A. E. KAISER.

GAME.

APPLICATION FILED MAY 23, 1921.

1,436,962. Patented Nov. 28, 1922.

FIG. 1

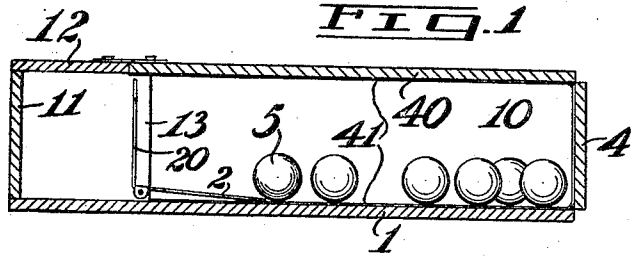



FIG. 2

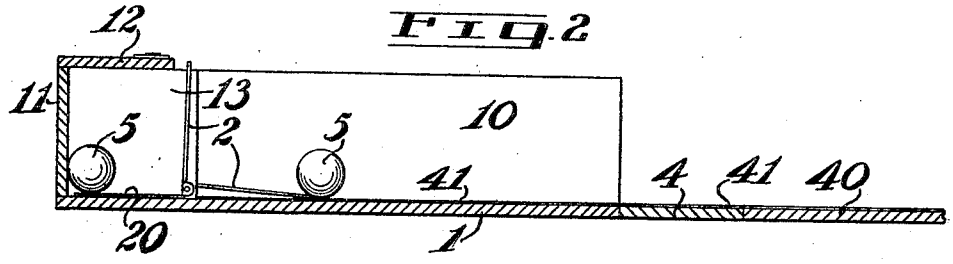
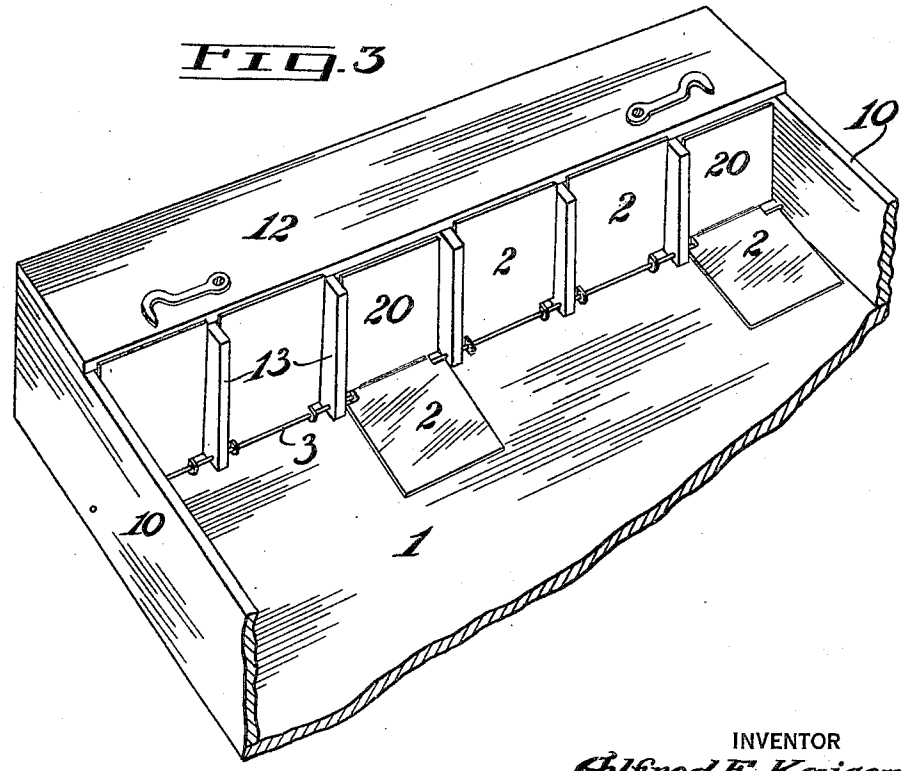



FIG. 3




INVENTOR

Alfred E. Kaiser

BY

H. L. & C. L. Reynolds

ATTORNEYS

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# UNITED STATES PATENT OFFICE.

ALFRED E. KAISER, OF FACTORIA, WASHINGTON, ASSIGNOR, BY DIRECT AND MESNE ASSIGNMENTS, TO ALFRED S. WITTER, OF SEATTLE, WASHINGTON.

## GAME.

Application filed May 23, 1921. Serial No. 471,356.

*To all whom it may concern:*

Be it known that I, ALFRED E. KAISER, a citizen of the United Sates of America, and resident of the town of Factoria, in the county of King and State of Washington, have invented certain new and useful Improvements in Games, of which the following is a specification.

My invention relates to games and consists of an apparatus having a series of compartments or cells which open at one side and in each of which is hinged a door composed of two sections placed at right angles to each other and is designed to be used as a game in connection with marbles or balls which are aimed at the various cells from a distance.

The object of my invention is to provide a game which will entertain and amuse.

The accompanying drawings show my invention in the form of construction which I now prefer to use.

Figure 1 is a transverse section through the device showing one of the doors in opened position.

Figure 2 is a similar section showing the same parts but with the run-way of the box opened and one of the doors closed.

Figure 3 shows in perspective the end of the device which contains the respective cells or compartments.

