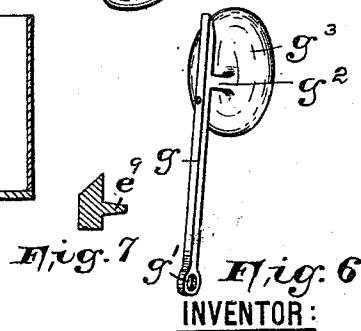
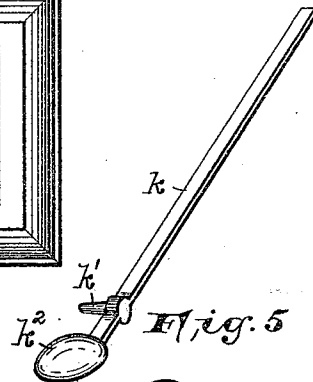
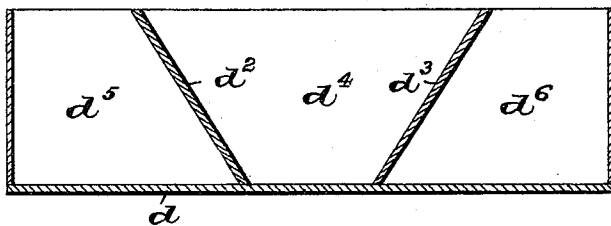
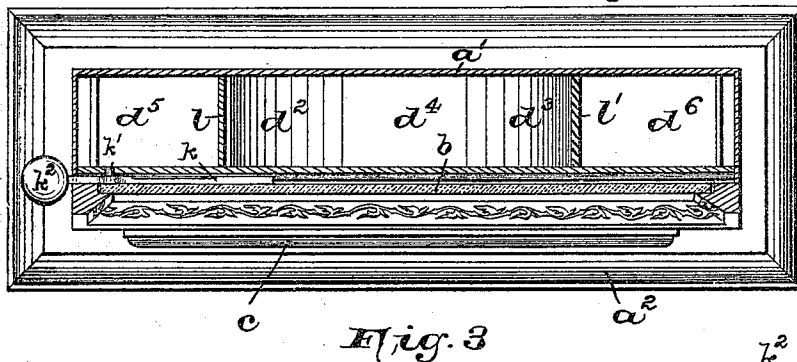
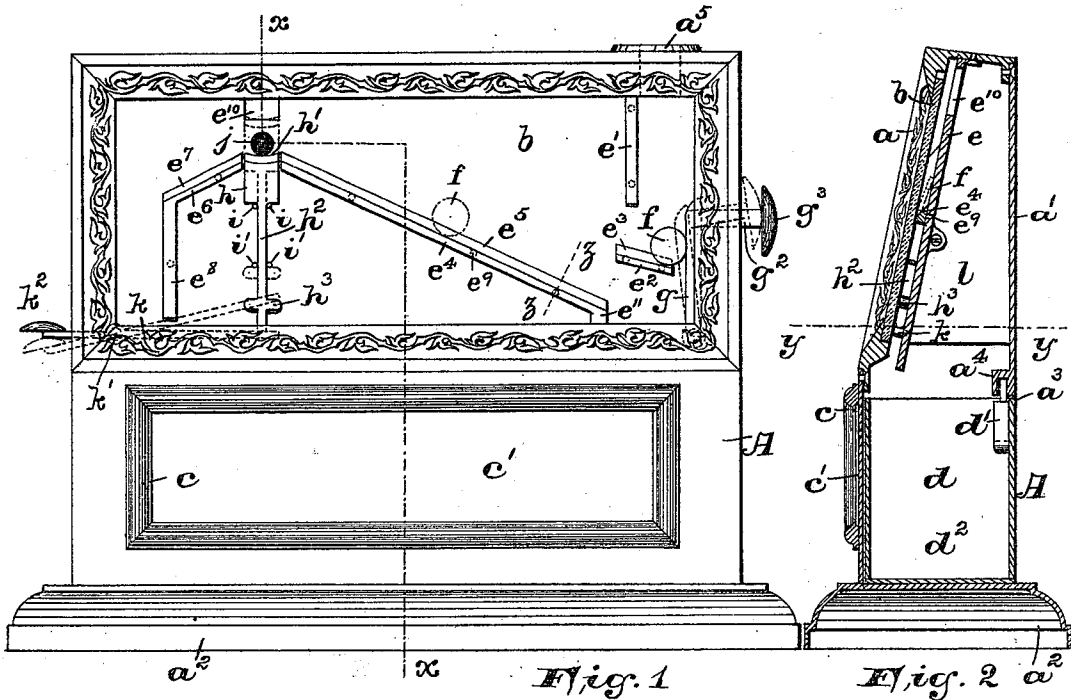


G. TROXLER, Jr.
GAME APPARATUS.

Patented Mar. 20, 1894.



