Jan. 17, 1928. 1,656,272

J. EKSTEIN

GAME

Filed Feb. 1. 1926 3 Sheets-Sheet 1

Fig. 1.

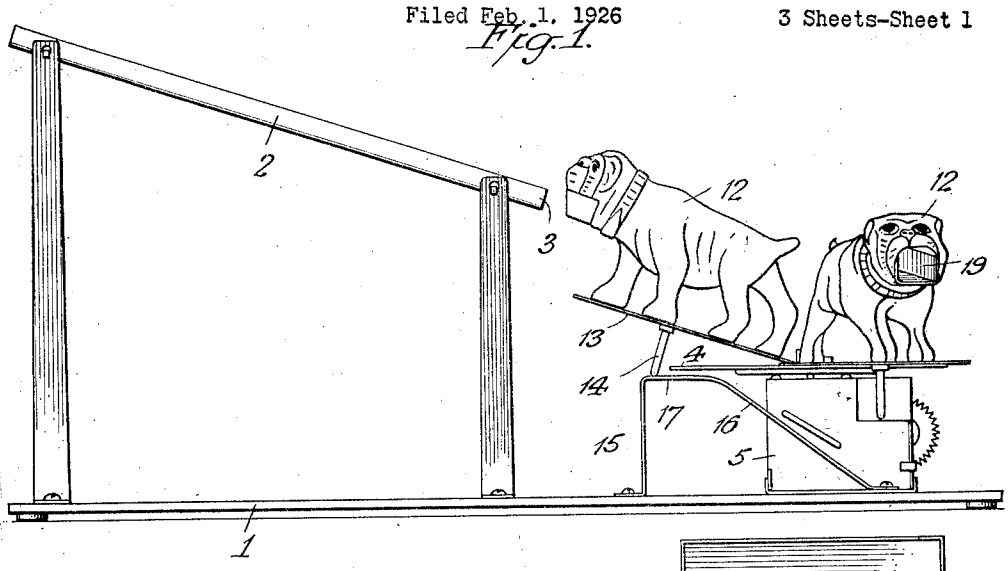
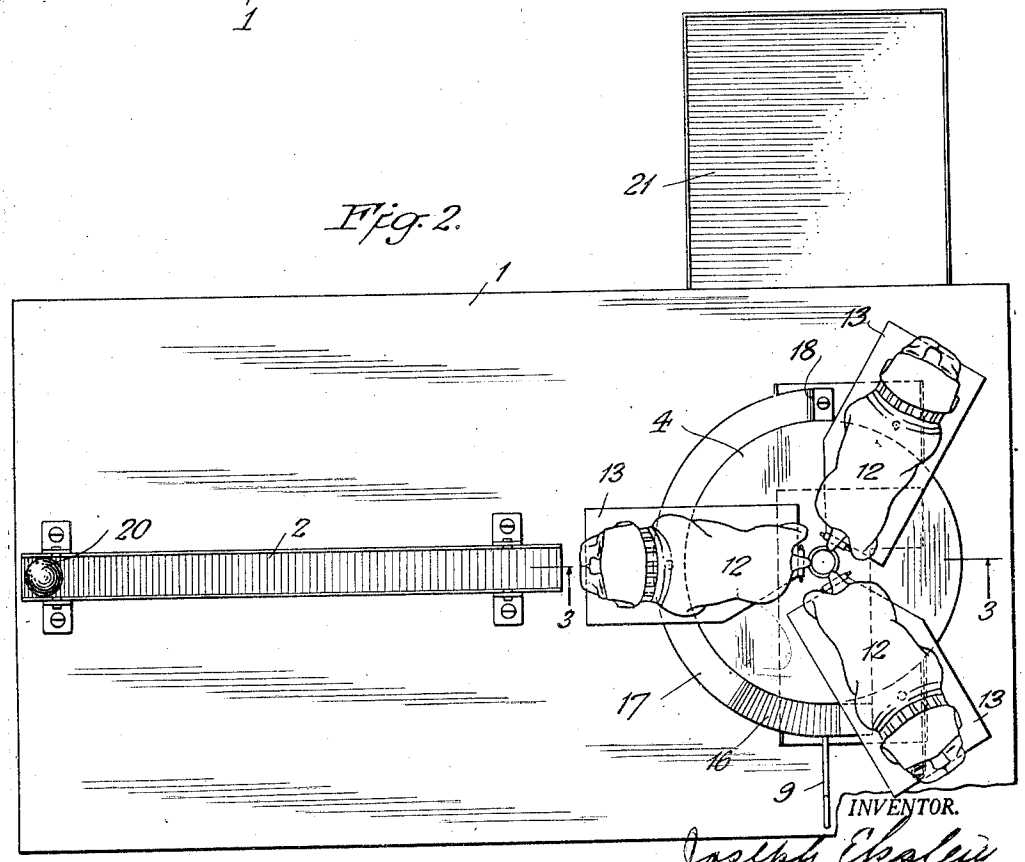


Fig. 2.



