

(No Model.)

W. R. POPE.
COIN OPERATED GAME APPARATUS.

No. 479,459.

Patented July 26, 1892.

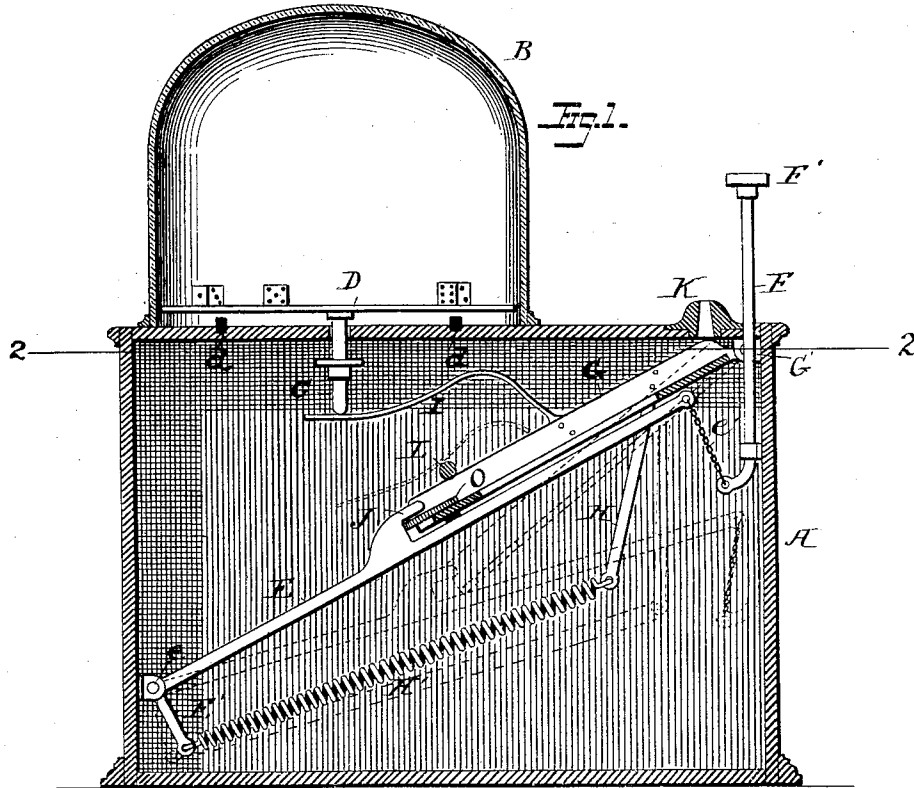
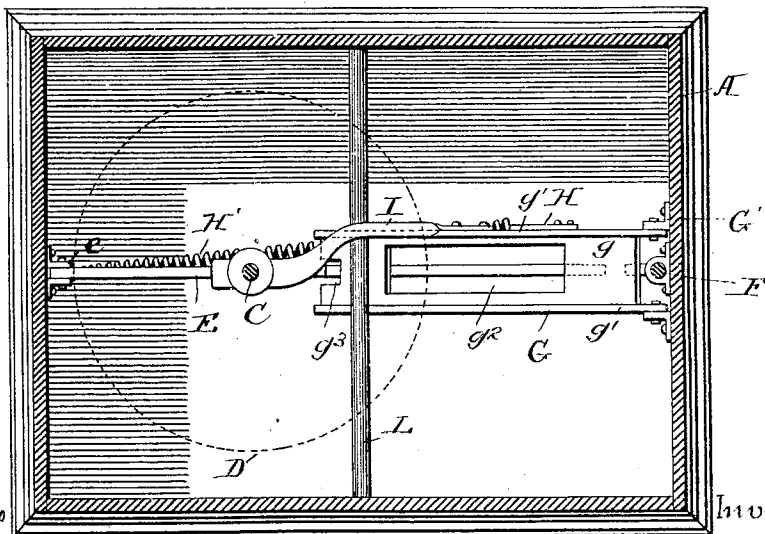


Fig. 2.



Witnesses
Judge Smith

Allen N. Dobson

Inventor

William R. Pope

by J. F. Freeman
Attorneys

UNITED STATES PATENT OFFICE.

WILLIAM R. POPE, OF NEW YORK, N. Y., ASSIGNOR TO THE AUTOMATIC MANUFACTURING COMPANY, OF NEW YORK.

COIN-OPERATED GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 479,459, dated July 26, 1892.

Application filed February 29, 1892. Serial No. 423,274. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM R. POPE, a citizen of the United States, residing in the city, county, and State of New York, have invented certain new and useful Improvements in Coin-Operated Game Apparatus, of which the following is a specification.

My invention relates to a game apparatus, and more especially to that class of apparatus which is controlled by a coin or similar token; and I have shown my invention as applied to a dice-throwing machine, the object being to provide a simple, cheap, and effective machine by which the dice may be operated, and which is controlled by the deposit of a coin or similar token.

