

Dec. 27, 1932.

R. E. MORGAN

1,892,113

SALES STIMULATOR GAME

Filed March 26, 1932

2 Sheets-Sheet 1

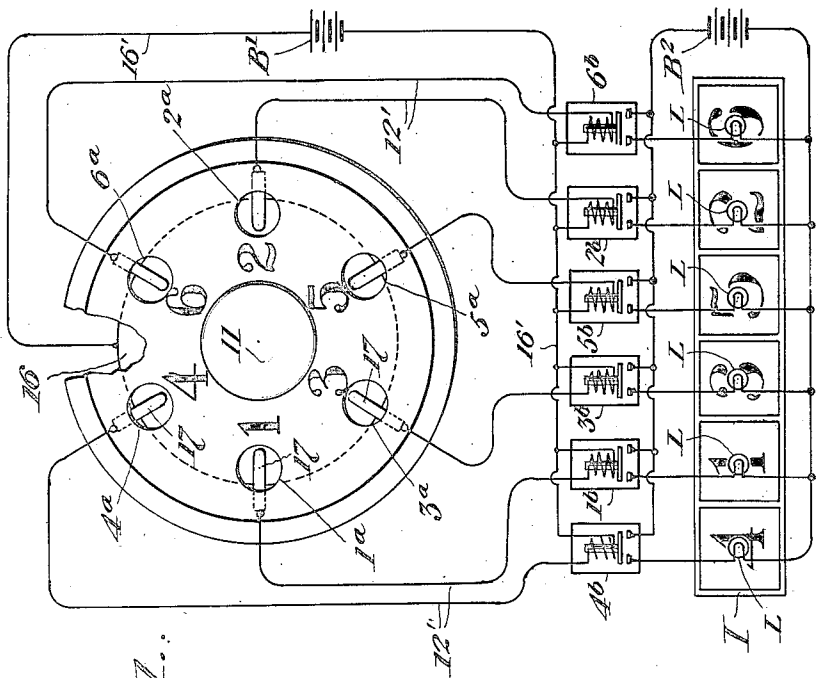


Fig. 1.

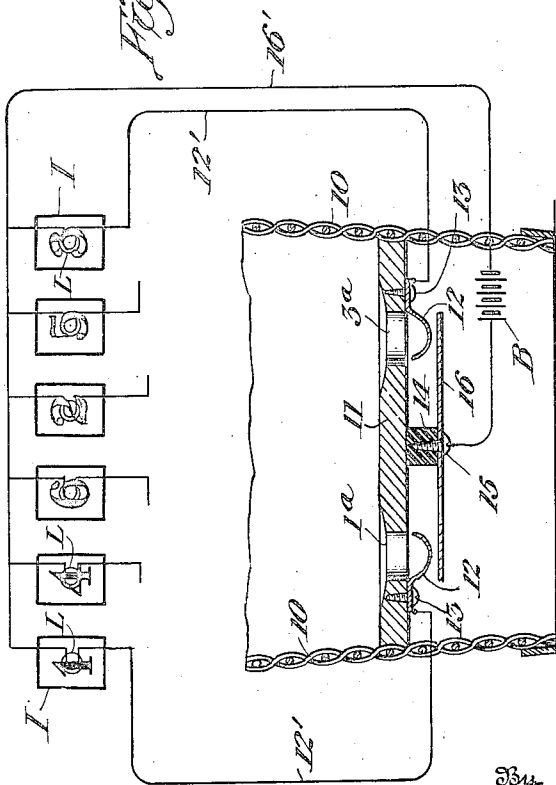
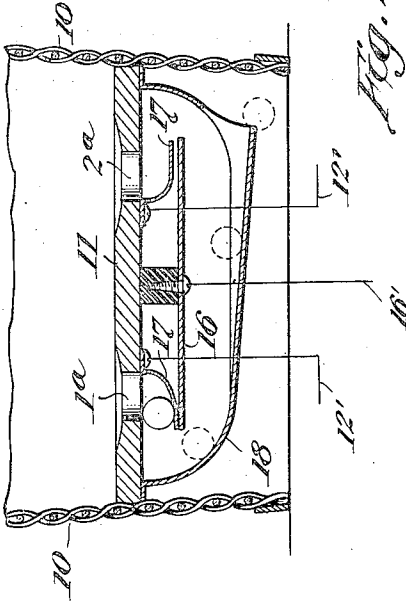


Fig. 2.



