July 11, 1933. D. G. GEEKAS 1,918,094

GAME DEVICE

Filed April 4, 1931

Fig. 1

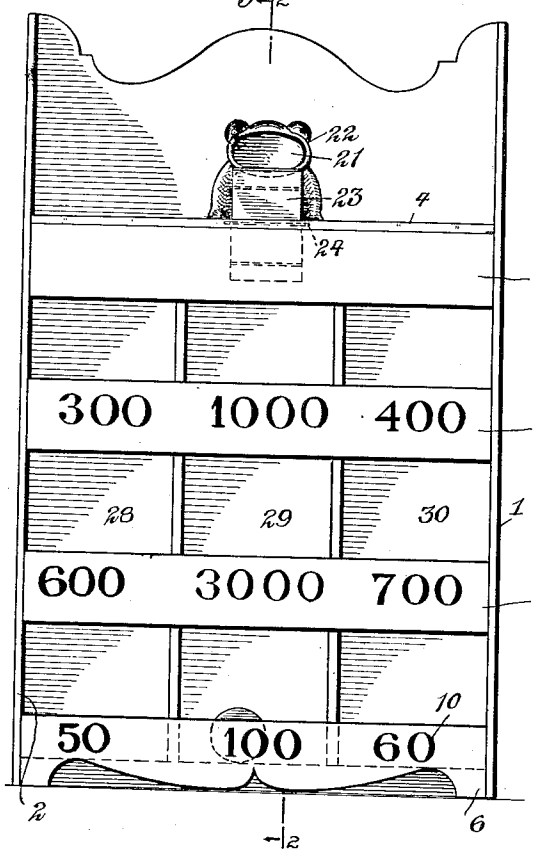


Fig. 2.

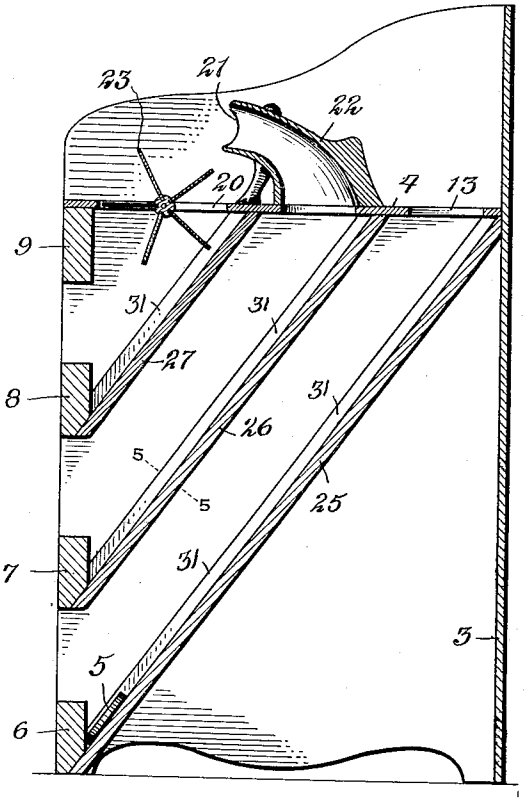


Fig. 3

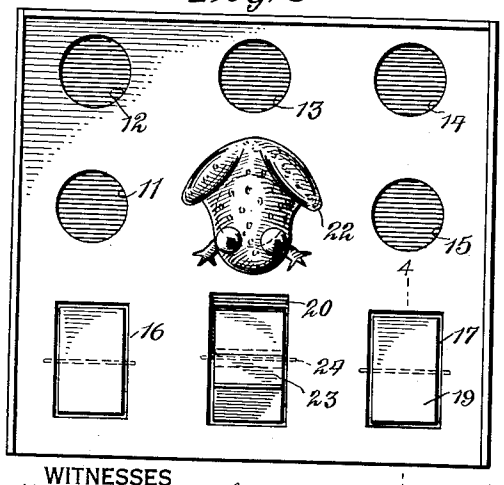


Fig. 4

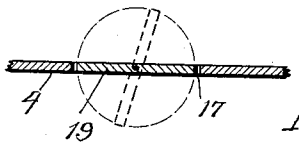
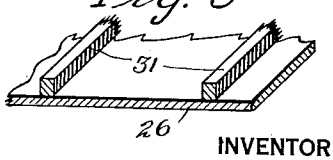


Fig. 6.



Fig. 5



WITNESSES

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UNITED STATES PATENT OFFICE

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GAME DEVICE

Application filed April 4, 1931. Serial No. 527,738.

This invention relates to a game device and has for an object to provide an improved construction wherein an enjoyable game is presented which is simple but requiring appreciable skill to secure the highest values.

Another object of the invention is to provide a game device involving the tossing of a coin or other object on a selected surface and at certain specified points.

A further object, more specifically, is to provide a game device including a cabinet structure having a plurality of openings variously arranged and associated with slides and indicating means for indicating different values for the various openings, the structure being such that when a coin is passed through an opening, it will move down to the indicating device for indicating the value of the play.

In the accompanying drawing—

Figure 1 is a front view of a game device disclosing an embodiment of the invention.

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

Figure 3 is a top plan view of the structure shown in Figure 1.

Figure 4 is a fragmentary sectional view through Figure 3 on line 4—4.

Figure 5 is a fragmentary sectional view through Figure 2 on line 5—5.

Figure 6 is a perspective view of one of the coins or projectiles forming part of the present invention.

