

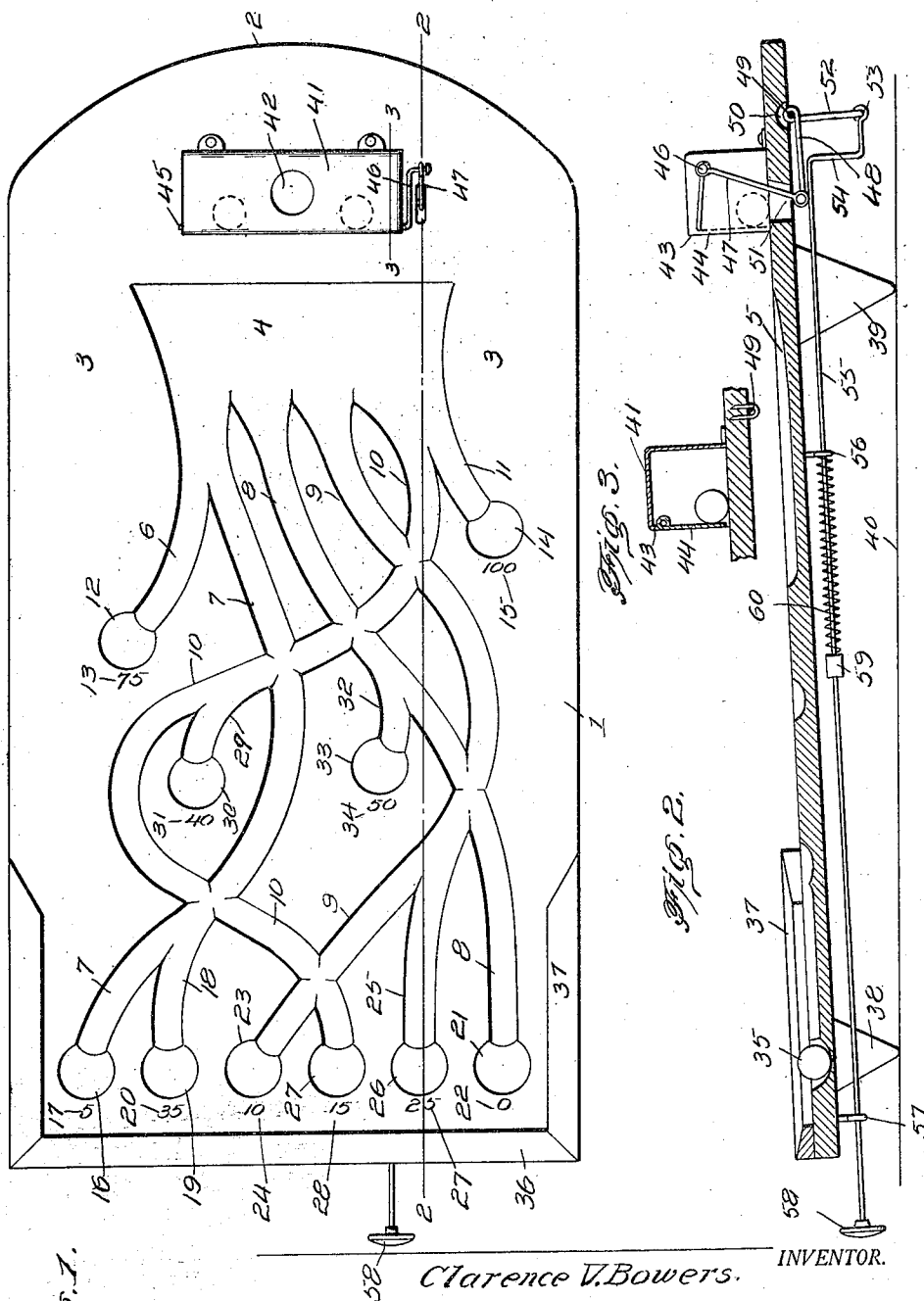
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C. V. BOWERS

GAME APPARATUS

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, CLARENCE V. BOWERS, a citizen of the United States, residing at East Allentown, in the county of Lehigh and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus and has for its object to provide an apparatus of such class, in a manner as hereinafter set forth, which can be readily understood with respect to the game played thereon and further, one that will afford a large amount of amusement when operated.

Further objects of the invention are to provide a game apparatus which is extremely simple in its construction and arrangement, strong, durable, compact, conveniently operated, amusing when used, readily set up and inexpensive to manufacture.

With the foregoing and other objects in view, the invention consists of the novel construction, combination and arrangement of parts as hereinafter more specifically described, and illustrated in the accompanying drawings, wherein is shown an embodiment of the invention, but it is to be understood that changes, variations and modifications can be resorted to, which come within the scope of the claims hereunto appended.