INVENTOR.

BY Joseph Ekstein

Wm. J. Cutchins

ATTORNEY.

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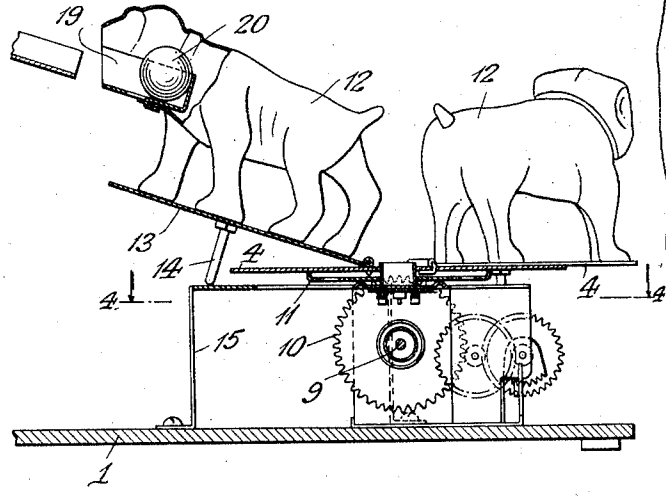
J. EKSTEIN

GAME

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3 Sheets-Sheet 2

Fig. 3.



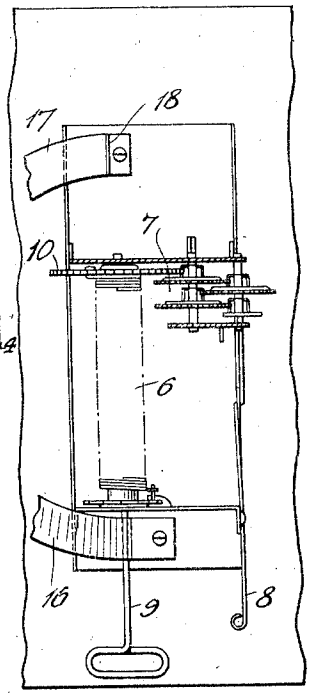


Fig. 4.

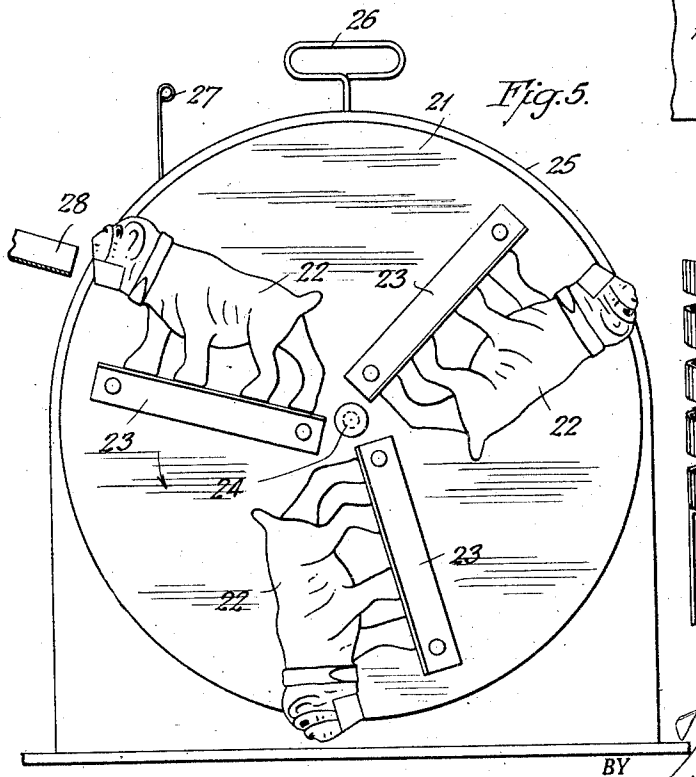
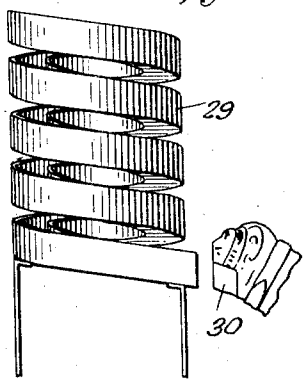


Fig. 5.