Referring to the accompanying drawing by numeral, 1 and 2 indicate the side walls of a game device embodying the invention and 3 a rear wall. The top and lower ends of these walls may be curved or ornamented in any desired way. In addition, the upper ends of these walls extend an appreciable distance above the floor or platform 4, as clearly illustrated in Figures 1 and 2. This is in order to provide a socket or closure for preventing the various coins or projectiles 5 from leaving the platform 4 except through the various openings or discharge ports hereinafter fully described. It will be noted that the front of the device is open except for the various bars or boards 6, 7, 8, and 9. On bars 6, 7, and 8 are arranged various legends 10 indicating different values.

The platform 4 is provided with a discharge port opposite each of the legends 10 on all of the boards 6, 7 and 8. As illustrated particularly in Figure 3, the discharge ports are arranged in a regular order but they could be arranged in some other order without departing from the spirit of the invention. As shown in the drawing, opening 11 leads to the legend 600, opening 12 leads to 50, opening 13 leads to 100, opening 14 leads to 60 and opening 15 leads to 700. The remaining openings or ports lead to the higher values in the respective boards 6 to 8 inclusive and consequently are provided with retarding or interference devices, for instance, the openings 16 and 17 are provided with swinging doors 18 and 19, each door being mounted on a horizontal pivot carried in any desired manner by the platform 4. Opening 16 leads to the legend 300, while opening 17 leads to the legend 400, and the opening 20 leads to the legend 1000 while the opening 21 leads to the legend 3000. It will be noted that the opening 21 forms the mouth of a figure 22 which is shown as a frog though some other figure could be used without departing from the spirit of the invention. A paddle wheel structure 23 is pivotally supported by pivot 24 and rotates in the opening 20 whereby it is more or less difficult to toss a coin or projectile from a distance into opening 20. Openings 20 and 21 are considered the most difficult and consequently are given the highest values.

In playing the game, the person stands at some distance as for instance 8 or 9 feet from the device and tosses the coin or projectile 5. If the player is very efficient and accurate, he may toss the coin 5 in a substantially horizontal direction into the opening 21 and thereby receive the highest credit, namely, 3000. When merely tossing the coin at an indeterminate place on the platform 4, it may strike some of the openings, or it may strike the platform and would bounce or roll to some other point and in doing so may or may not enter some of the openings. Thus, it

will be seen that the greater the skill, the larger number of points may be secured by the use of a given number of projectiles. As illustrated in Figure 2, there are inclined chutes 25, 26 and 27 leading from platform 4, each chute being divided into sections 28, 29 and 30, the dividing members being preferably small bars or beads 31 as illustrated in Figure 5. By reason of this structure, a separate runway is provided for each of the openings and the coin or other projectile passing through the opening will strike the runway and slide by gravity downwardly to a point against one of the bars or boards 6, 7 or 8.

In Figures 1 and 2, the coin 5 has been illustrated as resting against the board 6 and indicating a credit of 100. Any desired rules may be provided as for instance it may be decided that each player shall have five of the coins or projectiles and, consequently, will have a chance to make five times 3000 as a maximum credit. In case a player tries to throw the coin into the opening 21 and misses the same, it is probable that the coin will drop on to the paddle wheel 23 and pass through opening 20 so that a credit of 1000 will be secured. It is also possible that the coin might pass through one of the other openings or may merely come to rest on top of the platform 4, in which case there will be no credit earned. Each player under this plan would toss or throw the coins one at a time and when all players had tossed their respective five coins, the one having the highest credit would be declared the winner. It will be understood, of course, that after each player has tossed his five coins or other means selected, the coins are removed from the various chutes 25, 26, and 27 so that these chutes will be clean for the next player.

I claim:

1. In a game device, a casing provided with an apertured platform adjacent the top, said platform and apertures being in the same horizontal plane, a runway extending from each aperture, means at the bottom of each runway for indicating a credit to be gained by throwing a projectile through a given aperture, a member surrounding one of said apertures forming an arc-shaped passageway to make it difficult for a projectile to enter said aperture, said arc-shaped passageway having its entrance substantially in a vertical plane whereby a projectile entering therein must be moving substantially in a horizontal plane and rotatable means mounted in certain of the other apertures for making it difficult for projectiles to enter in said certain apertures, said rotatable means consisting of a bladed wheel with an axle arranged in substantially the plane of said platform and at right angles to the direction of movement of a projectile striking the wheel from the front of the device, substantially half of said wheel projecting through the aperture with which it is associated.

2. A game apparatus including a casing for an apertured platform adjacent the top, said platform and apertures therein being in the same horizontal plane, a runway extending from each of said apertures, means at the bottom of the runway for indicating the credit to be gained by throwing an object through the aperture, a figure simulating a frog surrounding one of the apertures and provided with an arc-shaped passageway terminating in the mouth of the frog, which mouth extends substantially parallel with the platform whereby a projectile must strike the mouth when moving in a substantially horizontal plane in order to pass through the aperture surrounded by the frog and a rotatable bladed wheel positioned in one of said apertures, said wheel being positioned in front of said frog.

3. In a game device, a casing provided with a substantially horizontal platform adjacent the top, said platform having a plurality of spaced apertures, a runway extending from each aperture, means at the bottom of each runway for indicating a credit to be gained by throwing a projectile through a given aperture, a rotatable wheel mounted to rotate in one of said apertures, said wheel consisting of an axle carried by said platform and a plurality of rotating substantially flat blades, approximately half of said wheel extending through said aperture into said casing.

Signed at New York city in the county of New York and State of New York this 2nd day of April 1931.

DEMETRIUS G. GEEKAS.