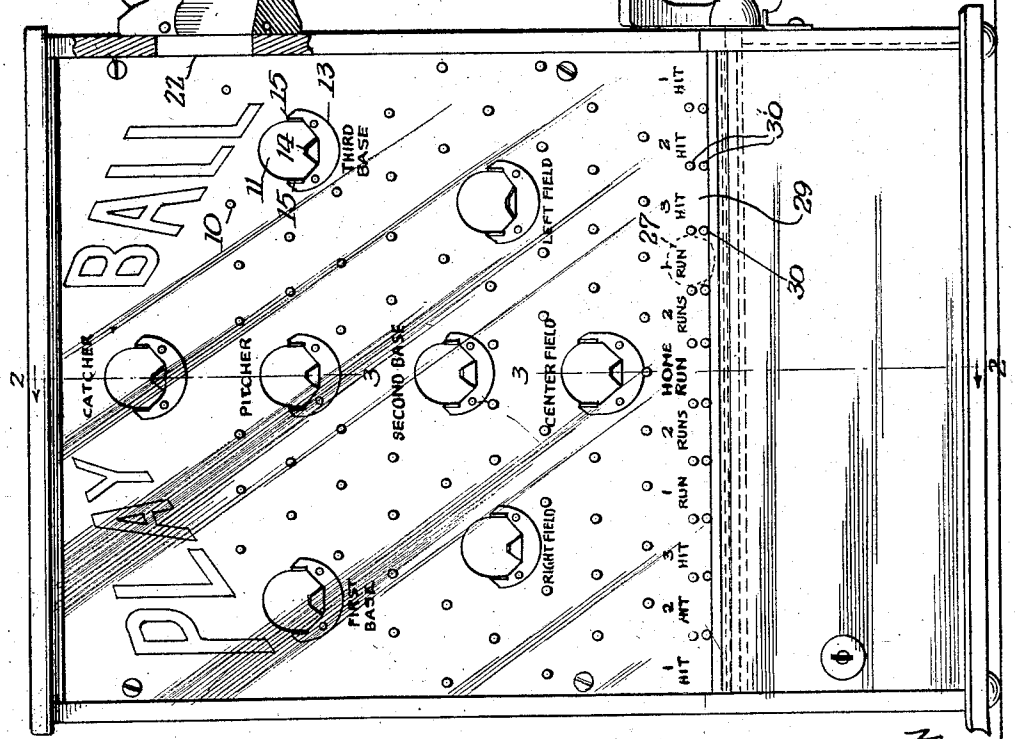


Fig. 1

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Patented May 24, 1927. 1,630,098

UNITED STATES PATENT OFFICE.

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AMUSEMENT DEVICE.

Application filed March 11, 1926. Serial No. 93,844.

This invention relates to amusement devices which are operated by a coin or token and its object is to provide a device of simple construction which can be operated in substantial accordance with a baseball game to excite interest and create pleasure and amusement.

More particularly the invention has for its object to provide a device designed in a manner similar to a baseball field with means whereby a coin or token instead of a baseball may be caused to travel in any one of many different and independent paths over the field and be disposed of in a manner indicating put-outs, hits or runs.

In the accompanying drawings illustrating a selected embodiment of the invention;

Fig. 1 is a front elevation of the device, partly in section.

Fig. 2 is a sectional view on the line 2—2 of Fig. 1.

Fig. 3 is an enlarged detail sectional view.

Referring to the drawings 5 is a cabinet having a glass front 6, a compartment 7 and a door 8. A panel 9 is arranged behind the glass front 6 and pins 10 inserted in the panel have their heads arranged in engagement with the glass front. There are a number of openings 11 in the panel and these openings are downwardly and inwardly inclined at the bottom 12. A frame 13 is fastened to the panel on the front thereof at the lower part of each opening, and each frame is provided with a bottom projection 14 and side projections 15 which extend outward to engage the glass front.

