Dec. 29, 1925. 1,567,251

J. EKSTEIN

GAME

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Fig. 1.

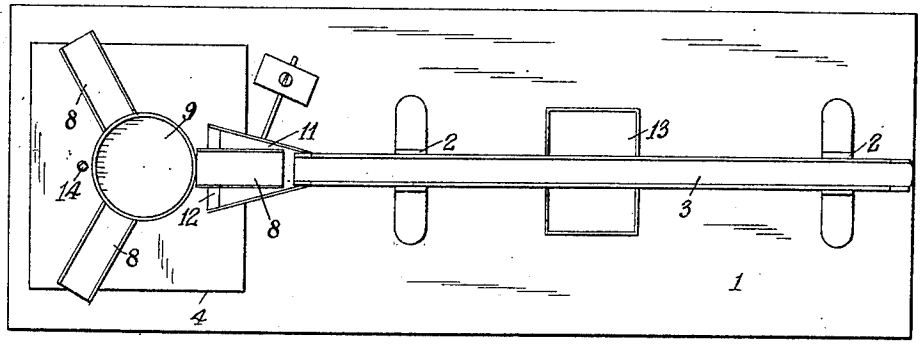


Fig. 2.

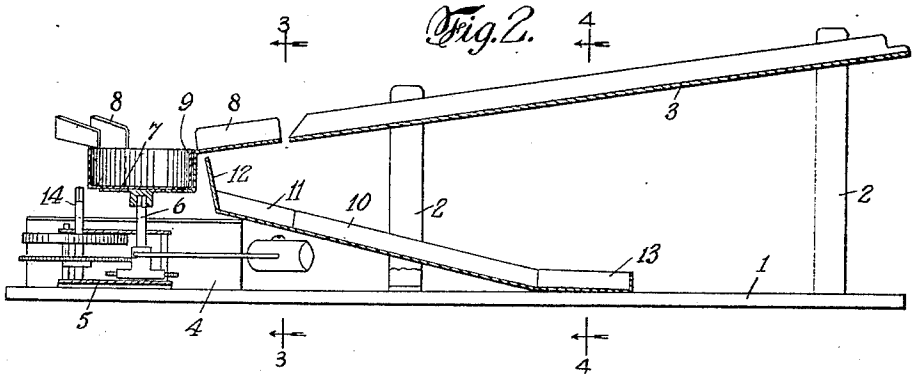


Fig. 3.

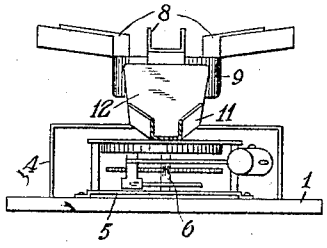
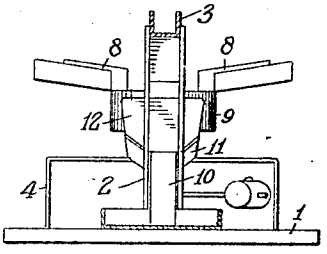


Fig. 4.



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Fig. 5.

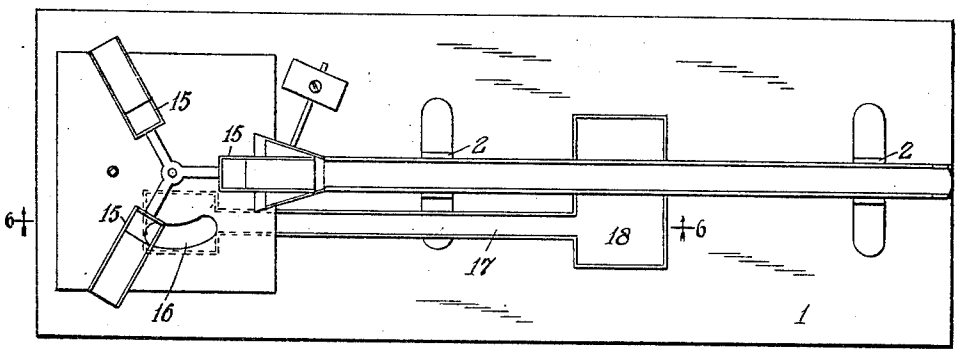


Fig. 6.

