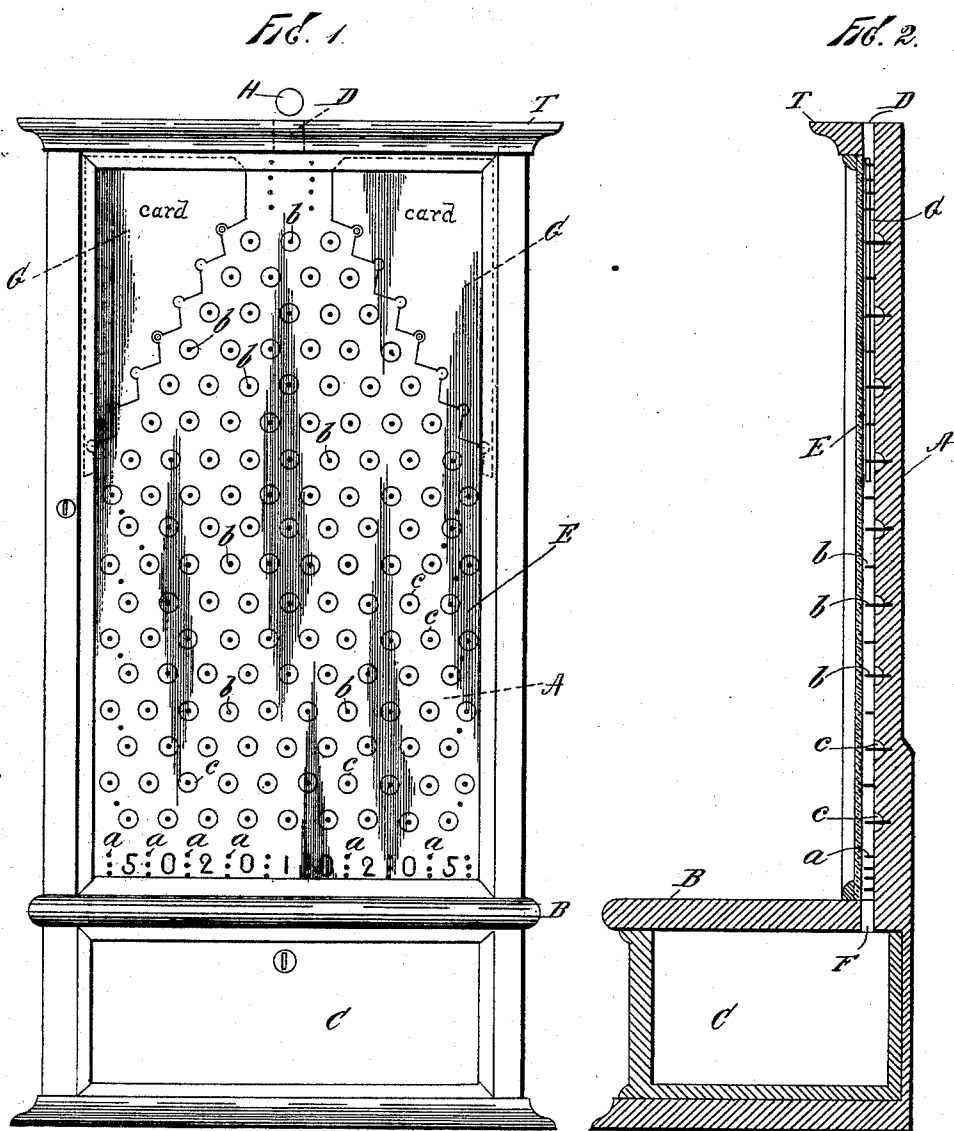


(No Model.)

C. E. WHEELAND.
GAME APPARATUS.

No. 524,475.

Patented Aug. 14, 1894.



Witnesses:
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UNITED STATES PATENT OFFICE.

CHARLES E. WHEELAND, OF SALT LAKE CITY, UTAH TERRITORY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 524,475, dated August 14, 1894.

