K. OKAMOTO.

GAME APPARATUS.

APPLICATION FILED APR. 10, 1915.

1,144,051.

Patented June 22, 1915.

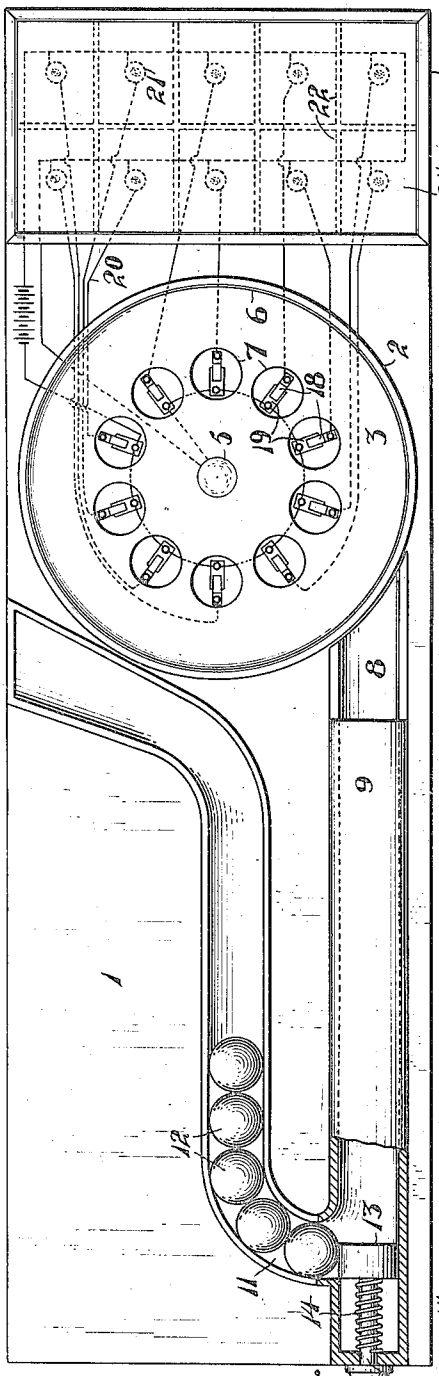


Fig. 1.

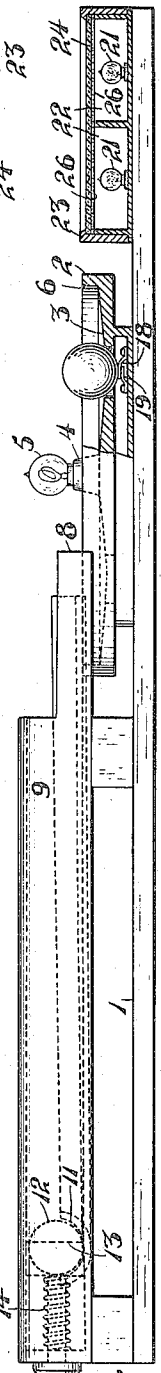


Fig. 2.

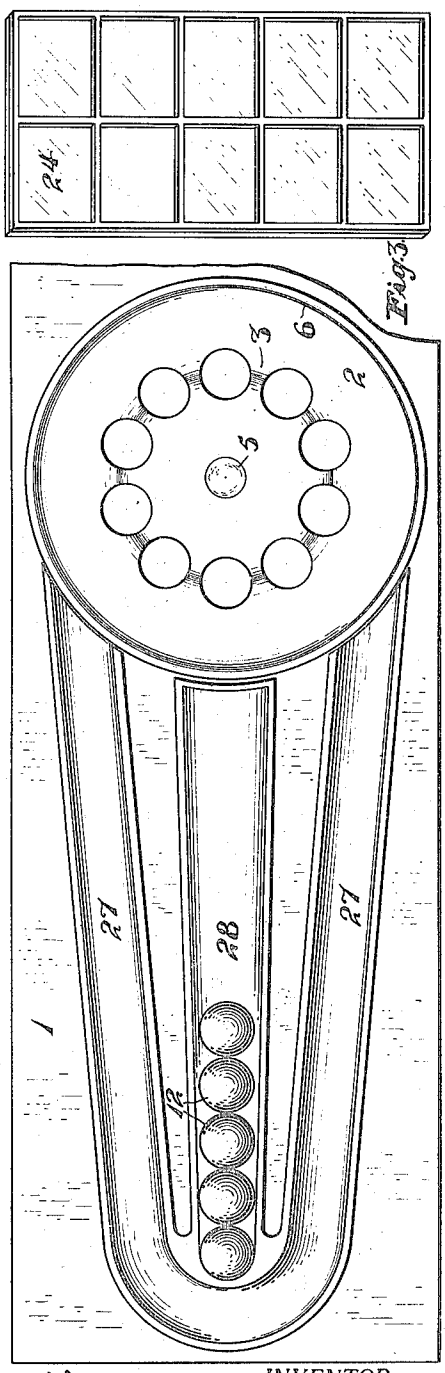


Fig. 3.

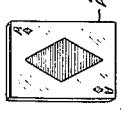


Fig. 4.

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

1,144,051. Specification of Letters Patent. Patented June 22, 1915.

Application filed April 10, 1915. Serial No. 20,443.

