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E. H. BOCK.

APPARATUS FOR PLAYING A GAME OF SKILL.

APPLICATION FILED JAN. 25, 1906.

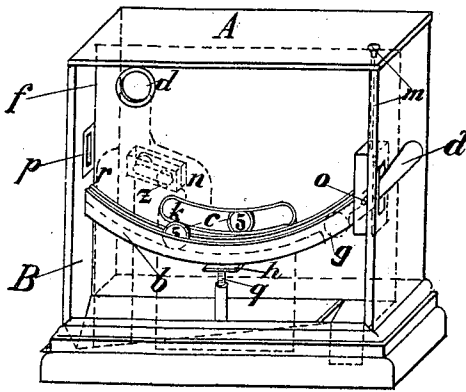


Fig. 1.

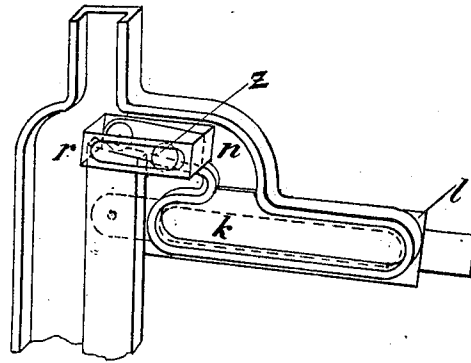


Fig. 2.

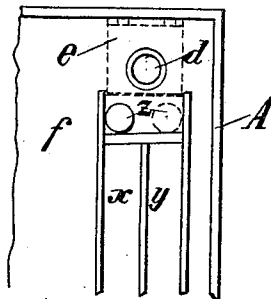


Fig. 3.

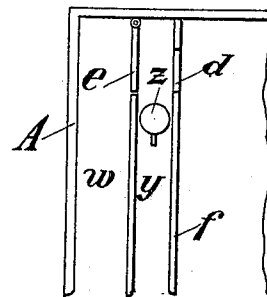


Fig. 4.

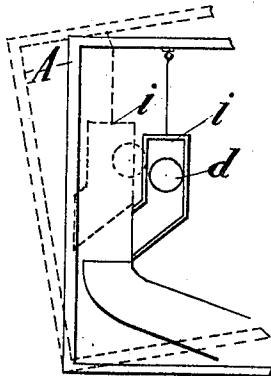


Fig. 5.

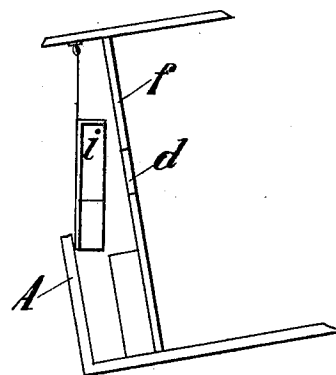


Fig. 6.

Witnesses:

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UNITED STATES PATENT OFFICE.

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APPARATUS FOR PLAYING A GAME OF SKILL.

No. 830,202.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, EMIL HEINRICH BOCK, a subject of the German Emperor, and a resident of No. 13 St. Georges-strasse, Hamburg, Germany, have invented certain new and useful Improvements in and Relating to Apparatus for Playing a Game of Skill, of which the following is a specification.

The subject-matter of the present application relates to apparatus for a game of skill in which an inserted coin or the like is to be thrown by means of a rocking sickle-shaped lever into an opening in a perpendicular wall.

The subject-matter of the present application is illustrated in the accompanying drawings, in which—

Figure 1 is a perspective front view of the apparatus, while Fig. 2 is a perspective view of the winning and losing passages with the ball-shutting device, into which passages the coin rolls. Figs. 3 and 4 show a second form of the winning and losing passages with a ball-shutting device, while Figs. 5 and 6 represent a swinging passage which can act both as a winning-passage and also as a losing-passage.

The apparatus is arranged in a box A, and the game consists in throwing a coin *c* or the like into the box from outside through a slot *p*. The coin must fall on the sickle-shaped lever *b*, which is movably supported at *o*, and said coin runs in a groove along said lever. The player takes hold of the handle *a*, extending outside the box, and rocks the lever *b* so that the coin runs to and fro in the groove in said lever. The lever *b* moves tightly against a wall *f*, which is perpendicular or only slightly inclined, in which wall there is an opening *d*, into which the coin is to be thrown by exercising a certain amount of skill, while in the absence of skill it rolls off at *g* at the opposite end of the lever. By adjusting the pivot *o*, for instance, by means of a screw *m* in the vertical direction or by displacing the limit of rocking of the lever in the horizontal direction by means of the plate *h* and the screw *q* the game can be made easier or more difficult—a thing which can be readily understood, as the lever is thereby adjusted nearer to or farther from the winning-opening. The box A is completely closed. The motion of the coin can be observed through a glass window B at the front. Consequently the above-mentioned adjustments within the closed box can be made. By simply slanting

the apparatus the game could be made much easier by any player, and the following contrivances are intended to prevent this. In Fig. 2 are represented the winning-passage *n* and the losing-passage *r*, which are arranged behind the wall *f* and into which the coin *c* passes as soon as it is thrown through the opening *d*.

In the case of normal play the coin *c* passes through the opening *d* into the passage *n* and becomes visible at *k* behind the wall *f*, which consists most suitably of glass. If, however, the player wishes to make the game easier and tilts the box A backward or somewhat sidewise, the passage *n* is closed by means of a ball *z*, which is confined in a small cage or casing which is situated in front of this passage and which is connected with the latter by an opening. The coin *c* on falling through the opening *d* strikes against this ball *z*, as it has a tendency to pass into the passage *n*, glides off the ball and is so led into the losing-passage *r*. The coin does not appear behind the glass window *f*, but falls into the losing-box.