In the drawings wherein like reference characters denote corresponding parts throughout the several views:—

Figure 1 is a top plan view of a game apparatus in accordance with this invention,

Figure 2 is a longitudinal sectional view, on line 2—2, Figure 2,

Figure 3 is a section on line 3—3, Figure 1.

Referring to the drawings in detail, 1 denotes the body portion of the apparatus, which consists of a substantially rectangular board having a curved upper edge 2. The board 1 provides a playing surface 3, and which is cut away to provide near the forward end of the playing surface 3, with a cavity 4, having the forward part of its bottom inclined downwardly as at 5.

Leading from the cavity 4, is a series of runways 6, 7, 8, 9, 10 and 11.

The runways 6 and 11 are of less length than the other runways referred to, and the runway 6 terminates in a pocket 12, designated as at 13, of a certain value. The runway 11 terminates in a pocket 14, des-

ignated as at 15, of a certain value, and of a greater value than the designation of the pocket 12. Each of the runways 6, 11, are outwardly curved with respect to the longitudinal axis of the playing surface 3.

The runway 7 is of compound curvature and extends to near the lower end of the playing surface 3, and terminates in a pocket 16, designated as at 17, as of a certain value. Leading from near the lower end of the runway 7, is a branch runway 18, which terminates in a pocket 19, arranged in alignment with the pocket 16, and designated, as at 20, of a certain value. The runway 8 is of compound curvature, and extends to near the lower end of the playing surface 3, and terminates in a pocket 21, arranged in alignment with the pockets 16 and 19, and which is designated as of no value, as at 22. The runway 9 is also curvilinear in contour and which intersects the runways 10, and 8, and said runway 9, terminates at its lower end in a pocket 23, arranged in alignment with the pockets 16, 19 and 21, and designated as of a certain value, as indicated at 24. Leading from the runway 9, is a branch runway 25, which terminates in a pocket 26, designated as of a certain value as at 27, and the said pocket 26, is arranged in alignment with the pockets 16, 19, 21 and 23. The runway 10 is curvilinear in contour and extends to the lower end of the playing surface 3, and further intersects runways 1, 8 and 9, near the upper ends of said runways, and further intersects runways 7 and 9, near the lower ends of these latter runways. The runway 10 terminates in a pocket 27, which is designated as of a certain value, as at 28, and the pocket 27 is arranged in alignment with the pockets 16, 19, 21, 23 and 26.

The pockets 16, 19, 23, 27, 26 and 21, are positioned in a transverse row, that is to say, in a row extending transversely with respect to the lower end of the playing surface 3, and the said pockets are furthermore spaced from each other.

Leading from the runway 10, is a branch runway 29, which terminates in a pocket 30, designated as of certain value, as at 31, and the said pocket 30, is positioned between the runways 10 and 7.

Leading from the runway 8, is a branch runway 32, which terminates in a pocket 33, designated as of certain value, as at 34, and said pocket 33, is positioned between the runways 7 and 8.

Each of the pockets is circular in contour, and each is adapted to receive a projectile, in the form of a globular body 35. Two projectiles 35 are shown, but it is obvious that this number can be increased or diminished if desired. The value designations for the pockets are different and those pockets of greater diameter are arranged between the transverse row of pockets and the cavity 4.

The lower end of the body portion 1, is formed with an upwardly extending transverse ledge 36, and each longitudinal edge, for a portion of its length, starting from the lower end of the ledge, is provided with a longitudinally disposed and upwardly extending ledge 37, and the said ledges 36 and 37 provide means to prevent the projectiles 35 from running off the playing surface 3, at the lower end thereof.

The body portion 1, of the apparatus, is disposed at an upward inclination, so that the playing surface 3, will be arranged in a like manner, and for the purpose of supporting the body portion 1, at an upward inclination, a pair of supporting members 38, only one shown, depend from the body portion near the lower end thereof, and near the upper end of the body portion 1, a pair of supporting members 39, only one shown, depend from the lower face of the body portion 1. The supporting members 39 are of greater height than the supporting members 38, and each of the supporting members 38, 39, is triangular in contour, with the apex adapted to rest on a support 40, whereby the body portion 1, will be sustained at an upward inclination. Secured on the playing surface 3, between the cavity 4, and the forward end of said playing surface 3, is a receptacle 41, having an opening 42, in the top thereof, to provide for the insertion of the projectiles 35. The top of the receptacle 41, is formed with a depending flange 43, which overlaps the top of the rear wall 44 of the receptacle 41. The rear wall 44, provides an outlet for the receptacle 41, and can be shifted to open position for the discharge of the projectiles 35 from the receptacle 41, so that the projectiles 35 will enter the cavity 4, and from there travel through certain of the runways to the pockets, or from off the runways to the lower part of the playing surface 3.

