Sept. 6, 1932. A. A. ALMADA 1,876,128

GAME DEVICE

Filed Oct. 20, 1931 2 Sheets-Sheet 1

FIG. 1

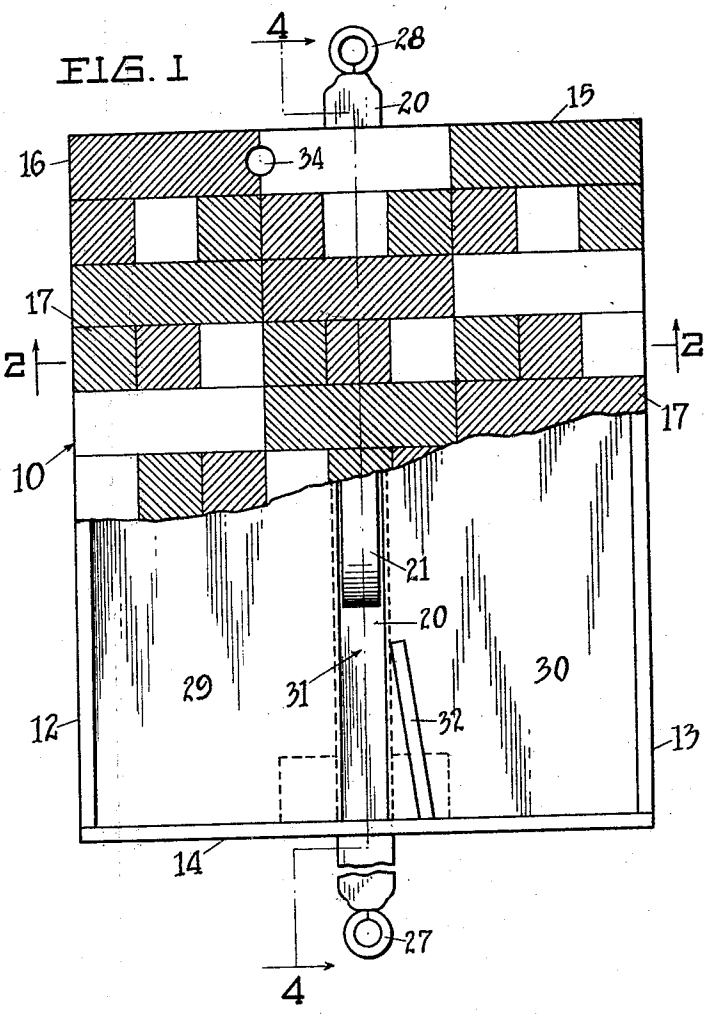
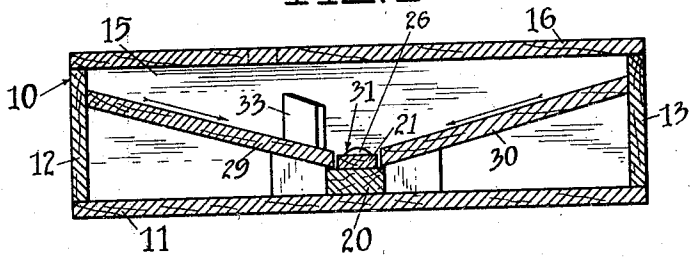


FIG. 2



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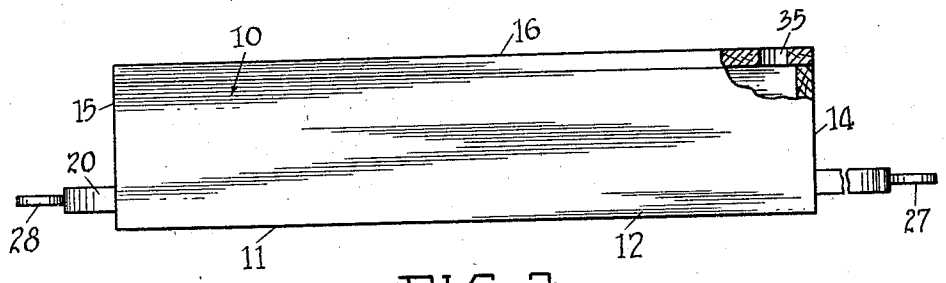


FIG. 3

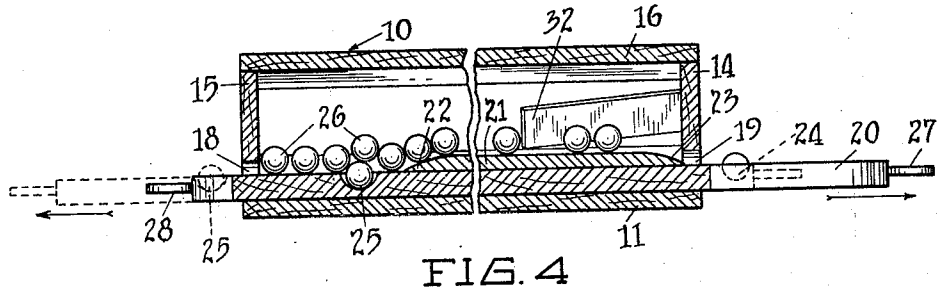


FIG. 4

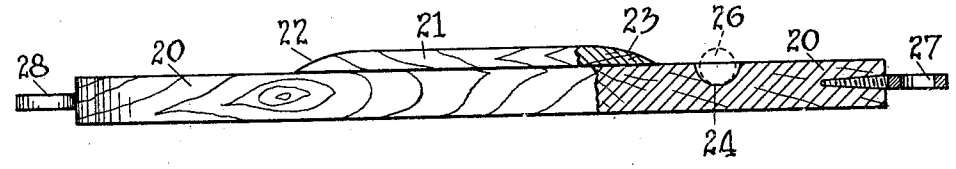


FIG. 5

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Patented Sept. 6, 1932 1,876,128

UNITED STATES PATENT OFFICE

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GAME DEVICE

Application filed October 20, 1931. Serial No. 569,872.

