

April 19, 1932.

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1,854,978

AMUSEMENT DEVICE

Filed Aug. 23, 1929

Fig. 1.

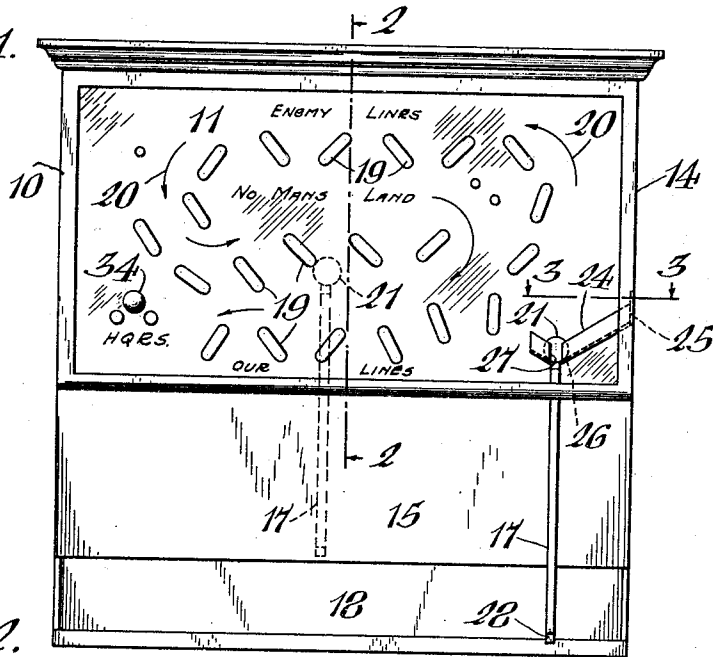


Fig. 2.

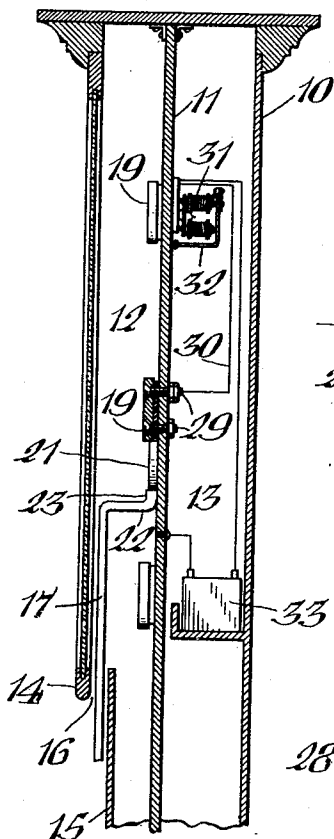


Fig. 3.

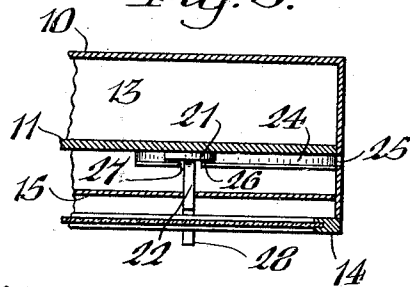


Fig. 4.

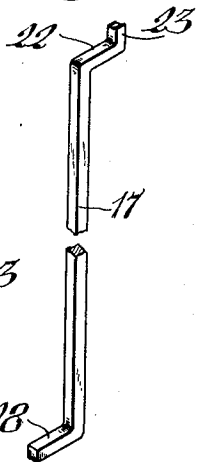
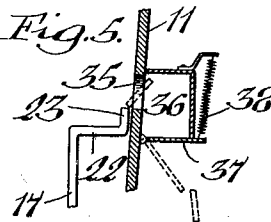


Fig. 5.



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AMUSEMENT DEVICE

Application filed August 23, 1929. Serial No. 337,882.

This invention relates to an amusement device or game apparatus, wherein the element of skill is required for the successful operation.

One of its objects is the provision of a device of this character which has been designed to make it exceedingly interesting and pleasurable for amusement purposes and still require skill to effect its successful operation.