The wall 44, is connected at its upper end to a shifting rod 45 therefor, the latter is journaled in the side walls of the receptacle 41, and further projects outwardly from one of the side walls of the receptacle 41, and is provided with a crank 46, with which is connected, the upper arm 47, of the bell crank lever. The lower arm of the bell crank lever is indicated at 48, and which is pivotally mounted, on a pin 49, supported from the lower face of the body

portion 1, near the upper end thereof. The body portion 1, has its lower face formed with a clearance 50, for the pivoted end of the arm 48, and said body portion 1, is further provided, at a point below the clearance 50, with an opening 51, through which extends the arm 47, of the bell crank lever. Depending from the pivoted end of the arm 48, of the bell crank lever, is an extension 52, which is connected, as at 53, to the longitudinal arm of an angle-shaped extension 54, formed on the forward end of an operating rod 55, which is slidably mounted in a pair of guides 56, 57, depending from the lower face of the body portion 1. The operating rod at its lower end has a handle member 58, and the said rod 55 is of a length as to project rearwardly with respect to the lower end of the body portion 1.

Mounted on the rod 55, and interposed between a collar 59 and the guide 56, is a coiled spring 60, which returns the rod 55, to normal position, as the rod 55, has been shifted forwardly, to open the wall 44, of the receptacle 41, so that the projectiles 35 can be discharged from the receptacle 41.

When the projectiles 35 are released from the receptacle 41, they enter the cavity 4, and from there travel through the runways into the pockets, and the count is made by adding the various values which designate the pockets. In some instances the projectiles will run out of the runways, as is obvious.

What I claim is:—

1. A game apparatus comprising a body portion constituting a playing surface formed at its upper end with a transversely extending cavity and at its lower end with a transversely extending row of spaced pockets for the reception of a projectile, said surface further provided with a forward and an intermediate pair of pockets arranged between said row and cavity for the reception of a projectile, a curved runway leading from each end of a cavity to a pocket of the forward pair, intersecting curved runways leading from said cavity to certain of the pockets of said row, curved branch runways leading from said intersecting runways to the other of the pockets of said row, curved branch runways leading from certain of the intersecting runways to the intermediate pockets, and conventional means on said surface to designate each of said pockets of different value.

2. A game apparatus comprising a body portion constituting a playing surface formed at its upper end with a transversely extending cavity and at its lower end with a transversely extending row of spaced pockets for the reception of a projectile, said surface further provided with a forward and an intermediate pair of pockets arranged

between said row and cavity for the reception of a projectile, a curved runway leading from each end of the cavity to a pocket of the forward pair, intersecting curved runways leading from said cavity to certain of the pockets of said row, curved branch runways leading from said intersecting runways to the other of the pockets of said rows, curved branch runways leading from certain of the intersecting runways to the intermediate pockets, conventional means on said surface to designate each of said pockets of different value, said forward pair of pockets arranged exteriorly of the intersecting runways, and said intermediate pair of pockets surrounded by said intersecting runways.

3. A game apparatus comprising an apertured body portion having its upper face cut away to provide runways and pockets, said pockets arranged in pairs and in a row, said body portion further cut away to provide near its upper end a transversely extending concavity from which said runways lead to said pockets, said row of pockets positioned at the rear end of said body portion and each of said pair of pockets arranged between said row of pockets and said concavity, a projectile retaining receptacle arranged on said body portion forwardly of said cavity and having a front pivoted wall capable when shifted to open position to release a projectile from the receptacle, a shiftable element arranged exteriorly of one end of said receptacle and connected to said wall, said element depending downwardly through the aperture of said body portion, and a spring controlled operating means arranged below and slidably connected with said body portion and further connected to

said element for actuating the latter to open said pivoted wall, and means for supporting said body portion at an inclination to provide for the gravitation of the projectile when released from said receptacle.

4. A game apparatus comprising an apertured body portion having its upper face cut away to provide runways and pockets, said pockets arranged in pairs and in a row, said body portion further cut away to provide near its upper end a transversely extending concavity from which said runways lead to said pockets, said row of pockets positioned at the rear end of said body portion and each of said pair of pockets arranged between said row of pockets and said concavity, a projectile retaining receptacle arranged on said body portion forwardly of said cavity and having a front pivoted wall capable when shifted to open position to release a projectile from the receptacle, a shiftable element arranged exteriorly of one end of said receptacle and connected to said wall, said element depending downwardly through the aperture of said body portion, a spring controlled operating means arranged below and slidably connected with said body portion and further connected to said element for actuating the latter to open said pivoted wall, and means for supporting said body portion at an inclination to provide for the gravitation of the projectile when released from said receptacle, said receptacle having its top closed and formed with an opening to provide for the entrance of the projectile into the receptacle.

In testimony whereof, I affix my signature hereto.

CLARENCE V. BOWERS.