Fig. 6.



INVENTOR.
Joseph Ekstein

BY
Wm. S. Rutchick

ATTORNEY.

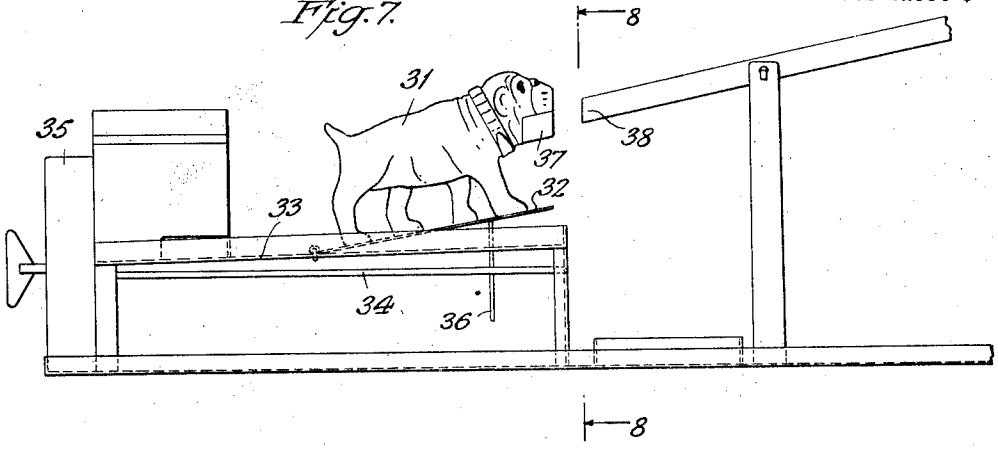
Jan. 17, 1928. 1,656,272

J. EKSTEIN

GAME

Filed Feb. 1, 1926 3 Sheets-Sheet 3

Fig. 7.



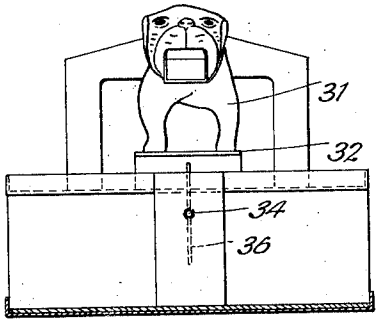


Fig. 8.

Fig. 10.

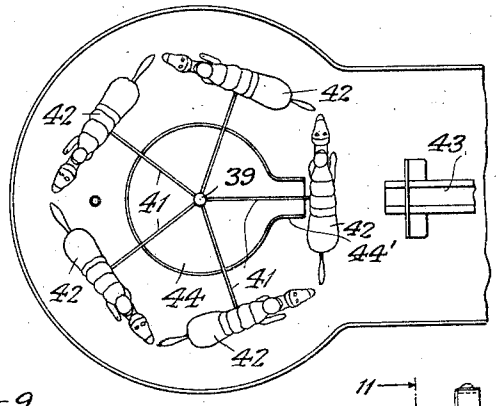


Fig. 9.

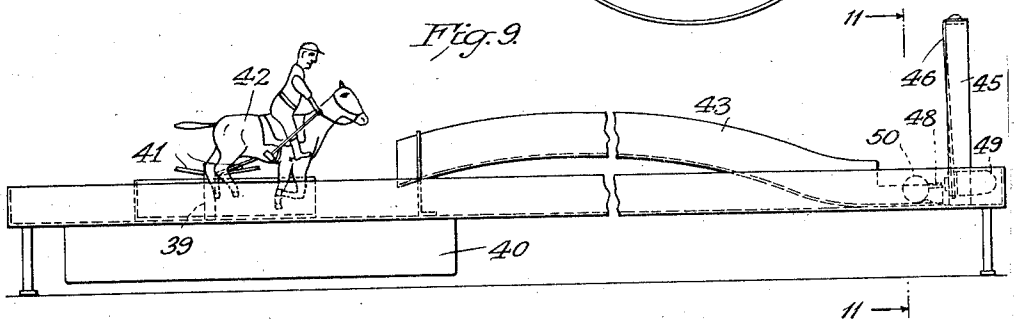
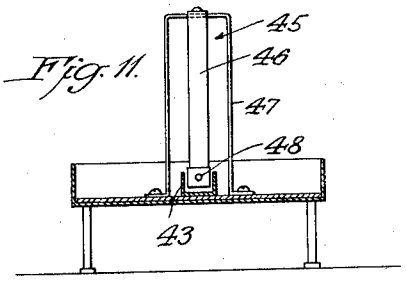


Fig. 11.