Inventor

Robert E. Morgan

334

Fisher Pedersen,

Attorneys

Dec. 27, 1932.

R. E. MORGAN

1,892,113

SALES STIMULATOR GAME

Filed March 26, 1932

2 Sheets-Sheet 2

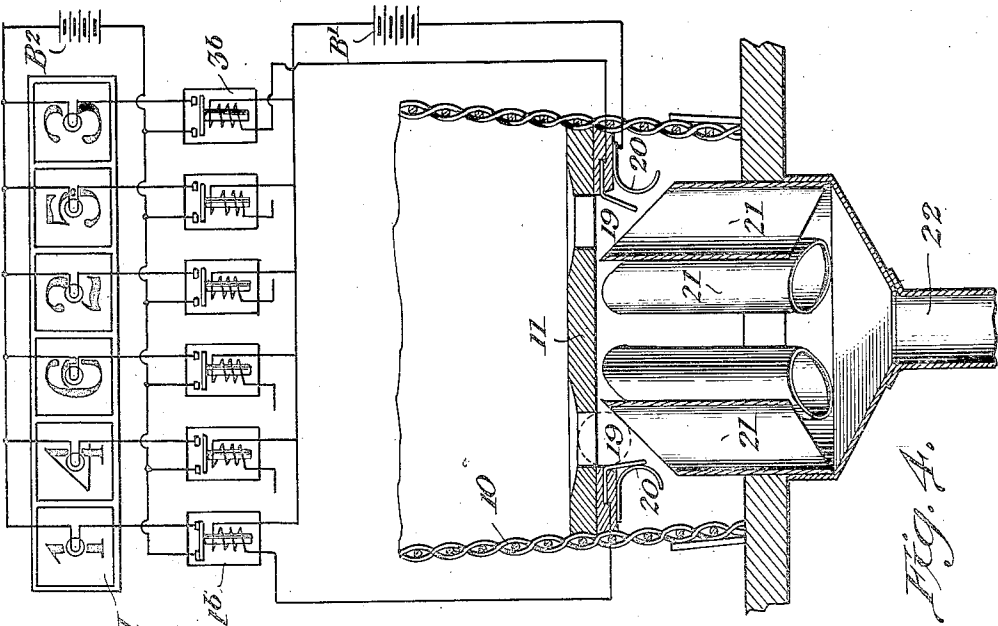


Fig. 4.

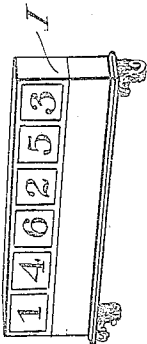
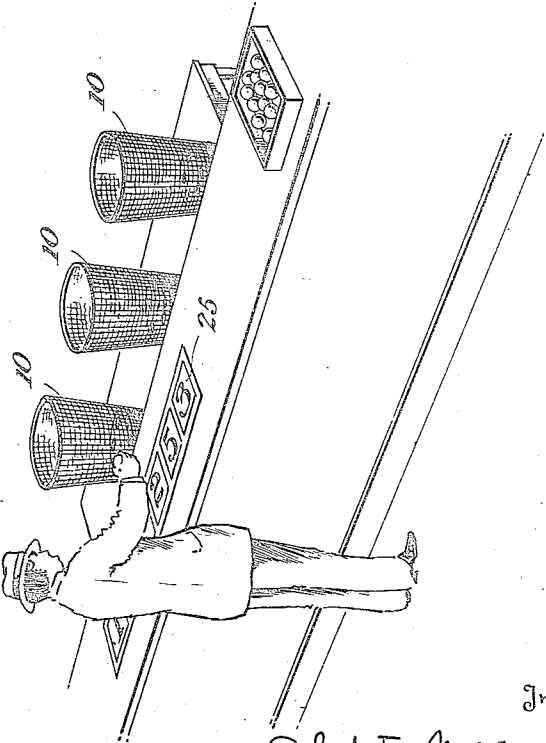


Fig. 5.



