Feb. 28, 1933. H. M. STROBEL 1,899,833

GAME

Filed March 19, 1932

Fig. 1.

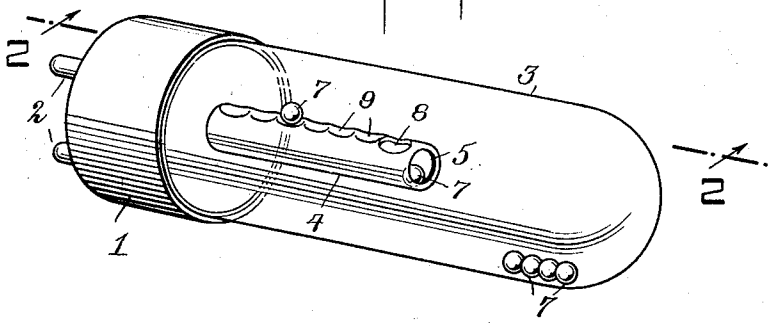


Fig. 2.

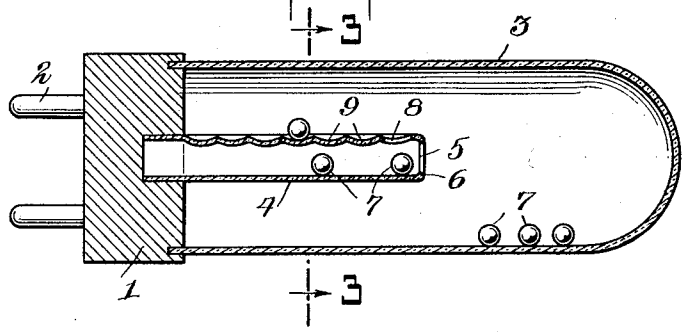


Fig. 3.

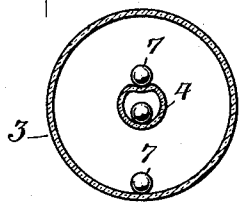


Fig. 4.

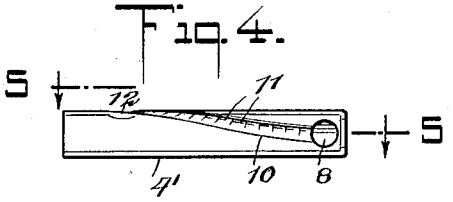
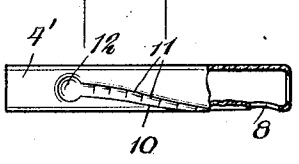


Fig. 5.



WITNESSES

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GAME

Application filed March 19, 1932. Serial No. 600,008.

This invention relates to a game device or apparatus, and has for an object to provide an improved construction wherein appreciable skill is necessary, both in the manipulation by hand and the observation by the eye, the structure being such that when accurately operated, the desired result will be secured quickly and easily, but when operated slightly inaccurately, the desired result will be prevented.

Another object is to provide a game device which may be formed in the shape of a radio tube for appearance sake, and which is adapted to be shaken and adjusted to different positions to cause one or more balls to travel to a predetermined position during the actuation of the device.

A further object, more specifically, is to provide a game device having a transparent casing and a transparent tubular arm with a suitable base and with balls coacting with all these members in such a way that when these members have been properly operated, the balls will move out of contact with the casing to a position interiorly of the arm.

In the accompanying drawing,—

Figure 1 is a perspective view of a game device or apparatus disclosing an embodiment of the invention.

Figure 2 is a sectional view through Figure 1 approximately on the line 2—2.

Figure 3 is a transverse sectional view through Figure 2 on line 3—3.

Figure 4 is a top plan view of a modified arm or receiving cylinder to that shown in Figure 2.

Figure 5 is a view partly in elevation and partly in section, the same being taken along the line 5—5 of Figure 4.

Referring to the accompanying drawing by numerals, 1 indicates a base which may be wood, bakelite, or other material, and which carries any desired number of posts 2, which may act as handles for supporting the device. The tubular transverse casing 3 has one end closed and rounded, while the opposite end is open, and the walls of the casing are inserted in the base 1, as shown in Figure 3, and held therein by friction or by adhesive, or by other means, as desired.

The shape of the various members just described is made to conform with a radio tube to present a pleasing appearance as well as a structure which will function according to the inventive concept.