Another object of the invention is to provide an amusement device which is simple, compact and inexpensive in construction, and which is not liable to get out of order.

In the accompanying drawings:—

Figure 1 is a front elevation of the amusement device embodying my invention. Figure 2 is an enlarged fragmentary cross-section thereof taken in the plane of line 2—2, Figure 1. Figure 3 is an enlarged fragmentary horizontal section taken on line 3—3, Figure 1. Figure 4 is a perspective view of the actuating bar of the device. Figure 5 is a fragmental sectional view of a slightly modified form of the device.

Similar characters of reference indicate corresponding parts throughout the several views.

The improved device consists of a casing or cabinet 10 of substantially rectangular shape having an upright partition 11 or game-board extending from top to bottom thereof and dividing the casing into front and rear compartments 12 and 13, respectively. The front side of the casing has a transparent upper wall 14 and a lower wall 15, the latter being spaced rearwardly from the former in overlapping relation to provide a narrow passage 16 extending from side to side of the cabinet and opening at its upper end into the adjoining compartment 12, as seen in Figure 2. The lower end of this passage opens downwardly and is exposed to the front side of the cabinet to receive a vertically-disposed actuating bar or member 17 which is manually movable in a universal manner both vertically and from side to side of the cabinet during the act of playing the game. The lower wall 15 terminates short of the bottom of the cabinet to

provide a hand opening 18 whereby access may be had to the front compartment 12.

Applied to the front side of the partition 11 opposite the transparent wall 14 of the casing are a plurality of projections or obstacles 19 which, in the example shown in the drawings, are arranged to provide a sinuous path indicated by the arrows 20 through which an object, such as a coin or disk 21, supported on the actuating bar 17 is adapted to be passed, the object being to successfully carry the coin on the bar through said path without its dropping off the bar into the bottom of the compartment 12. As shown in Figures 2 and 4 the coin-carrying bar is substantially L-shaped, having a laterally-bent arm 22 at its upper end terminating in an upright finger or rest 23 on which the coin is adapted to rest edgewise, the length of said arm being approximately the same as that of the depth of the compartment 12 and the coin engaging flatwise against the front side of the partition 11 while the player guides its movements thereover through the medium of the bar 17. By shaping the latter in this manner, it can be moved universally over the face of the partition without interfering with the projections 19.

Adjacent one side of the front compartment 12 is a coin guide 24 and a slot 25 for introducing the coin to the guide, the latter being applied to the face of the partition 11 and being substantially V-shaped to provide a seat 26 onto which the coin falls after being inserted through the slot. At the seat portion of the guide is formed a vertical slot or passage 27 through which the finger 23 and adjoining end of the arm 22 of the actuating bar is adapted to pass during the initial act of lifting the coin from its seat. The lower end of the actuating bar has a suitable handle 28 thereon for manipulating it.

In the embodiment of the invention illustrated in the drawings, the game-board is representative of a battlefield with the projections 19 arranged to form the "enemy lines", "our lines" and "no man's land", and the object of the game is to move the coin successfully through the path defined by the arrows to "headquarters" located at the lower

left corner of the board. In order to excite interest in the game, certain of the projections are included in an electric circuit, so that in the event the coin contacts with one of those projections, an electric circuit is closed which might light a lamp, ring a bell, operate an armature to produce the effect of a machine gun, or accomplish other effects. To this end, the projections 19 are insulated from the partition or game-board 11, which is made of a conductive material and, as seen in Figure 2, these projections are fastened to the board by screws 29, one being grounded to the board and the other being connected by a wire 30 with a buzzer 31 whose armature 32 is disposed to strike against the rear side of the game-board to produce a plurality of taps in imitation of machine gun. The source of current supply may be provided by a battery 33. At "headquarters", a lamp 34 may be provided which would light when the player has successfully moved the coin to that point.