INVENTOR.
Joseph Ekstein
BY
Wm. S. Pritchard
ATTORNEY.

Patented Jan. 17, 1928. 1,656,272

UNITED STATES PATENT OFFICE.

JOSEPH EKSTEIN, OF NEW YORK, N. Y., ASSIGNOR TO LOUIS MARX, OF BROOKLYN, NEW YORK.

GAME.

Application filed February 1, 1926. Serial No. 85,080.

This invention relates to a novel and improved game, and more particularly to an improvement upon a game disclosed and claimed in my Patent No. 1,567,251 issued December 29, 1925.

The primary object of my invention is to devise a game which shall prove attractive and interesting to children. This object I achieve by providing an apparatus having a plurality of figures each of which may represent a larger object which is normally in motion. This object may be either animate or not. The game is also rendered of interest because of the movement of the aforesaid figures, and this movement I design to create uncertainty in the result of the game, and also enough difficulty to make necessary the practice of a considerable amount of skill in playing the game. At the same time the amount of skill required is not beyond the ability of a child.

Further objects will be apparent as the description is read in connection with the accompanying drawings in which

Figure 1 is a side elevation of one form which my invention may take.

Figure 2 is a plan view of the same embodiment as shown in Figure 1.

Figure 3 is a section on the line 3—3 of Figure 2.

Figure 4 is a section on the line 4—4 of Figure 3.

Figure 5 is an elevation of a portion of another form of my invention.

Figure 6 is an elevation showing a different form of chute which may be employed in playing my game.

Figure 7 is a side elevation of still another form which my invention may take.

Figure 8 is a section on the line 8—8 of Figure 7.

Figure 9 is an elevation of still another embodiment of my invention

Figure 10 is a plan view of the embodiment shown in Figure 9.

Figure 11 is a section on the line 11—11 of Figure 9.

Referring now to the drawings in detail and particularly to Figures 1 to 4 inclusive I have shown my invention as embodied in a game comprising a base 1 upon which is supported a chute 2. The chute is inclined downwardly and adjacent the lower or discharge end 3 thereof is mounted a turn table 4. This turn table is rotatably supported on the base and operated by any suitable motor such as the clockwork 5, herein shown as comprising a coil spring 6 actuating a train of gearing 7, which is controlled by a suitable stop 8. The spring is wound by a suitable key 9. The turn table is rotated by means of a spur wheel 10, the teeth of which engage in the perforations of a perforated disc 11 on the bottom of the turn table, as best shown in Figures 3 and 4.

Pivotally mounted on the turn table is a plurality of figures 12 herein illustrated as bull dogs, although I contemplate employing not only simulations of animate objects but also inanimate objects, such as automobiles or trains. I prefer, however, to use figures which shall suggest an object which is normally in motion, such as an animal or vehicle. The objects are supported on suitable plates 13 which are hinged to the turn table and are provided on their under sides with cam projections 14 adapted to engage a cam 15 fixed on the base. This cam is provided with the upwardly inclined surface 16 terminating in the relatively level surface 17 and which in turn terminates in the abrupt shoulder 18.

In the operation of this embodiment of my invention the motor is wound by means of the key 9, the stop 8 being engaged with the gear train 7 so as to prevent movement of the turn table. Upon release of the stop the table rotates and then the figures 12 are carried successively into alignment with the chute 2 at the discharge end. Each figure is provided with a pocket 19 indicated in this embodiment as the mouth of the figure, and this pocket is adapted to receive a game piece 20, which game piece may be rolled down the chute 2. As the table rotates the projection 14 engages the cam 15, and consequently the plate 13 and the figure thereon is raised. The pockets are so designed that the pockets 19 of the figures are brought into exact alignment with the chutes 2, in fact registering with the chute 2 for an instant during the rotation of the turn table. As the projection 14 comes to the shoulder 18, the figure is given an abrupt downward movement due to its weight, and the game piece is discharged into a suitable receptacle 21. The method of play is obvious. The game piece 20 is started from the position shown in Figure 2 and permitted to roll or slide down the chute 2 as the turn table

rotates. If the player is successful enough, the piece will be received within one of the pockets 19 and then discharged into the receptacle 21. If not successful in his endeavors, the game piece will miss the pocket. The number of pieces in the receptacle furnishes a means of counting, and for this purpose each player may be assigned a separate color of game piece, if desired.