A shelf 16 is supported within the cabinet on a rocker 17 which is mounted in the side walls of the cabinet. The shelf is located at the bottom of the space between the glass front 6 and the panel 9 and is spaced sufficiently below the panel to permit the shelf to swing freely. The shelf and rocker are held in normal position, as shown in full lines in Fig. 2 by a spring 18, and a handle 19 is arranged on one end of the rocker, on the outside of the cabinet for operating the rocker to shift the position of the shelf. A stop 20 on the cabinet limits the operation of the handle.

A token chute 21 is arranged adjacent the upper end of one side of the cabinet in alignment with a slot 22 in said side and a snapper arm 23 at the outer end of this chute is pivoted at its upper end 24 to the chute and has its lower end arranged to engage a stop 25 so that this snapper arm closes the outer end of the chute. The bottom 26 of the chute is downwardly and outwardly inclined so that a token 27 dropped into the chute at the open top 28 thereof will lodge on the inclined bottom and against the snapper arm 23, as shown in Fig. 1.

The openings 11 are distributed in a manner similar to the arrangement of players on a baseball field and the pins are distributed over the panel in any desired arrangement, being spaced apart to permit a token of a maximum size determined by the insert opening 28 in the chute to travel through the pin space to one of the openings 11 or, if it escapes the openings, to a position on the shelf 16 in one of the pockets 29 defined by the spaced sets of pins 30. I prefer to apply designations on the panel adjacent the openings indicating players or player's positions and to apply designations indicating hits and runs to the spaces 29 above the shelf. The token having been inserted in the chute and assuming the position shown in Fig. 1 the player snaps the snapper arm which propels the token into the pin space between the glass front and the panel and then it travels down by gravity and falls through one of the openings 11 into the bottom of the cabinet, or finally lodges in one of the hit and run spaces 29 upon the shelf 16. A game may be played similar to the well known baseball game; when a token enters an opening it represents an out; when a token lodges in a hit or run pocket 29 it indicates a hit or run. When one or more tokens are lodged in a pocket 29, the handle may be operated to tilt the shelf to deposit the token in the cabinet.

The projections 14 and 15 around the bottom part of each opening serve to direct the token into proper registration with the opening to travel therethrough and I prefer that the bottom projection should be inclined at or about the same angle as the inclination of the bottom 12 of the opening 11 so that the token will slide freely through the opening.

My invention provides an amusement device of simple construction which can be easily operated and which will be interesting to old and young and afford pleasure and amusement to all who play. I have described the invention as constructed for use

with a coin or token, but it is apparent that any small object capable of traveling through the pin space and between the pins and also of a size to pass freely through the openings 11, may be used in place of a coin, and therefore I will use the word "token" in the claims as indicating a coin or any other object which may be used in a manner similar to that of a coin for practicing the invention.

I am also aware that changes may be made in the construction and arrangement of parts without departing from the spirit or sacrificing the advantages of the invention and I reserve the right to make all such changes as fairly fall within the scope of the following claims.

I claim:

1. An amusement device of the class described comprising a cabinet having a glass front, a panel behind said front and having a plurality of openings therein, a frame fastened to the panel at the bottom of each opening, projections on said frame at the bottom and at the sides of the opening, the side projections extended outwardly and engaging the glass front to direct the token into proper registration with said opening, the bottom of the opening in the panel being inclined inwardly and downwardly and the bottom projection of the frame being inclined to correspond with the bottom of the opening, a token chute on the cabinet, and a snapper arm adapted to be operated to propel the token into the space between the glass front and the panel at the top thereof.

2. In an amusement device of the character described, a cabinet having a glass front, a panel arranged behind the same, the said panel having a plurality of openings downwardly and inwardly inclined at the bottom thereof, frames secured to the panel on the front face thereof and having bottom projection and side projections engaged with the glass front, the side projections arranged and extended outward to direct the token into proper registration with said openings, with the bottom projection inclined at substantially the same angle as the inclination of the opening in the panel and coinciding therewith, and pins inserted in the panel with their heads arranged in engagement with the glass front.

PERCY C. SMITH.