The essential features of my device consist of a plurality of compartments or cells which are open at one side and a hinged door in each compartment so constructed and placed that it will be closed by a marble or ball running thereon. The frame comprises a floor board 1, side boards 10, a backboard 11, and if this be desired, a cover board 12 extending over the various compartments. There are also a series of partitions, as 13, which divide the space included beneath the cover board 12 into a series of compartments or cells. While I prefer to use a cover board 12, this is not absolutely essential. This may be omitted. In each of these compartments is pivoted a door which is preferably made of thin metal and has two parts 2 and 20 which are at substantially right angles to each other. These are pivoted at or very close to the line joining the two parts 2 and 20 upon a horizontal pivot, as 3. The size of these doors is such that they substantially fill the opening but not so as to produce any friction against the sides.

I have shown the floor section 1 as being provided with sections 4 and 40 which when opened form extensions thereof and which when closed as they are shown in Figure 1, form a closure for the space between the side boards 10 and in front of the cells. These are preferably secured together by means of a web or sheet, as 41, of cloth, or other fabric which will permit ready folding.

In use the various doors are turned so that the section 2 lies down upon the floor board 1. In this position marbles or balls are shot at the various compartments with the idea of causing them to run upon one of the doors, strike the back part thereof which is then in vertical position, force it to the rear and raise the section 2 which was outside, thus closing the compartments and retaining the ball therein. The balls 5 may be of any suitable material. The doors may have marked thereon figures or characters indicating their scoring value and the game may be played with these indications determining the scores of the players and in this way determining who wins the game.

It will be noted particularly in inspecting Figures 1 and 2, that the parts 13 project somewhat in front of the top board 12. Also that the part 2 of the door being the outer section, is long enough to project slightly above the upper edge of the partitions. It is also slightly outward from the outer edge of the cover board 12. This makes it possible to easily engage with this in order to turn them down into the position for re-playing.

What I claim as my invention is:

1. A game device of the type described comprising a floor board; two narrow boards extended vertically at the sides of the floor board: another narrow board extending vertically at one end of the floor board; short partitions set on the floor board and against the board at the end of the floor board forming compartments having their outer ends open; a narrow cover board across the top of the compartments; a rod thru the lower outer corners of the compartments; a flat piece of material pivotally mounted on the rod in each of the

compartments so that it will project outward in an inclined position in front of the compartment, said pivot point being a short distance from the inner end of the flat piece of material; another flat piece of material standing in a vertical position joined to the inner end of the former flat piece of material; objects of a suitable size which may be rolled against the vertical flat piece of material and into the compartment; a flat piece of material flexibly attached to the open end of the base board which forms an end section when raised to a vertical position; a cover board flexibly attached to the flat piece of material; projections on the end of the cover board; and hooks on the board forming a cover for the compartments to engage the lugs on the cover board in order to fasten the device closed.

2. A game comprising a floor plate, two upstanding side walls and a row of chambers along one edge between said side walls opening towards the opposite edge, and separate closures for each of said chambers composed of flat plates bent so that one end is longer than the other and the angle between the two ends is a little greater than a right angle, said closures being pivoted at a point in the long end a short distance from the point at which the plates are bent so that ordinarily the short end will be in a vertical position and the long end will extend outward on an incline, while at the same time when an object rolls up the incline and strikes the vertical end the closure will rotate about the pivot and the short end will move downward inside one of the chambers while the long end moves upward to a vertical position and closes the chamber with the object inside.

3. A game apparatus of the type described embodying a plurality of rectangular shaped compartments embodied in a casing composed of a floor board, two side boards, a rear board against which the compartments are placed, a small board forming a cover for the compartments, and a cover hinged to one edge of the floor board which when open may be used as the floor of the game and when closed will close the entire apparatus; doors constructed of two flat pieces of material connected together so that the angle between them is a little greater than a right angle, said doors having one end longer than the other; lugs on the outer side of the longer end a short distance from the point of intersection of the two pieces of material; holes thru the lugs; and pins thru the holes which pass thru the lower outer corners of the compartments.

4. In a game apparatus of the type described a combination of a casing composed of a floor board, two upstanding side boards, an upstanding rear board, and a cover board hinged to the front end of the floor board; with a row of rectangular shaped compartments between the side boards on the bottom board and against the rear board having their ends extending in the casing open; and closures composed of flat plates bent in the shape of an angle with one end longer than the other pivoted, at a point in the longer ends a short distance from the point at which they are bent, in the lower outer corners of the compartments.

5. A game apparatus of the type described embodying a bottom board, vertical side boards attached to each side of the bottom board, a vertical end board attached to one end of the bottom board and to the two ends of the side boards, small flat pieces of boards attached to the end board and to the bottom board forming compartments between the side boards, a cover board flexibly attached to the other end of the bottom board in such a manner that when open it will form the floor of the game and when closed it will form a complete cover for the game; a rod thru the lower outer corners of the small boards; closures for the compartments composed of an inclined member projecting outward pivoted at a point adjacent to its rear end in the lower outer corners of the compartment, and a vertical member attached to its rear end; and objects that may be thrown, shot, or rolled so that they will pass along the bottom board, up the inclined member and strike the vertical member which will cause the closure to rotate and the vertical member will then lie in an inclined position in the bottom of the compartment and the inclined member in a vertical position with its end projection above the top of the compartment and also closing the compartment with the object inside.

6. A game apparatus of the type described comprising a casing having two sides, a rear wall, and a cover hinged to the front edge of the bottom; rectangular shaped compartments with their outer ends open along the rear wall; plates bent in the shape of angles with one end longer than the other, with the angle between the two ends greater than a right angle, and pivoted at a point adjacent to the point at which they are bent in the lower outer corners of the compartments; and objects which may be thrown, shot or rolled into the game.

Signed at Seattle, King County, Washington this 17th day of May 1921.

ALFRED E. KAISER.