Application filed March 17, 1894. Serial No. 504,079. (No model.)

To all whom it may concern:

Be it known that I, CHARLES E. WHEELAND, a citizen of the United States, and a resident of Salt Lake City, in the county of Salt Lake and Territory of Utah, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention has relation to devices in that general class known as games and toys, and has for its object the production of a game apparatus of few and simple parts which may be employed by any number of players without previous special instruction or practice, requiring the exercise of close observation and skill to overcome the mechanical obstacles opposed to the most successful results of the play.

To this end my improvements involve an apparatus consisting of a board or tablet with spring pins applied thereon and arranged to deflect a disk or counter from the commencement of a play through various paths to a point of exit, the traveling disk remaining always in plain view but being protected against interference from start to finish, and involving certain peculiarities of construction and arrangement, all of which will be herein first fully described and then pointed out in the claim.

In the drawings, Figure 1 is a front elevation and Fig. 2 a vertical section and elevation showing the construction and arrangement of my improved apparatus.

In both figures like letters of reference are employed to indicate corresponding parts.

A is a vertical board or tablet which I call the key board. This is preferably made of wood and should be about three eighths of an inch or more in thickness. The key board is sustained upon a base B, which may also constitute the top of a drawer C, or othersuitable receptacle for the counters.

The apparatus shown is arranged for the use of flat, circular disks, like coins, but obviously it might be arranged for other forms of counters, like marbles for instance. The disk or counter is admitted through a suitable aperture in the top T, as at D, and after it leaves the hand of the player, it is free to fall except as deflected by the spring pins, being

inaccessible to the player by reason of the employment of a glass plate E covering the whole of the key board but separated therefrom by a distance sufficient to permit proper movement. The exit for the counters is through a slot F in base B, and this exit is partitioned off or divided into any desired number of parts (nine in the example shown) by use of pins *a a*. Various values are given these places of exit according to the difficulty or probability of reaching and passing through them, for instance, the middle place is marked 1,—the places immediately to the right and left, 0, 0,—indicating a loss or deduction from the score of the player,—the next places in order 2, 2,—the next, 0, 0,—and the next 5, 5. Pins *b b* between the entrance and exit are arranged to deflect the falling counter many times as they are struck, and these pins are made to spring when struck, thus further varying the paths of the counter as will be readily understood. To give the pins the greatest possible spring-play, they are set in countersinks or depressions *c* as shown, by which they are left free to spring through a greater range than would otherwise be possible and thus increase the difficulty of determining their effect.

The upper corners of the board are reserved for removable cards G. G. on which are displayed the prizes to be won by successful players, or penalties to be paid, or other conditions of the game and these cards are covered and protected by the glass plate.

The particular disposition of the pins *b* as shown is adopted to best protect the exits of highest marked value, and the arrangement may be varied in any way desired by the players, one or more of the pins being removed or varied in spring power as may be agreed upon in advance of the play.

The glass plate E is made removable to afford access to the key board and to the cards G for making such changes as may be desired, but should be replaced before the playing is commenced to prevent interference with the cards or other part of the apparatus. The player simply drops the disk or counter through the aperture D.

The counters, one of which is represented

at H, may be alike in size and weight or varied in these respects or in marked values as the players may determine.

5 The device constructed in accordance with the foregoing explanations will be found to answer all the purposes or objects of the invention previously set forth.

10 Having now fully described my invention, what I claim as new, and desire to secure by Letters Patent, is—

In a game apparatus, the combination with

the key board of the spring pins, said pins being located in countersinks or depressions in the board, and covered by a glass plate, substantially as and for the purposes set forth. 15

Signed at Salt Lake City, in the county of Salt Lake and Territory of Utah, this 6th day of March, A. D. 1894.

CHARLES E. WHEELAND.

Witnesses:

FREDERICK GARFIELD WAITE,

C. O. WHITTEMORE.