In Figure 5 I have illustrated another embodiment of my invention in which the turn table 21 is mounted to rotate about a horizontal axis instead of a vertical one, as in the form shown in Figures 1 to 4 inclusive. Mounted on this turn table is a plurality of figures 22, each of which is rigidly secured to the table, as by a bracket 23. The table is secured to the shaft 24, which is journaled in the housing 25 enclosing a suitable clockwork or other motor, which may be controlled by the key 26 and stop 27, in the usual manner. The operation of this form is essentially the same as the first described operation. Each figure is provided with a pocket to receive a game piece which may be rolled or otherwise propelled down a chute 28. The turntable may rotate in either direction, but preferably in that indicated by the arrow, which will result in the figures discharging the game pieces in a natural, life-like manner into a suitable receptacle in case the pieces are received in the pockets.

In Figure 6 I have shown a form of chute which may be used with the various embodiments of my invention already described or to be described later. This chute comprises a spiral pathway 29, into the upper end of which a game piece is deposited, and from the lower end of which the piece is discharged. A figure having a pocket 30 is indicated as disposed in position to receive a game piece, it being understood that this pocket may be brought to this position by any of the means set forth in this application, and that this chute may be used with the form shown in Figures 9, 10 and 11, in which the figures do not contain pockets. This form of chute adds greatly to the interest of the game by increasing the uncertainty of the result and because it requires added skill to correctly judge the time that it will take for a game piece to travel the length of the chute.

In the form shown in Figures 7 and 8, the turntable is omitted, and only one figure 31 is used. This figure is mounted on a plate 32 hinged on a base 33, which may be in the form of a plate, and beneath which is journaled a shaft 34 operated by a suitable clockwork or other motor 35, and carrying a cam 36 which is adapted to project through a slot in the plate forming the base 33 and engage the bottom of the plate 32. By this means the figure is raised and lowered as the motor is operated, so as to bring the pocket 37 into and out of registry with the end of the chute 38, down which a game piece may be propelled by any suitable means.

In Figures 9, 10 and 11 is shown still another embodiment of my invention, in which the shaft 39 of the motor 40 is provided with a plurality of arms 41, each having on the end thereof a figure 42, preferably simulating an object, animate or otherwise, which could act upon a game piece, passing from the chute 43 to the receptacle 44. For example, I have shown these figures as comprising simulations of polo players, each with a club which could strike a game piece. This simulation adds to the interest of the game for children who can imagine that each player is apt to hit the game piece if they are not successful in getting it in the pocket. The figures are spaced apart a sufficient distance to permit a game piece to pass therebetween as the shaft rotates. The channel 44′ may be considered as the polo goal in the embodiment shown wherein the figures are simulations of polo players on horses. Then the game is obviously to get the game piece into the goal. The result is a very interesting game and one which requires considerable skill to play. In this form the channel 44′ forms the pocket into which it is desired to project the game piece. The pocket is intermittently covered and uncovered by means of the figures 42 which pass in front thereof.

In this form of my invention I have shown a chute which is preferably wavy in form, as shown in Figure 9, and which results in a path for the game piece which is irregular or wavy. Through this path a game piece may be propelled by a suitable projector 45, here shown as comprising a spring 46 suspended from a frame 47 and having a nose 48 and a handle 49. When the spring is retracted by the handle and is then released, the nose will strike the game piece 50 and propel it toward the pocket formed by the channel 44′. Obviously, this arrangement adds to the interest of the game and also requires skill in playing because of the fact that, in order to pass a game piece between the figures 42, the player must gage the speed at which the figures 42 are moving and must also take into account the irregular pathway and the force exerted by the projector. This form of chute and projector either together or separately may be employed with the other forms of my invention as well as with the form shown in Figures 9 and 10.

From the above it will be apparent that I have provided a game device which is extremely interesting particularly to children and which is capable of being made at a low cost but nevertheless of rugged character and which is of simple design employing few

parts and those of a character which are not apt to get out of order.

I am aware that various changes may be made in the details of my invention as illustrated and described, and I do not intend to limit myself except as by the appended claims.

