Feb. 9, 1926. 1,572,090

C. S. SMITH

VENDING MACHINE

Filed April 27, 1925

Fig. 1.

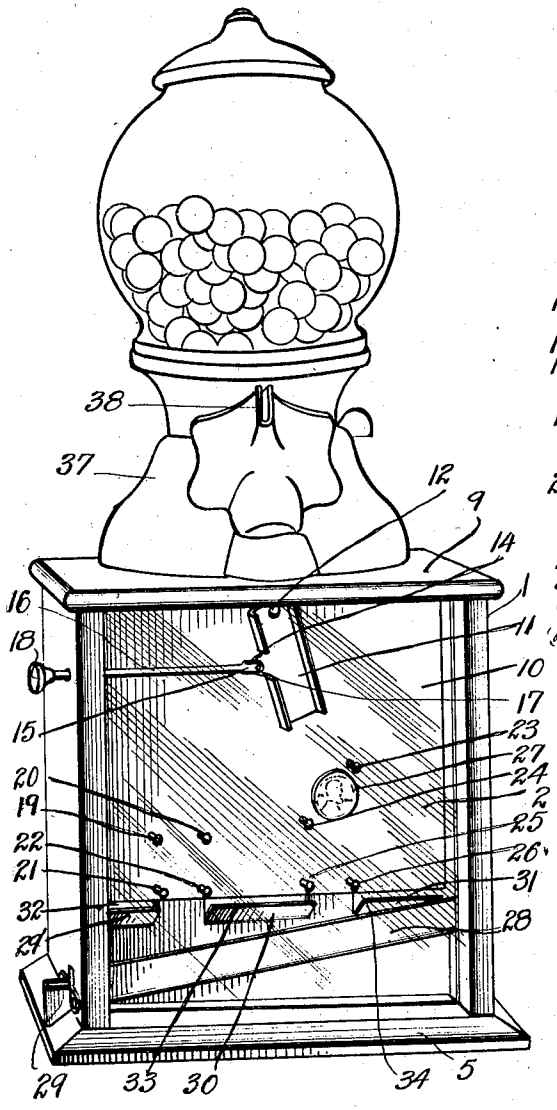


Fig. 2.

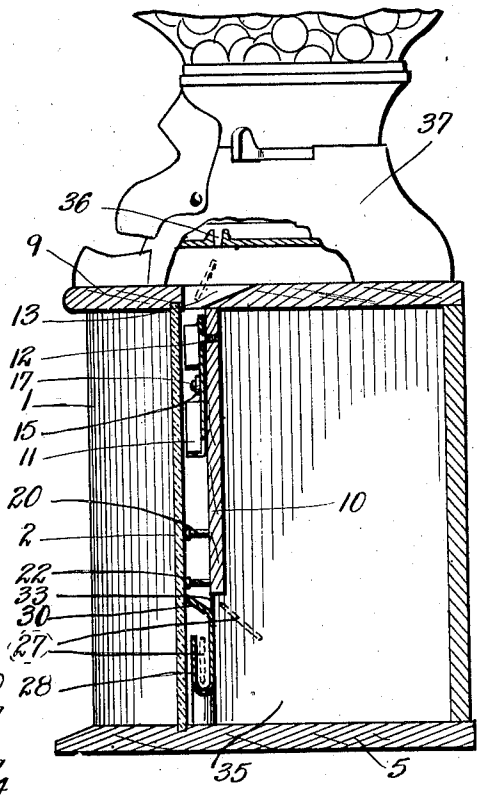


Fig. 3.

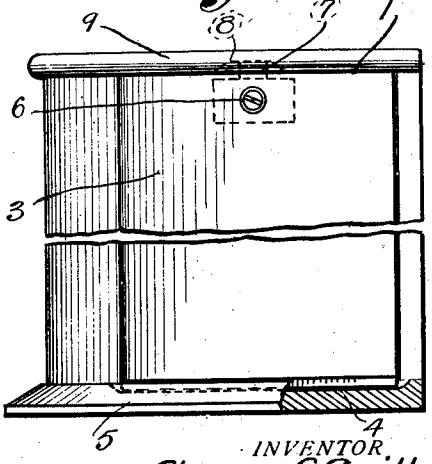
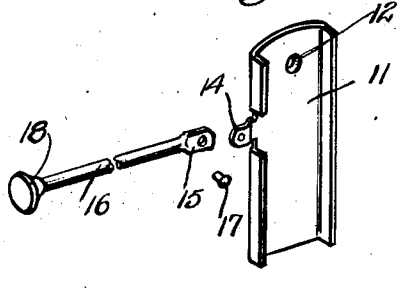


Fig. 4.



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UNITED STATES PATENT OFFICE.

CLARENCE S. SMITH, OF KANSAS CITY, MISSOURI, ASSIGNOR TO THE BLUE BIRD PRODUCTS COMPANY, OF KANSAS CITY, MISSOURI, A CORPORATION OF MISSOURI.

VENDING MACHINE.

Application filed April 27, 1925. Serial No. 26,101.

To all whom it may concern:

Be it known that I, CLARENCE S. SMITH, a citizen of the United States, residing at Kansas City, in the county of Jackson and State of Missouri, have invented certain new and useful Improvements in Vending Machines; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the figures of reference marked thereon, which form a part of this application.

My invention relates to vending machines, and has for its primary object to provide an automatic vending device of that character whereby the kind or amount of merchandise may be determined by the skill of the purchaser, thereby adding an element of amusement to the vending operation and stimulating the sales of the merchandise.

