No. 815,204. PATENTED MAR. 13, 1906.

W. C. McDOWELL.

GAME APPARATUS.

APPLICATION FILED FEB. 1, 1905.

2 SHEETS—SHEET 1.

Fig. 1.

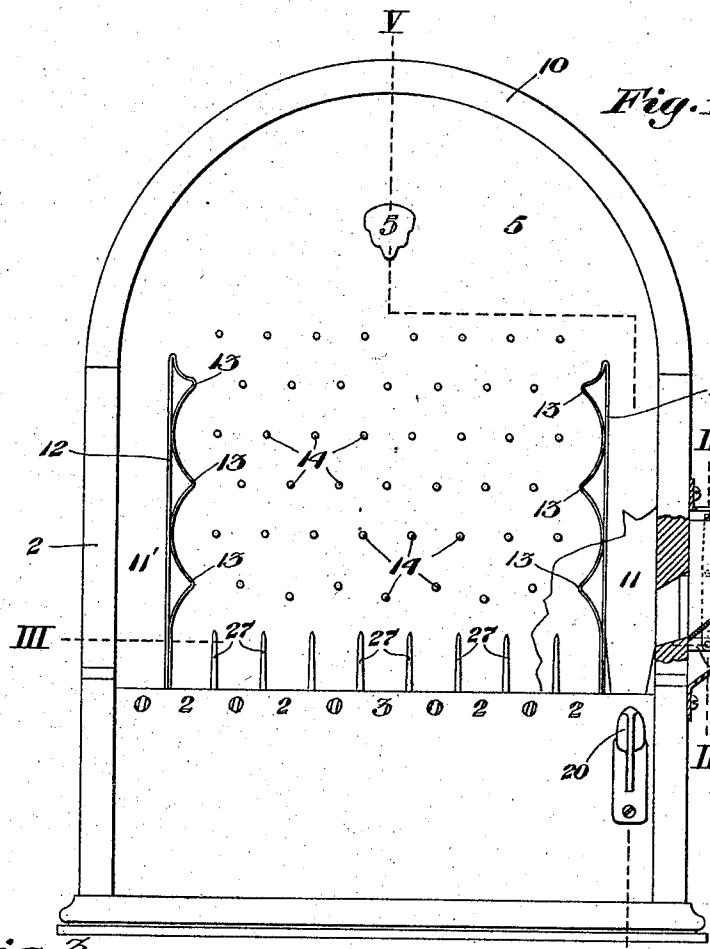


Fig. 2.

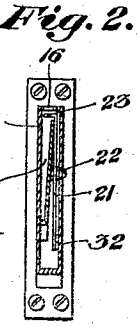


Fig. 3.

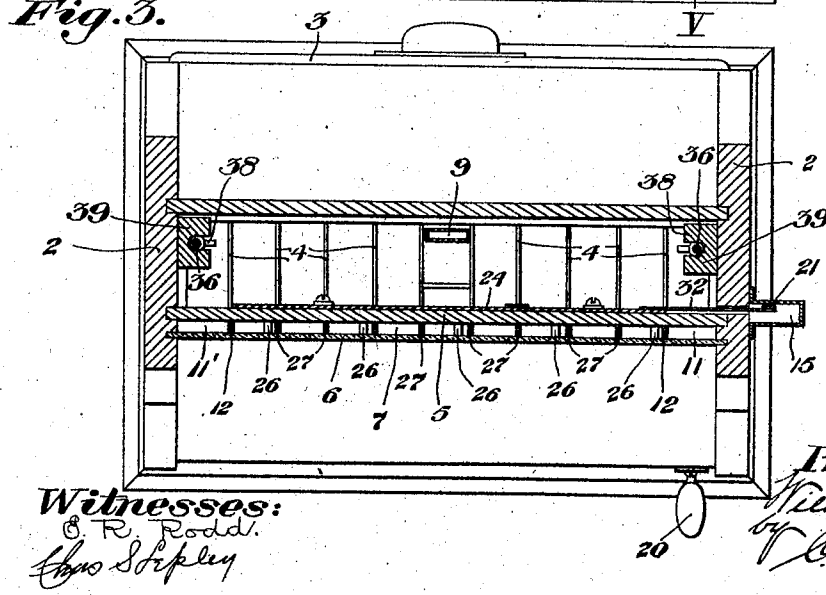
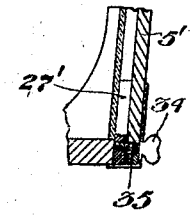