To all whom it may concern:

Be it known that I, KENKICHI OKAMOTO, a subject of the Emperor of Japan, residing at San Francisco, in the county of San Francisco and State of California, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

The object of the present invention is to provide a game apparatus in which much skill can be exercised and in which the results of the skill will visibly appear in a pleasing manner.

In the accompanying drawing, Figure 1 is a plan view of my improved game apparatus; Fig. 2 is a longitudinal vertical section thereof; Fig. 3 is a perspective view of a frame; Fig. 4 is a perspective view of a card; Fig. 5 is a broken plan view of a modification of the apparatus.

Referring to the drawing, 1 indicates a board upon which is secured a circular frame 2, having thereon a circular runway 3 around a central support 4 for a lamp 5 and surrounded by a low wall or fence 6. In said runway are a number, here shown as ten, of holes 7. Extending tagentially to, and at a higher level than, said runway is a channel 8 extending from a tube 9 with which, at a point near its outer end, communicates a supply channel 11 inclined downwardly toward the tube and in which are a series of balls 12, said balls being, however, normally prevented from passing from said channel 11 to the tube 9 by a plunger 13 normally pressed into a position to block up the passage from said channel into said tube by a spring 14, compressed between said plunger and the outer end of the tube, and coiled around a stem 16, secured to said plunger and passing through a hole in said outer end having thereon, outside said tube, a handle 17 by which the plunger can be withdrawn against the pressure of said spring.

When the plunger has been so withdrawn a ball will roll into said tube so as to be in front of the plunger and then, upon releasing the plunger, the ball will be projected in the tube and trough and discharged into the circular runway and will travel around said runway a distance which will depend upon the force of the spring, and therefore upon the extent to which the plunger has been withdrawn rearwardly.

The bottom of the circular runway slopes downward from both sides toward the center so that the balls, when not held against the wall 6 by centrifugal force, roll down toward the central portion of the runway and eventually come to rest in one or the other of the holes or pockets 7 therein. When a ball so rests in a pocket, it depresses a contact 18 into contact with a contact 19. Said pairs of contacts 18 and 19, one for each pocket, are respectively in electrical circuits 20 through lamps 21 in compartments 22 of a frame 23, the tops of which compartments are closed by a glass plate 24 to the under side of which plate are secured, in the several compartments, the backs of playing cards 26, so that the symbols on said cards are directed downwardly. Thus, ordinarily, the cards will not be visible through the glass plate, but, when a ball drops into a pocket, the card corresponding to said pocket and the lamp corresponding to which is in the same circuit as the contacts 18 and 19 immediately beneath said pocket, will be visible, being illuminated by said lamp.

Said cards are preferably in two series and are of different value in each series. Thus the cards may be of different colors, as red and green, and numbered from one to five, or they may be in different suits, as spades and diamonds and may be the five lowest cards or the five highest cards of the suit. The card having the highest value will be in a compartment the lamp of which is electrically connected with the contacts below the pocket which, as found by experience, is the most difficult to fill with a ball, and in like manner, the cards will be arranged so that their value corresponds with the difficulty of filling the corresponding holes with a ball. The object of the game is to place the five balls in the ten pockets in such a manner as to secure the combination of cards which counts the highest. If two players are playing, and the highest card that is illuminated by the play of one of them is a king or queen and that illuminated by the other is an ace, then the latter wins. But if the play of the former should illuminate two queens or two kings and of the latter only an ace, then the former wins. A score may be kept of the number of wins by each player and the game may be determined when the score of either player reaches a certain amount.

In the modification of the invention shown

in Fig. 3 instead of the tangential channel 2, two tangential channels 27 are used on opposite sides of the circular runway and the balls are now projected by hand. A supply channel 28 is now located centrally between the two discharge channels. In this form of the invention, in order to cause a ball to rest in a pocket which is farthest from the channels 27, two balls may be started in the two channels 27 at the same time, so that they may impinge upon each other opposite to said last-named pocket. Should it be desired to fill any particular side pocket which is needed, a ball may be started on one side within a definite length of time after a ball has been started on the opposite side, so that they will impinge upon each other at such a point as to give the greatest possible chance of one of the bolts dropping into the desired pocket.

It will be seen that the above-described apparatus provides for a great degree of skill and at the same time displays the result of said skill in a very striking and pleasing manner.

I claim:—

1. A game apparatus comprising a runway having therein a series of pockets, balls, means for directing the balls into said runway, electric lamps, electrical circuits for the several lamps arranged to be closed by the resting of balls in the several pockets, playing cards, and means for supporting said cards so that the symbols thereon are visible only when illuminated by said lamps.

2. A game apparatus having a series of pockets, balls, electric lamps, electrical circuits for the several lamps arranged to be closed by the resting of balls in the several pockets, playing cards, and means for supporting said cards so that the symbols thereon are visible only when illuminated by said lamps.

3. A game apparatus having a series of pockets, balls, playing cards corresponding to the several pockets, electric lamps for illuminating said cards and means for closing a circuit through said lamps.

In testimony whereof I have hereunto set my hand in the presence of two subscribing witnesses.

KENKICHI OKAMOTO.

Witnesses:
F. M. WRIGHT,
D. B. RICHARDS.