Inventor
Robert E. Morgan

By Fisher Pedersen,

Attorneys.

UNITED STATES PATENT OFFICE

ROBERT E. MORGAN, OF NEW YORK, N. Y., ASSIGNOR TO BASKILL, INC., OF NEW YORK, N. Y., A CORPORATION OF NEW YORK

SALES STIMULATOR GAME

Application filed March 26, 1932. Serial No. 601,382.

This invention relates to a sales stimulator, game device or the like of the general type capable of being set up in amusement parks, stores, seashore resorts, etc.

One of the principal objects of the present invention is to provide a game device which serves as a sales or business stimulator by virtue of the fact that the winner is rewarded with small samples of known merchandise, or merchandise which is desired to be newly introduced on the market.

Another object of the invention is to provide a game device which affords sport, recreation and amusement for persons desirous of displaying or exercising their skill in throwing balls in an accurate manner at fixed targets or receptacles and having the result of their throw register before them.

In general, the invention comprises a game provided with one or more baskets having their bottoms fitted with a plurality of holes or recesses, into one of which the ball will pass, depending on the thrower's skill. These baskets are placed a substantial distance behind a counter and the player, standing on the opposite side of the counter, tries his skill in tossing the ball through a particular hole in the bottom of the basket. These holes are numbered and are visible to the player. On the counter there is provided a series of numbers corresponding to the numbers of the holes in the basket and the player designates the hole he will attempt to throw the ball through by placing a slug on the corresponding number on the counter. The player will toss the ball into the basket, attempting to make it fall through the number which he has indicated on the counter.

All the holes in the basket are fitted, as will be more particularly pointed out hereinafter, with electrical contacts which communicate with an indicator, preferably situated above and to the rear of the baskets and facing the player. The numbers on this indicator correspond to the numbers of the holes in the baskets and those on the playing counter.

The slugs with which the player indicates his choice of numbers on the counter, are ob-

tained from the concessionaire at a nominal price, say a penny. For each slug bought, the player is entitled to one ball. Should he be successful in throwing the ball through the indicated passage, he may redeem the slug for a small sample of merchandise. Where the merchandise is a new product, this game is a very effective means of introducing it on the market.

The general features of the invention having been thus outlined, the invention will be further described by reference to the accompanying drawings, which illustrate several ways of carrying out the invention. Referring to these drawings,

Fig. 1 is a diagrammatic view of the apparatus, with the basket in cross section;

Fig. 2 is a cross sectional view of the lower part of a basket showing a modification;

Fig. 3 is a diagrammatic top plan view of the device embodying the modification of Fig. 2;

Fig. 4 shows a further modification; and Fig. 5 is a front view of the assembled device.

Referring now to Fig. 1 of the drawings, the numeral 10 designates a receptacle, which may be an ordinary basket of the wicker or other type, or it may be metallic or of composition. The basket 10 is of open mesh or reticulated construction, as shown in Figs. 1, 2 and 5. This enables the player to see through the open mesh basket walls, so that he can see the holes in the bottom of the basket, as is evident from Fig. 5. This receptacle is provided with a false bottom 11, which, in turn, is provided with a plurality of holes, openings or passages 1a, 2a, 3a, 4a, 5a, and 6a. Six holes are here shown, but the number of holes is optional. These passages, as shown in the drawings, are laid out regularly along the circumference of a circle, but, of course, any desired arrangement thereof could be employed. The holes could, if desired, be irregularly placed and of different sizes, so that it takes more skill to put a ball through some holes than through others. Each opening is provided on its underside with a contact device comprising

a resilient cup-shaped metallic contact member 12, which is affixed to the bottom 11 by means of screws 13, the screws serving also the purpose of binding posts. There is also provided beneath the false bottom 11, and attached thereto by block 14 and binding post screw 15, a metallic contact plate 16, preferably circular, which is of sufficient overall size to extend radially beyond the flexible contact members 12 and which completes the other terminal for the ball operated contact device. Each flexible contact member 12 is connected by a wire 12' to one terminal of a lamp L behind its correspondingly numbered indicator I. There is also provided a connection 16' between the contact plate 16 and all of the indicators. A suitable source of power, such as a battery B, is inserted in the line between the contact plate 16 and the indicators.