Fig. 4.



Witnesses:
E. R. Rodd.
Chas Sipley

Inventor:
William C. McDowell
by C. M. Clarke
his attorney.

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2 SHEETS—SHEET 2.

Fig. 6.

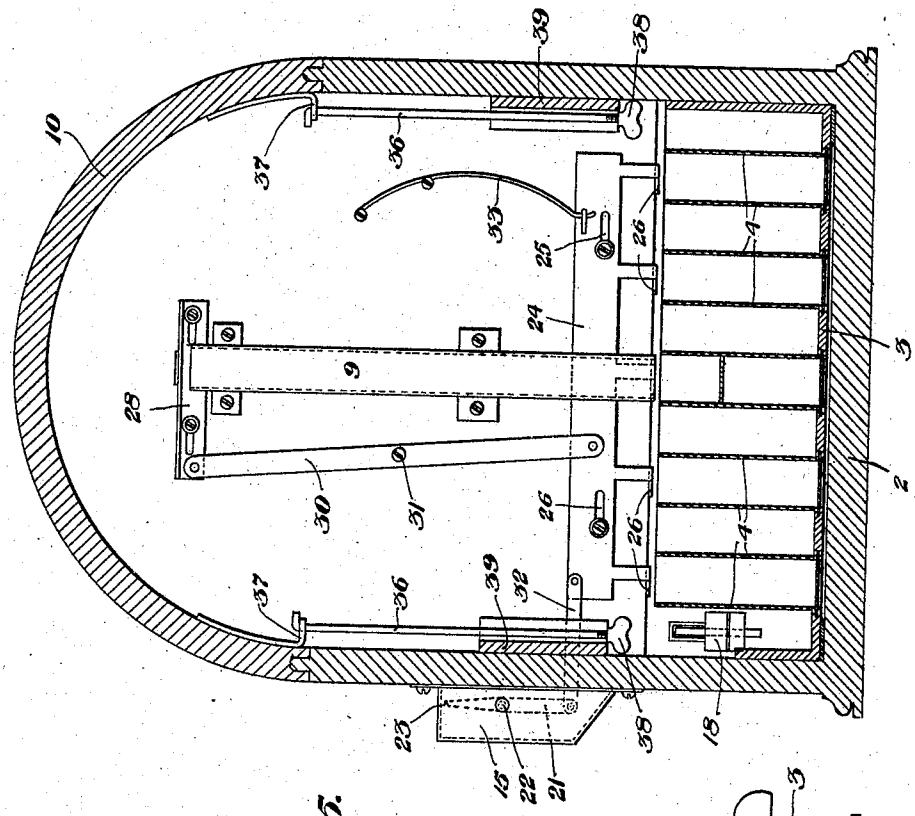


Fig. 5.