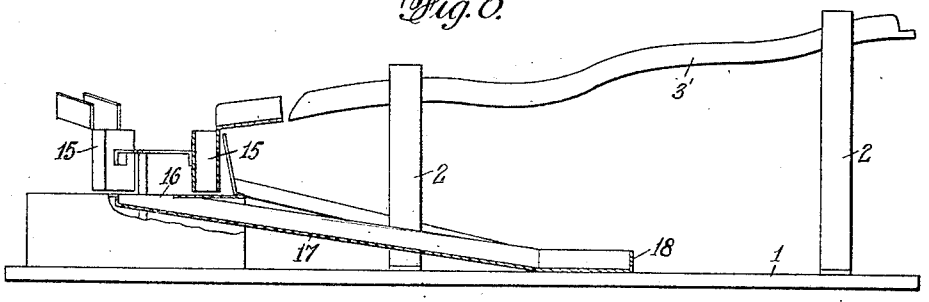


Fig. 7.

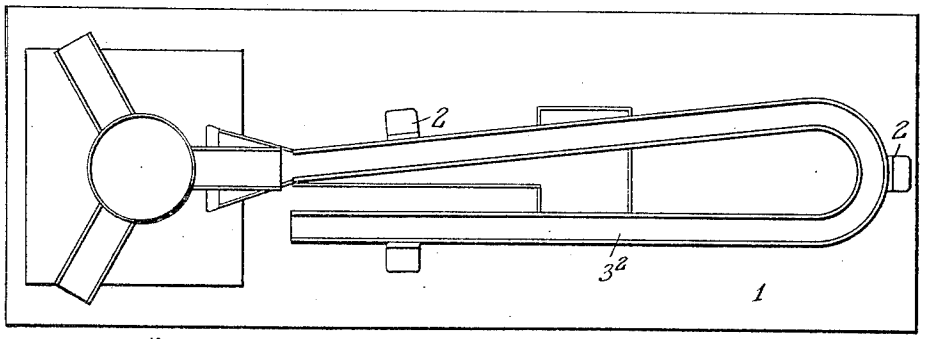
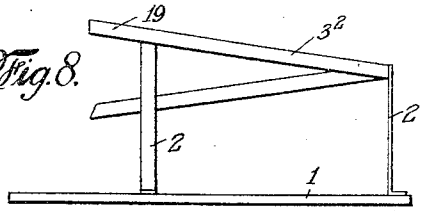


Fig. 8.



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Patented Dec. 29, 1925. 1,567,251

UNITED STATES PATENT OFFICE.

JOSEPH EKSTEIN, OF NEW YORK, N. Y.

GAME.

Application filed June 19, 1925. Serial No. 38,142.

To all whom it may concern:

Be it known that I, JOSEPH EKSTEIN, a citizen of the United States of America, residing in the borough of Manhattan, city, county, and State of New York, have invented a certain new and useful Improvement in Games, of which the following is a specification.

My invention relates to an amusement device. The object of this invention is to provide a game in which exercise of skill is required to play the game successfully. A further object is to provide an apparatus which is simple in construction, attractive in appearance, and which furnishes an interesting and fascinating form of amusement.

My invention comprises a rotating member having a plurality of channels leading to a receptacle together with suitable guiding means or chute for discharging a rolling device, such as a ball or marble, into the different channels while the same are in motion. The player is entitled to score for as many balls or marbles as he succeeds in placing in the receptacle through the channels of the rotating member.

The invention further consists of parts and combinations of parts as will hereinafter be more fully described and claimed, having reference to the accompanying drawings, in which:

Figure 1 is a plan view of my invention.

Figure 2 is an elevation in section along the center line of Figure 1.

Figure 3 is an elevation taken through the line 3—3 of Figure 2.

Figure 4 is an elevation of Figure 3 taken through the line 4—4 of Figure 2.

Figure 5 is a plan view of a modification of my invention showing a special receptacle for the shots which are successful and means for depositing the successful shots in said receptacle.

Figure 6 is an elevation of Figure 5 with a modified form of chute.

Figure 7 is a plan view of another modification showing another type of chute.

Figure 8 is a fragment of Figure 7 showing the modified chute in elevation.

In the drawings, 1 is a base to which the upright members 2 are secured. A chute 3 is supported by the upright members 2. At the opposite end of the base is a casing 4, within which is housed a motor 5. In the drawings this motor is shown as a clockwork with a form of escapement to give intermittent motion. An electric motor may be used without departing from the spirit of my invention. A shaft 6 is driven by the motor. At the upper end of said shaft is a spider 7 which supports three channels 8. Resting on the spider and at a height below the edge of the channels 8 is a cup or receptacle member 9. The receptacle 9 is in the form of a removable cup which enables the player to readily recover the successful shots by merely lifting the cup from the supporting spider 7. Secured to the housing 4 is another chute 10, the upper end of which, 11, is wider than the rest of the chute. A baffle plate 12 is secured to the end of the chute. The chute is inclined and terminates at its lower end in a receptacle 13. This second chute and receptacle serve to recover and return the shots which miss the rotating channels. A stem 14 provides a means for winding the motor.