The present invention relates generally to game devices and more particularly to mechanically operated means for playing a game somewhat similar to the game of checkers.

The principal object of the invention is the provision of a game device which combines a game board and a mechanical means for selecting colored objects from the housing thereof, which colored objects correspond with certain like colored squares on the game board and determine the moves of the players on the game board.

Another object of the invention is the provision of a novel game device in which the players draw colored objects from the housing thereof, such as colored marbles, these being secreted in the housing ejected therefrom, and determinng the next move of the players on the board, the novelty of the game residing in the fact that the players do not know their next move until the marble is withdrawn each time before a move is made, which, when drawn, determines the next move.

Still another object of the invention is that of providng a novel game device which is compact and simple in construction, and which may be manufactured very cheaply.

Other objects and advantages of the invention will become apparent with reference to the subjoined specification and the accompanying two sheets of drawings in which:

Figure 1 is a plan view with portions of the game board broken away to disclose interior working parts of the game device,

Figure 2 is a transverse sectional view of the game device housing and showing the interior elements thereof, the section being indicated by the line 2—2 in Fig. 1,

Figure 3 is a side elevation of the game device,

Figure 4 is a longitudinal sectional view showing the ejector slide of the device and the means for ejecting one marble at a time from the housing; the section being indicated by the line 4—4 in Fig. 1, and

Figure 5 is an edge view partly in section, illustrating the ejector slide, per se.

Referring now more particularly to the drawings, and especially to Fig. 1, thereof, the device of the invention comprises a suitable housing 10, embodying a bottom 11, sides 12 and 13 and end pieces 14 and 15, forming as a whole a shallow box like housing.

The cover 16 comprises the game board and is provided on its top side wth a plurality of rectangular and square colored sections 17, arranged as shown in Fig. 1, and somewhat similar to a checker board, and upon which the players move chips or checkers from place to place as hereinafter described.

The housing ends 14 and 15 are provided with slots 18 and 19 thru which the ejector slide 20 operates, said slide being provided centrally thereof and on its upper face with an agitator 21 having downwardly curved ends 22 and 23, as clearly indicated in Figs. 4 and 5.

Slightly beyond the ends of the agitator members 21, the ejector 20 is provided with semi-spherical orifices 24 and 25, and these orifices are adapted to receive anyone of a plurality of marbles 26 which roll back and forth upon the agitator 21, the ends of the ejector slide being provided with actuating eyelets 27 and 28 to cause the sliding movement thereof within the housing.

The housing 10, as indicated in Figs. 1 and 2, is provided with inclined members 29 and 30 extending from the end 14 to the end 15 of the housing and these inclined members are fixed in the housing and terminate above the ejector 20, and the agitator 21 is movable back and forth in the trough 31 formed thereby, Fig. 2.

Deflectors 32 and 33 are fixed against the ends 14 and 15, respectively, of the housing 10 and are inclined inwardly toward and on opposite sides of the trough 31, these deflec-

tors tending to guide the marbles 26, dropped thru the game board openings 34 and 35, to the trough 31 and agitator member 21, as clearly shown in Fig. 4.

In playing the game, two players sit at opposite ends of the game board and one player first draws out the ejector 20 by means of the eyelet 28, a marble, of course, having been forced into the orifice 25 by the last ejecting movement of the ejector by means of the agitator 21, this movement having drawn a marble 26 to the position shown in Fig. 4.

The player now picks up the marble thus ejected and notes its color and moves his checker to a correspondingly colored square 17 on the board. After playing, he now drops the marble thru the opening 35, and it returns to the trough 31.

His opponent now repeats this act by drawing outwardly on the eyelet 27 which brings a marble to position on his end of the board and he moves his checker according to the color of the marble drawn by him, these moves being alternately repeated by the players until a score is made.

The marbles are colored red, green, blue, brown etc; and the squares on the board are also variously colored to match the marble colors. When one color, brown, for instance is drawn, no move is made by the player.

As the markings on the checker board and the rules for playing the game have no particular bearing on the mechanical features of the device, neither these rules nor the arrangement of the squares on the board are herein particularly set forth.

It will be observed with reference to Fig. 4, that the agitator 21 is provided with rounded ends 22 and 23, these ends causing the marbles to be elevated from the trough to the upper face of the agitator, along which face, they roll, as the ejector slide 20 is moved back and forth by the players, this agitation of the marbles also causing them to be mixed as to color. The ends 22 and 23 of the agitator also limit the movement of the ejector relative to the ends 14 and 15 of the housing 10.

What I claim and desire to secure by Letters Patent of the United States, is the following:—

1. In a game device of the class described, a housing, an ejector slide operating thru said housing, an agitator cooperating with said ejector, orifices in opposite ends of said ejector, a plurality of rollable objects within the housing, means for guiding said objects to the ejector, and means for feeding said objects singly to said orifices when the ejector is moved in either direction.

2. In a game device of the class described, a housing having inclined members arranged longitudinally thereof and terminating in a centrally disposed trough, an ejector slide operating thru said housing below said trough, an agitator fixedly secured to said ejector and operable in said trough, spherical orifices formed in said ejector, and means formed on the ends of said agitator to cause the selective feeding of said rollable objects to said orifices for their ejection from the housing singly.

In testimony whereof, I hereunto affix my signature.

ALBERT A. ALMADA.