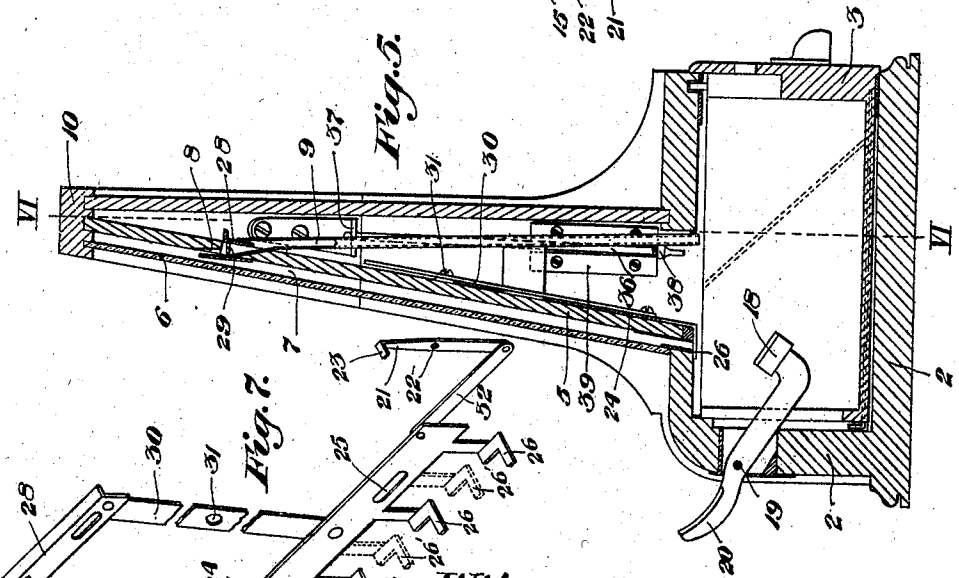
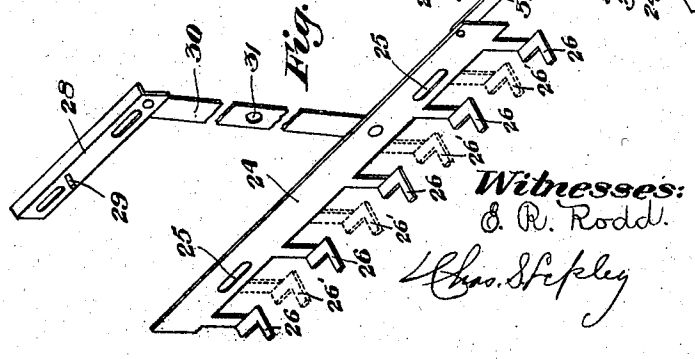


Fig. 7.



Witnesses:
E. R. Rodd.
Chas. S. Fipley

Inventor:
William C. McDowell
by O. M. Clarke
his attorney

UNITED STATES PATENT OFFICE.

WILLIAM C. McDOWELL, OF BEAVER, PENNSYLVANIA

GAME APPARATUS.

No. 815,204. Specification of Letters Patent. Patented March 13, 1906.

Application filed February 1, 1905. Serial No. 243,672.

To all whom it may concern:

Be it known that I, WILLIAM C. McDOWELL, a citizen of the United States, residing at Beaver, in the county of Beaver and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawings, forming part of the specification, in which—

Figure 1 is a view in front elevation of my improved game apparatus. Fig. 2 is a vertical sectional detail view on the line II II of Fig. 1. Fig. 3 is a horizontal section on the line III III of Fig. 1. Fig. 4 is a vertical sectional detail view showing an adjustable deflector-point. Fig. 5 is a vertical sectional view on the line V V of Fig. 1. Fig. 6 is a vertical sectional view at right angles thereto on the line VI VI of Fig. 5 from the back. Fig. 7 is a perspective detail view of the check-actuated interfering mechanism.

My invention refers to a game apparatus wherein a check is introduced into the machine and then propelled upwardly by a shooter mechanism into a narrow space provided with a series of interfering obstructions and receiving-pockets.

The object of the device is to provide a mechanism requiring skill and deftness in manipulation of the check propeller or shooter, so as to cause the check to alight, if possible, in a receiving-pocket located at the upper portion of the apparatus, beyond the path of the interfering obstructions, or, failing that, to cause the check to fall in such a manner as to finally become pocketed in one of the numbered receptacles rather than in a blank receptacle.