The casing 3 may be made of glass, celluloid, or other transparent material, and is appreciably longer than the hollow arm or cylinder 4, which has one end embedded in base 1 and projects centrally into the casing 3. The arm 4 is provided with an aperture 5, there being a turned-up edge 6 at aperture 5 to prevent the accidental discharge of the ball 7 through the aperture 5 when the device is in a horizontal position. The aperture 5 is large enough, however, to allow the balls to pass therethrough if the balls are being moved under appreciable inertia, or in case the device is held at such an angle that gravity acting on the ball will move the same through the opening. Arm 4 is also provided with an inlet aperture 8 and a series of depressions 9, said depressions being somewhat larger than the respective balls 7.

From Figures 1 and 2, it will be seen that the various depressions 9 extend from base 1 to the aperture 8 so that when the device is held vertically with the base down, one of the balls may be moved to a position near the lowermost depression 9, and then moved into the lowermost depression as the device is quickly but gently moved to a horizontal position. After the parts have been moved to a horizontal position, as just described, with the depressions 9 facing upwardly, the entire device is quickly moved or shaken so as to cause the ball in the first depression to bounce or move into the second depression. This action is repeated so as to cause the ball to move gradually into and then out of the various depressions until it is finally moved into the aperture 8, from where it will drop by gravity to the interior of arm 4. This action is repeated as often as there are balls in the casing 3, and as shown in the drawing, there are six balls, and, consequently, this operation must be repeated successively six times to secure the desired result. If the person who is playing the game is not care-

ful to watch the ball and have a steady hand, the movement of the device will cause the ball to fall out of one of the depressions 9 and back of the casing 3, whereupon a new start must be made with that particular ball.

After placing one or more balls in the arm 4, as just described, they are allowed to move out of aperture 8, if the shaking operation is not carried on properly, or if the base 1 is tilted up too far. It will thus be seen that great skill and appreciable patience are necessary to successfully move in succession all the balls along the depressions 9 and into the arm 4.

In Figures 4 and 5 a modified form of arm 4 is provided, the same being designated by the numeral 4'. It will be noted that arm 4' is identical to arm 4 except that a spiral groove 10 is provided instead of a series of depressions, and this groove is formed with a number of notches or slight depressions 11, one end of the groove merging into the aperture 8, and the other into a receiving depression 12. It will be understood that the receiving depression 12 is positioned so that the same will be located in the same relative position as the lowest depression 9 illustrated in Figure 2. After the balls have all been inserted into the arm 4 or at any time that any balls are arranged therein, they may be readily removed by inverting the device, that is, by raising the base 1 so that it will be uppermost and the rounded end of casing 3 will be lowermost.

I claim:—

1. A game device of the character described comprising a base, a transparent casing having straight walls from one end to near the opposite end, a hollow arm carried by said base and projecting into said casing, said hollow arm having an opening at the end and an opening on one side near the end, said arm also being provided with a series of aligned depressions, and a plurality of balls arranged in the casing adapted to be moved from said depressions through one of said apertures into said hollow arm.

2. A game device including a base, a transparent casing carried by the base, a transparent hollow arm carried by the base and projecting into the casing, said hollow arm having an aperture adjacent the outer end and a substantially fluted passageway extending from the aperture to the base, and a plurality of balls arranged in the casing and adapted during the playing of the device to move along the fluted passageway into said aperture.

3. A game device comprising a base with transparent casing extending from the base, a transparent hollow arm extending from the base provided with an aperture near one end and a fluted spiral passageway extending from said aperture to said base.

4. A game device of the character described including a base, a transparent casing extending from the base, a plurality of balls arranged in the casing and a transparent hollow arm projecting into the casing, said arm having an aperture near one end and a fluted passageway extending to said aperture from said base, said balls being adapted to be moved into said passageway and into said aperture.

5. A game device comprising a base, a transparent container connecting with said base and extending therefrom, the end opposite the base being closed, a plurality of balls being arranged in said casing and a hollow arm carried by said base and extending into the casing so as to be parallel with the side walls of the casing, said arm having an aperture in one end large enough for the passage of said balls, an aperture in one side near the first mentioned aperture and a fluted passageway extending from the first mentioned aperture to the base.

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