The device as a whole functions as follows: When the player throws a ball into the basket, it finds its way into one of the passages 1a, 2a, etc. Upon lodging in one of these passages, the ball, by virtue of its weight, bends the flexible contact member 12 downwardly and contacts the same with the contact plate 16, thereby completing the circuit to the appropriate indicator. As long as the ball rests in the passageway, the contact is maintained and the light behind its corresponding indicator illuminated until the ball is removed from the passageway manually, whereupon the flexible contact member 12 springs back to its normal position breaking its contact with charged plate 16 and thereby extinguishing the light behind its corresponding indicator.

In the modification shown in Figs. 2 and 3, flexible contact members 17 are provided, which are not cup-shaped as in the case of contact members 12, but have their effective contact areas substantially horizontally disposed and are so mounted on the underside of the false bottom 11 as to present a substantial obstruction in the passages 1a, 2a, etc. In this modification, the charged contact plate 16 is spaced from the false bottom 11 a sufficient distance to allow the ball, after passing through the passage, to roll off the edges of the plate. Attached to the underside of the false bottom, is a runway 18 which is common to all of the passages 1a, 2a, etc. When a thrown ball goes through any passage, it deflects the flexible contact member 17, thereby contacting the same with the charged plate 16. The ball then rolls off the plate into the common runway 18.

In the modification of Figs. 2 and 3, it will be evident that a ball on passing through any passage will make but a momentary contact between the contact devices 16 and 17, since the ball on falling into the runway will allow the flexible member 17 to spring back to its

original position. In order to maintain the light on the indicator lighted, there is provided a series of conventional trip relays 1b, 2b, 3b, 4b, 5b, 6b (Fig. 3), each relay being interposed in the line between a numbered passage, the contact plate and the corresponding indicator. A source of power, such as a battery B' is provided for the ball-controlled circuits, and a battery B² for the several relay circuits for the indicator I.

Upon the passing of a ball through any particular passage, contact is made, as before described, between the contact devices 16 and 17, which contact will operate the appropriate trip relay, which will, in turn, close a circuit through a light behind the indicator corresponding with the passage. After the relay has been tripped and the contact between 16 and 17 broken, the ball continues on its way down the common runway and the trip relay illuminates the appropriate indicator, the latter remaining illuminated until the relay is returned to its normal position manually.

Fig. 4 shows a further modification wherein each passage is provided with a flexible contact member 19, partially obstructing free passage through the passage, and a plurality of separate, rigid contact members 20 for each flexible contact member. This modification employs the same general hook-up of trip relays and indicators as used in the other modifications. Each ball, after passing through any passage, effects contact between contact devices 19 and 20 to close a circuit through the corresponding light in the indicator I and then falls through ducts 21 which communicate with common runway 22. Contact 19 is immediately released when the ball has found its way into the ducts 21. By virtue of the use of the trip relays, however, the indicator remains lighted until the relays are released manually.

In Fig. 5 is shown the general set-up of the game device with the baskets, their passages, corresponding indicators 1a, 2a, etc., all as hereinbefore described. The player, in this view, has indicated the passage he will try for, by placing a slug on the desired number 25 on the counter. He is about to try his skill at throwing a ball through the indicated passage. Should he be successful, he will be rewarded by receiving in exchange for the slug, a small sample of merchandise.

The holes have been described as "numbered". It will be understood that other indicia, such as letters, symbols, names, etc. could be applied to the holes, and to the indicator, and the claims are to be so construed.

While several embodiments of the invention have been illustrated in some detail, it should be understood that the invention is not to be limited to the precise forms shown, but may be carried out in other ways.

I claim as my invention:

1. A sales stimulator, game, amusement

device or the like, comprising a basket-like member having an upstanding substantially vertical wall of openwork construction, for enabling the player to see the bottom of the basket through said wall, the bottom of the basket being provided with a plurality of numbered holes, for receiving a thrown ball, an indicator having numbered spaces thereon corresponding to the numbered holes, and ball-operated means, electrically connected with the holes and with the indicator, for indicating the holes into which the ball is thrown.