In the operation of the device, a coin is inserted in the slot 25 and assumes the position shown by full lines in Figure 1. The player then grasps the bar 17 and after balancing the coin therein proceeds to guide it through the path defined by the arrows 20, the coin lying flatwise against the partition or game-board 11 and being directed in its movements by the manipulation of the bar. If the coin should strike one of the projections 19 and be jolted off the bar-finger 23 it will drop to the bottom of the casing. Should the coin contact with one of the projections included in an electric circuit, such circuit will be closed to produce any one of the effects above mentioned. If the coin is successfully moved through the defined course and brought to "headquarters", a contact is then made to light the lamp 34, signifying that the player has attained the end desired.

In Figure 5 I have shown a slightly modified form of "headquarters" or station at the end of the path of travel of the coins. In this case, the coin, after successfully traversing the defined path is allowed to drop by gravity through a discharge opening 35 formed in the game board 11 into a suitable compartment 36 located at the rear side thereof. This compartment may have a trap door 37 at its bottom normally held closed by a spring 38. When the coin drops into the compartment, it opens the door and thence drops into a suitable receptacle provided for receiving it.

As shown in Figure 5, the game board may be slightly tilted or inclined rearwardly to prevent the coins or like objects from falling off too readily from the actuating bar.

I claim as my invention:—

1. An amusement device of the character described, comprising a casing containing a

game-board and a vertically-disposed passage therein substantially coextensive with the width of said game-board and located forwardly of and in spaced relation to the latter, and a vertically-disposed, coin-carrying member extending upwardly through said passage in spaced overlying relation to the game-board and terminating at its upper end in a laterally-bent arm bearing against the game-board and having a coin rest at its inner end, the coin being supported edgewise on said rest and flatwise against the game-board, said arm constituting a stop for preventing the withdrawal of the coin-carrying member downwardly through said passage.

2. An amusement device of the character described, comprising a casing containing a game-board and a passage therein substantially coextensive with the width of said game-board, a plurality of baffles projecting from the game-board and arranged to form a sinuous path of travel, and a manually movable member extending through said passage and having a laterally offset arm adapted to support a displaceable object, said member being guided in said passage for movement both vertically and from side to side of the casing to move the object through the path formed by said baffles.

3. An amusement device of the character described, comprising a casing containing a compartment, the rear wall of the latter constituting a game-board over which an object is adapted to travel in a predetermined path, the front wall of said compartment including a transparent upper section disposed opposite the game-board and a lower section disposed in spaced, partially underlying relation to the upper section to form a passage extending from side to side of the casing and opening into said compartment, and an object-carrying member extending through said passage and manually movable over the game-board, said member terminating at its upper end in an upwardly-facing, object-supporting arm extending across the casing-compartment.

4. An amusement device of the character described, comprising a casing containing a game-board and a passage therein substantially coextensive with the width of the game-board, a plurality of baffles projecting from the game board and arranged to form a sinuous path of travel, an electric circuit including a device to be energized, certain of said baffles being included in said circuit and constituting switch contacts, and a manually movable member extending through said passage and having a support thereon for a displaceable object, said member being guided in said passage for movement both vertically and from side to side of the casing to move the object through the path formed by said baffles, the object constituting a switch-contact companion to certain of said baffles, whereby when

the object contacts with a baffle included in the circuit the latter is closed to energize the device to be actuated.

5. An amusement device of the character described, comprising a casing defining a substantially upright chamber and containing a game-board and a passage therein substantially coextensive with the width of said game-board and opening upwardly into said chamber, and a coin-carrying member extending through said passage into the chamber in parallel relation to the game-board and manually and bodily movable thereover in an unrestricted path both vertically and crosswise thereof, said passage being disposed forwardly of the game-board and the coin-carrying member having a laterally-offset arm facing toward said board and having a coin rest thereon.

6. An amusement device of the character described, comprising a casing containing a game-board and a passage therein substantially coextensive with the width of said board, a coin-receiving guide arranged in said casing above its passage and including a seat for the coin and a slot intersecting the seat, and a coin-carrying member extending vertically through said passage for unrestricted movement over the game-board and having a laterally-offset coin-rest at its upper end facing toward said board, said laterally-offset coin rest being shiftable through the slot of the coin-guide seat during the initial act of lifting the coin therefrom.

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