Referring to the drawings, 2 is the main case of the machine, built of wood or metal, provided in the lower portion with a space adapted to receive a drawer 3, having a series of transverse partitions 4, providing separated pockets adapted to receive the various checks and to separate them in such a manner that they may all be counted at the completion of the game or operation.

Projecting above the base of the machine is a front or base board 5, preferably inclined, as shown, beyond which is a glass partition 6, thus leaving an intervening narrow space 7 of sufficient width to permit the free travel of the check or disk with which the machine is operated.

8 is a receiving-slot (bearing the tally-number "5," Fig. 1) located behind an arresting-plate and leading downwardly through a chute 9, as shown in Fig. 5, and terminating, as shown, immediately above the central compartment of the drawer 3. This central compartment is divided into a front and back portion, the back portion being adapted to receive those checks which fall into the central pocket (bearing tally-number "3," Fig. 1,) between the flanking deflecting-points. The upper side of the base-board 5 is shrouded or covered by a semicircular top 10, the inner edge of which causes the check to take a rounded course or to fall away from it, according to the force with which it is propelled upwardly.

11 is a vertical passage at one side of the base-board, a similar passage 11′ being provided at the other side by means of vertical walls 12 12, having on their inner sides projecting points 13 with intervening concave faces or any suitably-formed deflecting devices adapted to engage the edge of the check.

14 represents a series of pins projecting outwardly from the front of the inclined base 5, adapted to interfere and cause the check to take a zigzag course in its fall through the space 7.

15 is a receiving-case for the check mounted at one side of the machine, having a receiving-aperture 16 and a downwardly and inwardly extending channel 17 opening into the vertical channel 11. Channel 11 is provided at its lowermost portion with converging walls adapted to arrest a check of proper size in its downward travel and to hold it with its lowermost portion depending downwardly within range of a knocker or shooter 18, pivoted at 19 and provided with an outwardly-extending finger-piece 20, normally held upwardly, as in Fig. 5, by the counterweighting leverage of its heavier inner end.

21 is a lever pivoted at 22 in one side of case 15 and provided at its upper portion with a projecting terminal 23, extending across the aperture 16, but toward one end thereof, so as to interfere with the free passage of the check in entering.

24 is a shifting bar slidingly mounted upon pins passing through slots 25 and adapted to have a limited range of movement, said bar 24 being provided with downwardly and inwardly extending interfering tongues or pins 26. These interfering-pins are adapted to normally extend across the area of the count-

ing-pockets formed by a series of vertically-arranged deflecting pins or partitions 27. The pockets between such points, across which these fingers project, are those which count in the game and are identified by the tally-numbers "2 2 3 2 2," Fig. 1, whereas the intervening pockets, which are open clear through to the receiving-drawer, are provided with zero (°) marks, as is also the blank passages 11'.

28 is a shifting bar mounted across the back of the base-board 5 at its upper portion and provided with an arresting-pin 29, adapted to interfere with any checks thrown up into the pocket 8, (tally-number "5,") and it will thus be seen that in all of the tally-numbered pockets the check will be arrested and exposed to view before being released and dropped into the drawer. The shifting plate 28 and its pin 29 are connected with the shifting plate 24 by a lever 30, pivoted at the back of the base-board 31.

32 is a link connecting slide-bar 24 with the lower end of lever 21, and it will thus be seen that when a check is inserted through aperture 16 and forced against the lip 23 it will draw all of the arresting-points backwardly, thus releasing any check which may be suspended at any point by any one of them. The check then passes down into the range of the shooter, and the arresting-points are thrown back to their normal arresting position by a spring 33, Fig. 6, the travel of the plates being limited by any suitable abutment, as the supporting-pins passing through slots 25.