WITNESSES:

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UNITED STATES PATENT OFFICE.

GUSTAVUS TROXLER, JR., OF NEWARK, NEW JERSEY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 516,994, dated March 20, 1894.

Application filed December 9, 1893. Serial No. 493,204. (No model.)

To all whom it may concern:

Be it known that I, GUSTAVUS TROXLER, Jr., a citizen of the United States, residing at Newark, in the county of Essex and State of New Jersey, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to letters of reference marked thereon, which form a part of this specification.

The present invention has reference to a novel form of game apparatus, and has for its principal object to provide an inexpensive, compact and durable apparatus, provided with a suitable receptacle having partitions forming compartments for the reception of the coins or counters used in the game, whereby, by an inspection of the coins or counters in the said compartments, the number of "winners" or "losers" can be readily told.

The invention therefore consists of a suitable case provided in the front thereof with a glass or other transparent face, behind which the coins or counters and the operating mechanism are exposed to view.

The invention consists, further, in the arrangement of inclined guides upon which a coin or counter is forced and caused to roll thereon, the purpose of the game being to put said coin upon an approximately horizontal guide and to cover with said coin, the "winning spot." If the coin has not been propelled with sufficient force to reach said spot, or has been propelled with more force than necessary, to cause it to pass over said spot, the coin or counter will roll down the inclined guide and through a suitable opening into a certain compartment in the drawer in the bottom of the case, indicating that said coin has been lost to the player.

The invention, consists further, of mechanism for removing the coin or counter from in front of the "winning spot," through an opening or hole in the partition against which the coin guides are secured, to allow the coin to drop into a compartment in the drawer in the bottom of the case, where it indicates a "winner" for the player.

The invention further consists in other novel

arrangements and combinations of parts, such as will be hereinafter more fully described and finally embodied in the clauses of the claim. 55

The invention is illustrated in the accompanying sheet of drawings, forming part of this specification, in which similar letters of reference are employed to indicate corresponding parts in the several views, and in which— 60

Figure 1 is a face view of my novel form of game apparatus, embodying the features of my invention and showing behind a glass front therein the operating mechanism and coin-guides. Fig. 2 is a vertical cross-section 65 taken on line *x* in Fig. 1, and Fig. 3 is a horizontal section taken on line *y* in Fig. 2. Fig. 4 is a longitudinal vertical section of a coin drawer employed in connection with my novel form of game apparatus, clearly illustrating 70 the arrangement of partitions forming three compartments in said drawer, the end compartments of which are for "losers" and the inner compartment being for the "winners." Figs. 5 and 6 are perspective views of certain 75 levers employed in connection with the apparatus, and Fig. 7 is a detail view of one of the coin-guides representing the same in cross-section, taken on line *z*, in Fig. 1 and illustrating a pin or prong formed integrally 80 on the back of said guide, whereby said pin can be forced into a hole or perforation in a partition in the machine to secure said coin-guide to said partition.

Referring to the drawings, A designates a 85 suitable case or inclosure made of wood or metal, which is provided in its upper portion with an opening *a*, closed by means of a suitable glass plate *b*, and has a back *a'* and suitable base *a''*, as will be clearly seen from Fig. 90 2. Against the lower front portion of said case may be secured a suitable frame *c* provided with a glass plate *c'* behind which may be arranged the directions for playing the game, and operating the mechanism con- 95 tained in the casing. The back *a'* of said casing is provided with a suitable opening *a'''* through which a money drawer *d* can be passed into the bottom of said casing A. Said money drawer *d* is provided with suitable partitions 100 *d''* and *d'''*, thereby forming the center compartment *d''''* and the end compartments *d'''''* and *d''''''*, as will be seen from Fig. 4. Near one end of said casing A, and in the top thereof is a