The operation of the game is as follows: The motor is set in motion, which causes the spider 7 and the associated channels 8 to rotate with a jerky or intermittent movement. A ball is placed in the upper end of the chute 3 and the player releases the ball endeavoring to time the release so that one of the channels 8 is in range with the end of the chute 3 at the time the ball leaves the chute, so that the ball will pass from the chute through one of the channels 8 into the receptacle 9. The shots which are successful will pass through the channels 8 into the receptacle 9. The shots which are unsuccessful will strike the baffle 12, falling into the chute 11, and are returned thereby to the receptacle 13 where they are available again for use.

In Figure 5 I have shown a modified construction, the channels 8 terminating in tubular members 15 which extend to a point just above the casing 4. The successful shots roll through chute 8 down into the tubular member 15 and there rotate until they register with a slot 16 in the casing 4. They fall through this slot and are received in the chute 17, the end of which is enlarged to cover the slot 16. Through the chute 17 they are returned to a receptacle 18 which I prefer to make a different color from the receptacle 13 so as to differentiate the successful from the unsuccessful shots, it being obvious that the unsuccessful shots will go

into the receptacle 13 while the successful shots will go into the receptacle 18.

In Figure 6 I have shown a still further modification, the chute 3^1 being of a curved or wavy contour, the purpose of this being to cause the ball to travel at an uneven rate of speed, thereby making it more difficult for the player to judge the time it will take for the ball to pass through the chute 3^1 to connect with the rotating channel 8.

In Figure 7 I have shown a still further modification, the chute 3^2 being in the form of a loop, the player placing the ball in the upper end 19 and the ball following the contour of the chute and finally discharging at the lower end, either into the channel 8 as it passes by or into the chute 11 if the ball misses. This curved chute is intended to make it more difficult to time the travel of the shot through the chute and is approximately twice as long as the chutes shown in Figures 2 and 6.

It is obvious that many modifications may be made in my construction without departing from the spirit of my invention.

I claim:

1. In a game a base, an inclined chute mounted on said base, a motor mounted on said base at one end thereof, a series of rotating channels mounted on said motor, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, and a receptacle to receive the game pieces after they have passed from the end of the chute through the channels.

2. In a game a base, an inclined chute mounted on said base, a motor mounted on said base at one end thereof, a series of intermittently rotating channels mounted on said motor, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, and a receptacle to receive the game pieces after they have passed from the end of the chute through the channels.

3. In a game a base, an inclined chute mounted on said base, a motor mounted on said base at one end thereof, a series of channels adapted to be rotated by said motor, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, a receptacle to receive the game pieces after they have passed from the end of the chute through the channels, and a second chute adapted to receive the game pieces which fail to pass through the channels.

4. In a game a base, an inclined chute mounted on said base, a motor mounted on said base at one end thereof, a series of rotating channels mounted on said motor, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, and another chute associated with said channels, said second chute terminating in a receptacle whereby the game pieces are recovered after they have passed from the chute through the channels.

5. In a game a base, an inclined chute mounted on said base, a motor mounted on said base at one end thereof, a series of channels mounted on said motor, said motor adapted to impart intermittent rotation to said channels, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, a receptacle to receive the game pieces after they have passed from the end of the chute through the channels, and another receptacle adapted to receive the game pieces which have failed to pass through the channels.

6. In a game a base, a curved chute mounted on said base, a motor mounted on said base at one end thereof, a series of rotating channels mounted on said motor, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, and a receptacle to receive the game pieces after they have passed from the end of the chute through the channels.

7. In a game a base, an inclined chute mounted on said base, a motor mounted on said base at one end thereof, a series of channels rotated by said motor, said channels being adapted to register intermittently with the lower end of said chute, game pieces adapted to travel along said chute, a second chute adapted to receive the game pieces after they have passed through the channels, and another chute adapted to receive the game pieces that have failed to pass through the channels.

8. In a game a base, a motor mounted on said base, a housing for said motor, a series of radiating channels mounted on said motor, a chute, said channels being adapted to be rotated intermittently to register with the lower end of said chute, guideways extending from the lower end of said channels to a point adjacent the top of the housing.

9. In a game a base, a series of radiating channels mounted on said base, means for imparting intermittent rotation to said channels, a chute, said chute and said channels adapted to intermittently register with one another, game pieces adapted to travel along said chute, and a receptacle for the game pieces after they have passed through the chute and through the channels.

In testimony whereof, I have affixed my signature to this specification.

JOSEPH EKSTEIN.