A second form for preventing unfair play is shown in Figs. 3 and 4. In this case at the back of the wall *f*, directly under the hole *d*, are two passages *x* and *y*, which can likewise be closed by a ball *z*. The ball *z* runs on a wire or on an edge above both the winning-passage *y* and the losing-passage *x*. Behind these two passages there is a further passage *w*, Fig. 4, which is also a losing-passage. The wire or the edge are somewhat inclined so that the ball *z* in its normal position is over the losing-passage *x*. If now the player, in order to make the game easier inclines the apparatus somewhat to the side, the ball runs over the winning-passage *y* and closes it. The coin falling through the opening *d* glides off the ball and is led into the losing-passage *x*. If the player tilts the apparatus backward, the flap *e* turns on account of its weight and opens the passage *w*, so that the coin falls into the latter, the result being that the player has likewise lost, whereas on the coin sliding through the winning-passage *y* it appears in the elongated opening *k* behind the glass window. The flap *e* closes the passage *w* from the first two passages, as the coin might easily happen during normal play to fall into the losing-passage *w* on account of its own impetus.

As the third form of the winning and losing passages for the prevention of unfair play the arrangement shown in Figs. 5 and 6 may be used, in which a pendulum *i* is situated behind the winning-opening *d*. The pendulum *i* is formed as a passage and leads the coin *c* thrown through the opening *d* into the passage *n*, so that it appears, as before, at *k* behind the window *f*. If the player wishes to make the game easier, by tilting the apparatus in the manner indicated in dotted lines in Fig. 5 it is evident from this position of the pendulum that the winning-opening *d* is reduced, because the wall of the pendulum comes in front of it, or in case the apparatus is tilted still farther the winning-opening will lie completely outside the guiding-passage of the pendulum. Consequently the coin would not be led into the winning-passage *n*, but would fall into the box A. On tilting the apparatus backward the pendulum *i* leaves the wall *f*, and the coin *c* does not pass into the conducting-passage on the pendulum, but falls directly into the box A. In order to remove the coins from the holder *k*, in which they are visible behind the wall *f*, the back wall *l* is pressed by means of a pencil, for instance. Said wall is formed as a leaf-spring, so that on being pressed the coins fall through an opening into the winning-box. If the coin falls from the lever, with the exception of those cases in which it rolls off at *g*, it passes by means of an oblique guide and slot to the outside of the box A, and the player can use the coin again. Copper or nickel coins are specially suited for the game; but it is obvious that instead of coins other disk-shaped or spherical objects capable of rolling may be employed.

I claim—

1. Apparatus for playing a game of skill comprising in combination a box having a glass front, a wall in said box dividing the same into two compartments and having a hole, and a pivoted sickle-shaped lever in the front compartment having a handle extending outside the box, said lever being intended to be operated by the player in such a way that a rolling object such as a coin placed on the lever is at will ejected through the above-mentioned hole in the above-mentioned wall, substantially as described.

2. Apparatus for playing a game of skill comprising in combination a box having a glass front, a wall in said box dividing the same into two compartments and having a hole, a pivoted sickle-shaped grooved lever in the front compartment having a handle extending outside the box, losing and winning passages in the back compartment of the box and means adapted when the box is tilted to prevent an object after passing through the above-mentioned hole from entering the winning-passage, said lever being intended to be operated by the player in such a way that a

rolling object such as a coin placed on the lever is at will ejected through the above-mentioned hole in the above-mentioned wall into the winning-passage, substantially as described.

3. Apparatus for playing a game of skill comprising in combination a box having a glass front, a wall in said box dividing the same into two compartments and having a hole, a pivoted sickle-shaped grooved lever in the front compartment having a handle extending outside the box, means for adjusting the pivot of the lever, means for limiting the downward motion of the lever consisting of the plate *h* and screw *g*, losing and winning passages in the back compartment of the box and means adapted when the box is tilted to prevent an object after passing through the above-mentioned hole from entering the winning-passage, said lever being intended to be operated by the player in such a way that a rolling object such as a coin placed on the lever is at will ejected through the above-mentioned hole in the above-mentioned wall into the winning-passage, substantially as described.

4. Apparatus for playing a game of skill comprising in combination a box having a glass front, a wall in said box dividing the same into two compartments and having a hole, a pivoted sickle-shaped grooved lever in the front compartment having a handle extending outside the box, losing and winning passages *x*, *y* in the back compartment of the box with their upper ends situated under the above-mentioned hole, a wire inclined to the horizontal situated above said passages, and a ball *z* running on said wire and normally situated over the losing-passage, and adapted when the box is tilted to prevent an object after passing through the above-mentioned hole from entering the winning-passage, said lever being intended to be operated by the player in such a way that a rolling object such as a coin placed on the lever is at will ejected through the above-mentioned hole in the above-mentioned wall into the winning-passage, substantially as described.

5. Apparatus for playing a game of skill comprising in combination a box having a glass front, a wall in said box dividing the same into two compartments and having a hole, a pivoted sickle-shaped grooved lever in the front compartment having a handle extending outside the box, losing-passages *w*, *x*, and a winning-passage *y* in the back compartment of the box with the upper ends of the passages *x*, *y* situated under the above-mentioned hole, a wire inclined to the horizontal situated above said passages *x*, *y*, a swinging flap *e* normally closing the opening of the losing-passage *w* but adapted when the box is tilted to open said losing-passage, and a ball *z* running on said wire and normally situated over the losing-passage, and adapted

when the box is tilted to prevent an object after passing through the above-mentioned hole from entering the winning-passage, said lever being intended to be operated by the
5 player in such a way that a rolling object such as a coin placed on the lever is at will ejected through the above-mentioned hole in the above-mentioned wall into the winning-passage, substantially as described.

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Witnesses:

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