In Fig. 4 I show a modified construction whereby the partition-blades or arresting-points 27' are rendered adjustable by means of thumb-screws 34, extending through horizontal slots 35 in the bottom of the base-board 5', whereby the points 27' may be adjusted to the right or left and there secured. The curved top is held downwardly, securing the parts together by bolts 36, engaging clips 37 and provided with terminal thumb-nuts 38, having a binding engagement with locking-abutments 39 in the interior of the end walls, said abutments being preferably slotted to facilitate disengagement. These bolts are not accessible except from the interior upon opening the locked drawer, thus effectually preventing tampering with the machine.

The operation is as follows: A check having been introduced through aperture 16, forcing the lever 21 back and releasing any previous check which may have been arrested after playing, the check then drops to rest on the converging walls of passage 11 and the operator strikes downwardly upon the finger-piece 20, throwing the knocker 18 upwardly with considerable force, which projects the check upwardly through passage 11 and into open space 7 between the base 5 and the glass front 6. Depending upon the force of the propulsion, the check will then either pass entirely around to the other side and enter passage 11', or it will fall into the pocket 8 or downwardly in a zizzag course between pins 14 and into any one of the blank or tally pockets between the points 27. A record is thus kept of each shot, each player operating the machine one or more times, and in this manner a complete tally or count is kept of each operation.

The aparatus is also adapted to use in connection with the sale of any vendible commodity, as cigars, candy, &c., in which case it may, if desired, be so arranged as to avoid the use of any blank passages whatever by providing pins 26', (shown in dotted lines in Fig. 7,) so as to arrest the check or coin, if a coin is used, and all of the pockets may be appropriately numbered with tally-numbers, so as to indicate the value of the shot. The number of pockets, their location, and various other details of construction may be changed or varied by the skilled mechanic; but all such changes are to be considered as within the scope of the following claims.

What I claim is—

1. A game apparatus consisting of a vertically-arranged slanting front or base board provided with a series of interfering-pins, vertical side walls terminating in a semicircular top, a front plate of transparent material providing a narrow intervening space between it and the base-board, inner vertical partitions providing channels between the end walls and the inner main space, deflecting-pins providing receiving-channels, a receiving-pocket located in the upper portion of the base-board, a movable cover-plate and tongues arranged to cover said pocket and receiving-channels, and means for projecting a playing-check upwardly through one of said vertical channels, substantially as set forth.

2. A game apparatus consisting of a vertically-arranged slanting front or base board provided with a series of interfering-pins, vertical side walls terminating in a semicircular top, a front plate of transparent material providing a narrow intervening space between it and the base-board, inner vertical partitions providing channels between the end walls and the inner main space, a series of receiving-pockets at the bottom of the base-board, means for temporarily obstructing some of said pockets, an endmost channel provided at the bottom with inwardly-deflected check-supporting sides, an entrance-slot leading into said endmost channel, and a pivoted shooting-knocker located below the terminal of said channel, substantially as set forth.

3. A game apparatus consisting of a vertically-arranged slanting front or base board provided with receiving-pockets, a cover-plate therefor of transparent material provid-

ing an intervening space, a vertical channel leading upwardly into said space and provided with inwardly-deflected lower terminal walls, a pivoted counterweighted shooting-knocker located at the base of said channel, an entrance-chute leading into said channel, a series of supporting-pins arranged below some of the receiving-pockets, and actuating devices therefor, substantially as set forth.

4. In a game apparatus, the combination of a vertically-arranged slanting base-board provided with a series of interfering-pins, vertical side walls terminating in a semicircular top, a cover-plate of transparent material providing a narrow intervening space, inner vertical partitions providing channels between the end walls and the inner main space, deflecting-pins providing receiving-channels, a receiving-pocket located in the upper portion of the base-board, a movable cover-plate therefor and a series of tongues arranged to intercept the passage between some of said receiving-channels, means for actuating said plate and tongues, and a counterweighted shooter-arm, substantially as set forth.

In testimony whereof I affix my signature in presence of two witnesses.

WILLIAM C. McDOWELL.

Witnesses:
JAS. J. McAFEE,
C. M. CLARKE.