In a preferred embodiment of the invention, skill of the purchaser is employed in the direction of the coin or token whereby release of the merchandise is controlled, although it will be apparent that control of the merchandise may be effected in the same manner without departing from the spirit of the invention.

The novel construction of the invention will be specifically described hereinafter, reference being had to the accompanying drawings, in which—

Fig. 1 is a perspective view of the ball gum vending machine and a game device associated therewith.

Fig. 2 is a sectional view through the game device, and through part of the ball gum vending machine.

Fig. 3 is a side view of the game device, and

Fig. 4 is a disassociated view of the movable chute, the operating rod and the device for connecting them.

The game device is illustrated as comprising a casing 1, preferably rectangular and provided at its front side with a transparent panel 2. In the side wall is a removable door or closure 3, the lower edge of which is received in a groove 4 in the bottom 5 of the case. The upper edge of the door or closure 3 is provided with a lock 6, the bolt 7 of which may be received in a recess 8 in the top 9 of the case.

In the rear of the transparent panel 2 is a panel 10, parallel with the panel 2 and on it is a channel-shaped movable chute 11, pivoted to the panel 10 at 12. The upper end of the chute 11 aligns with a check or token receiving slot 13 in the top 9. The chute 11 is provided with an outstanding ear 14 to receive the flat end 15 of a manually operated rod 16 which is secured thereto by a fastening device 17. The rod 16 extends through one side of the case and has a knob or button 18 adapted to be grasped by the hand of the player to move it and to impart motion to the chute 11 by imparting a longitudinal movement to the rod 16.

Below the rod 16 on the panel 10 are pins 19, 20, 21, 22, 23, 24, 25 and 26. The pins 19 and 20 are spaced the same distance apart as the pins 21 and 22, the pins 19 and 21 being in vertical alignment as are also the pins 20 and 22. The pins 24 and 25 are in vertical alignment and the pins 23 and 26 are in vertical alignment, but the pin 23 is spaced above the pin 24. The check or token 27 may be discharged from the chute 11 so that it will fall between the pins 23 and 24 and between the pins 25 and 26; in which event it will drop into the inclined return chute 28 which discharges outside the case, as indicated at 29.

The check or token may also be discharged between the pins 19 and 20 or 21 and 22 to unobstructedly drop into the return chute 28. If, however, it is discharged from the chute 11 so that it strikes any one of the pins or drops between pins 20 and 24, between pin 19 and one side of the case or between pin 26 and the other side of the case, it will be received by the inclined deflecting plates 29′, 30 or 31, as the case may be.

The lower edges of the deflecting plates coincide with the lower edges of the slots 32, 33 and 34 so if the check or token is intercepted by the deflector plates, it will be directed through one of the slots into the receptacle 35, where it can be recovered only by removing the closure or back 3.

The slot 13 may align with a discharge slot 36 in the vending machine 37 so that when a check or token is placed in the receiving slot 38, it will pass into the case 1. The operator may move the chute 11 at any angle between two extremes to direct the check or token between the pins, the skill

of the operator determining where the check or token will be directed. Therefore, I term the chute 11 a tickler or jiggler since it can be vibrated back or forth or laterally moved back and forth to suit the whim of the player.

It will be apparent from the foregoing that the direction followed by the coin will depend entirely upon the angle of inclination of the tickler or chute 11 and that a very little difference in angular degree will make a material difference in the direction followed by the check or token. It will further be apparent that it is possible to so incline the chute that the check or token may be returned repeatedly through the chute 28.

The game may be played with or without the vending machine but if associated with a vending machine it is liable to increase the sales of the gum since the customer has the incentive to place the check or token in the vending machine to purchase goods, being attracted by the fact that he can play a game at the same time.

What I claim and desire to secure by Letters-Patent is:

1. In combination with a vending machine, a game device, comprising a casing, a panel in the casing, a pivoted tickler chute on the panel having an end in line with a slot in the top of the casing, means for moving one end of the chute about its pivot, a return chute at the bottom of the casing in line with the bottom of the tickler chute, pins in spaced relation on the panel, and deflector members having spaces between their ends, the deflectors being inclined toward slots in the panel.

2. A vending machine, comprising a casing, a vertical panel in the casing, a plurality of pins on the panel in spaced relation, a return chute at the lower part of the casing, laterally overlapped by the pins, outwardly projecting deflector wings on the casing aligning with the bottom edges of slots in the panel, a pivoted tickler chute at the upper part of the panel in line with a slot in the top of the casing, and means for actuating the tickler chute to change its angular position.

3. A vending machine, comprising a casing, a vertical panel in the casing, a plurality of pins on the panel in spaced relation, a return chute at the lower part of the casing, laterally overlapped by the pins, outwardly projecting deflector wings on the casing aligning with the bottom edges of slots in the panel, a pivoted tickler chute at the upper part of the panel in line with a slot in the top of the casing, and means for actuating the tickler chute to change its angular position, said means comprising a lateral push rod having an end extending outside the casing and means on the end of the rod whereby the rod may be manually engaged.

4. A vending machine comprising a casing having an opening in its top to receive a game piece, game elements in the casing, a pivoted chute having one end in line with the opening to receive and direct the game piece into the casing, and means for actuating the chute.

5. A vending machine comprising a casing having an opening in its top to receive a game piece, game elements in the casing, a pivoted chute having one end in line with the opening to receive and direct the game piece into the casing, and means for actuating the chute.

In testimony whereof I affix my signature.

CLARENCE S. SMITH.