coin slot a^5 , as indicated in dotted outline in Fig. 1, through which a coin or counter f can be inserted and passed down in front of a partition e arranged in the upper part of said casing A, in any suitable manner, behind said glass plate b , leaving sufficient space for a coin or suitable counter to roll between said partition and glass plate. As will be seen from Fig. 1, adjacent to said coin slot a^5 and secured on the front of said partition e , is a guide e' . Directly beneath said guide e' is a second guide e^2 having a chamfered surface e^3 . When the coin f is passed through the opening or coin slot a^5 , it passes down through the chute formed by said guide e' and the side wall of the casing A, dropping upon said guide e^2 and resting against a pivoted lever g , as indicated in said Fig. 1. Said lever g , as will be seen from Fig. 6, is provided with an eye g' , whereby it can be pivotally secured between said partition e and frame portion in which said glass plate b is secured. Said lever g is provided with an arm g^2 extending at a right angle therefrom through an opening in the side of the casing A and has on its free end a push-knob g^3 . The player strikes said knob, and thereby forces the coin f from the guide e^2 (the position of the lever g and its parts being indicated in dotted outline, as shown in Fig. 1), upon an inclined guide e^4 , provided with a chamfered edge e^5 . Said guide e^4 terminates directly in front of an approximately horizontal guide h having a chamfered edge h' . On the opposite side of said guide h is a second inclined guide e^6 provided with a chamfered edge e^7 and terminating in a downwardly extending guide e^8 , as will be clearly seen from said Fig. 1. All of said guides e' , e^2 , e^4 , e^6 and e^8 , may be secured to the front of said partition e by means of suitable screws, or said guides may be provided with pins or prongs e^9 , cast directly on the back of said guides, which are forced into suitable holes in said partition e and thereby hold said guides securely in place. Said guide h , which forms a slide, is provided with a downwardly extending arm h^2 having the oppositely projecting fingers h^3 thereon. Said arm h^2 is adapted to slide between pairs of pins i and i' , whereby said guide h normally rests in position between the ends of the guides e^4 and e^6 , as indicated in said Fig. 1, and whereby a coin or counter can be rolled from the incline e^4 upon the guide h and over the same upon the incline e^6 . The lower end of said rod or arm h^2 connected with said guide h rests upon a lever k provided with a fulcrumal pin k' , whereby said lever is pivotally arranged in the partition e , as will be clearly evident from Fig. 3. The one end of said lever passes through an opening in the side of the casing A and is provided with a finger-piece k^2 , by means of which said end of the lever can be pressed down causing the opposite end to rise, as indicated in dotted outline in Fig. 1. This will cause the rod or arm h^2 , and with it the guide

h , to move upwardly until the oppositely projecting fingers h^3 on said arm come in contact with the pins i' , and a coin which has stopped upon the incline h' connected with said guide h will be shoved upwardly and finally passed through a perforation or hole e^{10} in the partition e , which allows said coin to pass down between two cross-partitions l and l' in the upper portion of the casing A, and finally drop into the compartment d^4 in the drawer d , which indicates that said coin was a "winner" to the player. Said partitions l and l' prevent said coin f from dropping into either of said compartments d^4 and d^5 in the drawer d , as will be clearly understood. Directly above the inclined portion h' of the said guide h , and upon the partition e may be painted or arranged thereon in any other well-known manner, a suitable spot j , which may be of any color, and which I term the "winning spot."