My invention consists in the features of construction, arrangement, and operation, substantially such as are hereinafter more particularly pointed out.

Referring to the accompanying drawings, Figure 1 is a vertical section showing an embodiment of my invention, and Fig. 2 is a horizontal section on line 2 2, Fig. 1.

The device embodies a case A, which may be of any suitable material, size, and shape, and is adapted to inclose the operative parts of the device. Mounted on top of this case is a cover B of glass, preferably dome-shape, and which is secured to the case in any suitable way. Within this case in the present instance I have arranged a disk D, which is provided with an extension C, passing down through the opening in the cover of the box A, and between the disk and the cover are arranged a number of cushions *d*, which may be of elastic material fitted in recesses in the cover and on which the disk normally rests. This disk is arranged to support the dice, which are to be operated in carrying out the game. Suitably mounted in the box is a lever E, which is shown as pivoted at the point *e*, and is provided with an angular extension E', while the other end of the lever projects upward and is connected by a cord or chain *e'* to a rod F, supporting a push-button or knob F' and projecting outside the case.

Pivoted to the interior of the case, and, as shown, to the upper portion is another lever G, which is made in the form of a chute hav-

ing a base-plate *g* and side pieces *g'*, by means of which it is pivotally mounted to the bracket or lugs G'. The base-piece is provided with a slot *g*², and its free end is notched, as at *g*³. Mounted on this lever is an arm H, which extends downward and is connected to the arm E' by a spring connection H', shown in the form of a coiled spring; also connected to the lever G is an arm I, which is bent so as to extend normally under the pin C, connected to the disk D.

The lever E is provided with an extension J, which is of a shape and form to readily pass through the notch *g*³ of the lever G when the parts are operated. Arranged above the lever G is a chute or opening K for the reception of the coin, which on being passed through the opening falls upon the chute-lever G and, if of the proper size, passes down and rests against the projection J; but, if of too small a size, it passes through the opening G³ and drops to the bottom of the box.

It will be seen that in the absence of a coin pressing the knob F' will cause the rod F to descend, and this through the connection *e* will depress the lever E; but the lever G will not be moved, being held in abutment against a stop or rod L, and of course the dice-plate will not be operated. When, however, a proper coin has been introduced through the opening K and passes down through the chute-lever J in the position indicated in Fig. 1, the projection J will overlap the coin and the notch G³ will be covered by the coin, so that if now the knob F' is depressed the rod F, as before, will depress lever E, and the lever G will also be depressed, being drawn down by the coin interposed between the end of the lever and the projection J. When, however, the levers have been depressed a certain distance, they will assume such a position that the coin will slip from under the projection J, releasing the lever G. It will be seen in this position that the spring H' has been stretched in both directions by the movement of the levers E' H', so that lever G is held under a strong tension, and on being released it will be drawn against stop L. This movement of course carries with it the arm I, which will strike the pin C a sharp quick blow, which

will lift the disk D and cause the dice to be thrown upward toward or even to the top of the cover, when they will fall upon the disk, assuming different relative positions and exposing different sides at different operations. Meanwhile, the coin O has been dropped to the bottom of the case, and on releasing the knob F the lever E is returned to its normal position by the spring H', and the parts are ready for the next operation, and as often as a coin is deposited the parts can be operated to throw the dice; but without first depositing the coin the parts cannot be so operated, as the lever G will not be moved unless the coin or token is interposed between its end and the hook J.

It will be seen that the devices are exceedingly simple in construction, cheap to manufacture, and not liable to get out of order, while at the same time they operate effectively to throw the dice. It is evident that the details of construction and arrangement may be varied without departing from the spirit of my invention.

What I claim is—

1. In a game apparatus, the combination, with the disk forming a support for the dice, of a system of coin-controlled levers, an operating-rod for the levers, a spring for retracting the levers, and an arm connected to the levers for operating the disk, substantially as described.

2. In a game apparatus, the combination,

with the disk forming a support for the dice and having a downward projection, of the coin-controlled levers having an arm arranged to strike the projection on the disk, an operating-rod for the levers, and a spring for retracting them, substantially as described.

3. In a game apparatus, the combination, with the disk forming a support for the dice and having a downward projection, of the levers, an arm connected to one of the levers for operating the disk, an operating-rod for the levers, and a spring for retracting them, and connections between the levers controlled by a coin, whereby the levers are operated only when the coin is in position, substantially as described.

4. In a game apparatus, the combination of the disk having a projection, the chute-lever, an arm carried by said lever, a stop for said lever, another lever having a projection arranged to normally pass by the chute-lever, a spring connecting the two levers, and a push-rod connected to one of the levers and arranged to operate both when a coin is interposed between the two levers, substantially as described.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

WILLIAM R. POPE.

Witnesses:

ANTHONY GREF,
WM. A. POLLOCK.