I claim:

1. A game comprising a chute through which a game piece is adapted to pass, a pocket adapted to receive said game piece, means to move said pocket past the end of said chute, and means to move said pocket in a plurality of directions in respect to the end of said chute.

2. A game comprising a chute through which a game piece is adapted to pass, a pocket adapted to receive said game piece, means to rotate said pocket past the end of said chute, and means to reciprocate said pocket in a direction transverse to its direction of rotation.

3. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a plurality of pockets mounted on said turn table, and means to reciprocate said pockets in a direction transverse to the direction of movement of said turn table, said rotation and reciprocation bringing said pockets consecutively and instantaneously into registry with the end of said chute.

4. A game comprising a chute through which a game piece is adapted to pass, a pocket adapted to receive said game piece, means to reciprocate said pocket in respect to the end of said chute, and means to discharge a game piece from said pocket.

5. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a pocket mounted on said turn table, means to reciprocate said pocket in a direction transverse to the direction of movement of said turn table, said rotation and reciprocation bringing said pocket instantaneously into registry with the end of said chute, and means to discharge a game piece from said pocket.

6. A game comprising a chute through which a game piece is adapted to pass, a pocket adapted to receive said game piece, and means to cause relative reciprocation between said pocket and the end of said chute.

7. A game comprising a chute through which a game piece is adapted to pass, a figure simulating a moving object, a pocket associated therewith, and means to cause relative reciprocation between said pocket and the end of said chute, said reciprocation causing said pocket to register instantaneously with the end of said chute.

8. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, one or more figures hinged on said turn table and each having a pocket associated therewith, means to rotate said turn table, and means to move said figures on their hinges.

9. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, one or more figures hinged on said turn table and each having a pocket associated therewith, means to rotate said turn table, and means to move said figures on their hinges, said rotation and movement bringing said pockets consecutively and instantaneously into registry with the end of said chute.

10. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a plurality of figures hinged on said turn table, a stationary cam, a cam projection on each figure adapted to cooperate with said cam, and means to rotate said turn table, said rotation bringing said projections consecutively into engagement with said cam.

11. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a plurality of figures hinged on said turn table, a stationary cam, a cam projection on each figure adapted to cooperate with said cam, and means to rotate said turn table, said rotation bringing said projections consecutively into engagement with said cam, said cam ending in a shoulder and a receptacle disposed adjacent said shoulder for the purpose set forth.

12. A game comprising a chute, a hinged figure adjacent the end of said chute, a pocket associated with said figure and means to reciprocate said figure on its hinge to bring said pocket into registry with the end of said chute.

13. A game comprising a chute, a hinged figure adjacent the end of said chute and having a pocket therein adapted to receive a game piece discharged from said chute, and means to reciprocate said figure on its hinge for receiving said game piece and for discharging the same.

14. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a pocket mounted on said turn table, rotation of said turn table bringing said pocket into registry with the end of said chute, and means for discharging the game piece from said pocket when received thereby.

15. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a pocket movably mounted on said turn table, rotation of said turn table bringing said pocket into registry with the end of said chute, and means for moving said pocket on said turn table for discharging the game piece from said pocket when received thereby.

16. A game comprising a chute through which a game piece is adapted to pass, a turn table adjacent the end of said chute, a plurality of pockets mounted on said turn table, rotation of said turn table bringing said pockets consecutively into registry with the end of said chute, and means for discharging the game piece from the pockets when received thereby.

17. A game comprising a chute through which a game piece is adapted to pass, a figure movably mounted adjacent the end of said chute, said figure having a pocket which is movable into registry with the end of said chute when said figure is moved for receiving and holding the game piece discharged through the chute, and means for discharging the game piece from said pocket when received thereby.

18. A game comprising a chute through which a game piece is adapted to pass, a figure movably mounted adjacent the end of said chute, said figure having a pocket movable into and out of registry with the end of said chute when said figure is moved, and means for moving said figure to position the pocket to receive and hold the game piece discharged through the chute and then to discharge the game piece from said pocket when received thereby.

19. A game comprising a chute through which a game piece is adapted to pass, a device movably mounted adjacent the end of said chute, said device having a pocket movable into and out of registry with the end of said chute when said device is moved, and means for moving said device to position the pocket to first receive and hold the game piece discharged through the chute and to then discharge the game piece from said pocket when received thereby.

In testimony whereof, I have affixed my signature to this specification.

JOSEPH EKSTEIN.