The machine is played in the following manner:—The coin or other counter f is passed through the slot a^5 and dropped upon the guide e^2 , as indicated in Fig. 1. By means of a push on the knob g^3 connected with the lever g , the coin is forced upon the guide e^4 , rolling up on the same, and if it remains upon the guide h the coin is a "winner," as indicated by the covering of the spot j by said coin. The coin can be removed from said spot and dropped into the compartment d^4 of the drawer d , by means of the lever k , in the manner just stated in the above. If the coin has been propelled with force sufficient only to force it part way up the guide e^4 , it will finally roll back thereon and pass between the guide e^2 and the portion e^{11} on the guide e^4 , and drop into the compartment d^5 of the drawer d , thus indicating that the player has lost. If the coin has been propelled with too much force to drive it over the guide h , passing the winning spot j and upon the guide e^6 , said coin will then roll down said guide, dropping into the chute formed by the vertical guide e^8 and the side of the casing A into this compartment d^5 , thus indicating that this coin has been a loser. The lever g and its parts, as well as the lever k have been arranged in such a manner, that after the player has operated them and removed his hand, said levers will return to their normal positions, ready to be operated a second time. Thus I avoid the use of springs. As has been stated in the above and as is indicated in the several views of the drawings, the several coin guides are chamfered or inclined on their upper surfaces, which prevents a coin from resting flatly against the partition e or against the glass plate b , as indicated by the dotted position of the coin f , in Fig. 2, thereby preventing the sticking of the coin on any one of the coin guides, when the coin is wet, which is sometimes done by persons trying to defraud the machine. The casing A is preferably rectangular in cross-section and may be provided with any suitable configuration or

design. Of course it will be evident that certain changes of construction can be made without departing from the scope of my present invention and therefore I do not wish to be understood as limiting myself to the exact construction and arrangement of the parts herein shown.

It will be seen that by my improvements a simple and effective, working game apparatus has been devised, which may be played for amusement to prove the skill of the operator in sending a coin or counter to the winning spot. The machine may also be played for prizes, if desired.

Having thus described my invention, what I claim is—

1. In a game apparatus, the combination, of the case A having a coin slot, a guide e^2 , an inclined guide e^4 , means for forcing a coin from said guide e^2 upon said guide e^4 , consisting essentially of a pivoted lever g provided with an arm g^2 , a guide e^6 , a suitable slide arranged to slide up and down between the ends of said guides e^4 and e^6 , all of said guides and the slide being arranged on a partition in said case A, a hole or opening in said partition, and means for raising and lowering said slide, substantially as and for the purposes set forth.

2. In a game apparatus, the combination, of the case A having a coin slot, a guide e^2 , an inclined guide e^4 , means for forcing a coin from said guide e^2 upon said guide e^4 , a guide e^6 , a suitable slide arranged to slide up and down between the ends of said guides e^4 and e^6 , all of said guides and the slide being arranged on a partition in said case A, a hole or opening in said partition, means for raising and lowering said slide, and a drawer in said case A below said partition, substantially as and for the purposes set forth.

3. In a game apparatus, the combination, of the case A having a coin slot, a guide e^2 , an inclined guide e^4 , means for forcing a coin from said guide e^2 upon said guide e^4 , a guide e^6 , a suitable slide arranged to slide up and

down between the ends of said guides e^4 and e^6 , all of said guides and the slide being arranged on a partition in said case A, a hole or opening in said partition, means for raising and lowering said slide, and a drawer in said case A below said partition, said drawer having separate compartments therein, substantially as and for the purposes set forth.

4. In a game apparatus comprising therein, a case A, having a transparent front, a partition behind said front, a "winning spot" on said partition, means for forcing a coin or counter onto said spot, and mechanism for removing said coin or counter from said spot, consisting essentially of a slide h , a lever k and a coin guide e^6 substantially as and for the purposes set forth.

5. In a game apparatus comprising therein, a case A, having a transparent front, a partition behind said front, a "winning spot" on said partition, means for forcing a coin or counter onto said spot, consisting essentially of coin-guides e^2 and e^4 , and a pivoted lever g provided with an arm g^2 and a push knob g^3 , in combination, with a slide h , a lever k , and a coin guide e^6 , all arranged substantially as and for the purposes set forth.

6. In a game apparatus comprising therein, a case A, having a transparent front, a partition behind said front, a "winning spot" on said partition, an opening or hole in said partition, means for forcing a coin or counter onto said spot, consisting essentially of coin guides e^2 and e^4 , and a pivoted lever g provided with an arm g^2 and a push knob g^3 , in combination, with a slide h , a lever k , and a coin guide e^6 , all arranged, substantially as and for the purposes set forth.

In testimony that I claim the invention set forth above I have hereunto set my hand this 6th day of December, 1893.

GUSTAVUS TROXLER, JR.

Witnesses:

FREDK. C. FRAENTZEL,
WM. H. CAMFIELD, Jr.