2. A sales stimulator, game, amusement device or the like, comprising a basket-like member having an upstanding substantially vertical wall of openwork construction, for enabling the player to see the bottom of the basket through said wall, the bottom of the basket being provided with a plurality of numbered holes, for receiving a thrown ball, a runway for receiving a ball after it has passed through a hole, an indicator, bearing numbers corresponding to the several numbered holes, and ball-operated electrical means, actuated by the momentary closing of a circuit due to the passage of the ball through a hole, for lighting the corresponding space on the indicator.

3. A sales stimulator, game, amusement device or the like, comprising a member provided with a plurality of numbered holes, for receiving a thrown ball, ball-operated contact means associated with each hole, an indicator having numbered spaces corresponding to the numbered holes, and trip relay means, actuated by the momentary closing of a circuit at said contact means by the ball as it passes through a hole, whereby a corresponding space on the indicator is lighted and the circuit through the indicator is maintained closed until reset manually.

4. A sales stimulator, game, amusement device or the like, comprising a member provided with a plurality of numbered holes, for receiving a thrown ball, ball-operated contact means associated with each hole, an indicator having numbered spaces corresponding to the numbered holes, and trip relay means, actuated by the momentary closing of a circuit at said contact means by the ball as it passes through a hole, whereby a corresponding space on the indicator is lighted and the circuit through the indicator is maintained closed until reset manually, and a runway for collecting the balls after they have passed said contact means.

5. A sales stimulator, game, amusement device or the like, comprising a member provided with a plurality of numbered holes, for receiving a thrown ball, ball-operated resilient contact devices associated with each hole, a contact plate common to and adapted to co-operate with all of said contact devices, and an indicator having numbered spaces corre-

sponding to the numbered holes, electrically connected with said contact devices.

6. A sales stimulator, game, amusement device or the like, comprising in combination a receptacle having its bottom provided with a plurality of openings adapted to receive a thrown ball, said openings having associated therewith resilient metallic contact fingers, a contact plate beneath the receptacle, and a plurality of indicators corresponding to the openings in the bottom of the receptacle, said indicators being electrically connected to the resilient fingers and contact plate so that the ball upon engaging in any opening will engage its resilient finger to contact the latter with the contact plate and so cause the indicator to show the opening into which the ball fell.

7. A sales stimulator, game, amusement device or the like comprising in combination, a receptacle having its bottom provided with a plurality of openings and adapted to receive a thrown ball, resilient metallic fingers partially obstructing the openings, a contact plate immediately beneath the bottom of the receptacle, a plurality of indicators corresponding to the openings in the receptacle, and electrical connections between each indicator and the resilient finger in its corresponding opening and between each indicator and the contact plate, so that the thrown ball upon arriving in any opening will move its resilient finger to contact the latter with the contact plate and thus close the circuit through the finger, contact plate, and corresponding indicator.

8. A sales stimulator, game, amusement device, or the like, comprising in combination, a receptacle having its bottom provided with a plurality of openings and adapted to receive a thrown ball, ball-operated resilient contact devices partially obstructing the openings, a plurality of indicators corresponding to the openings in the receptacle, and trip relays interposed between each contact device and corresponding indicator, said contact devices, relays and indicators being operatively connected so that the passage of a ball through any opening will cause the circuit through the indicator to remain closed until the trip relay is manually reset, thereby causing the corresponding indicator to remain lighted until such resetting is effected.

9. A sales stimulator, game, amusement device or the like, comprising in combination, a receptacle having its bottom provided with a plurality of openings and adapted to receive a thrown ball, resilient contact devices partially obstructing the openings, a common runway for the balls after they have dropped through an opening, a plurality of indicators corresponding to the openings in the receptacle, trip relays interposed between each contact device and corresponding indicator, said contact devices, relays and indicators being

operatively connected so that the passage of a ball through any opening will cause the circuit through the indicator to remain closed until the trip relay is manually reset, thereby
5 causing the corresponding indicator to remain lighted until the relay is reset.

10 10. A sales stimulator, game, amusement device or the like, comprising in combination, a receptacle having its bottom provided with a plurality of numbered openings and adapted to receive a thrown ball, a contact
15 device comprising a resilient contact finger mounted near the periphery of each opening and partially obstructing free passage there- through, a common runway for the balls after
20 they have dropped through an opening, a plurality of numbered indicators corresponding to the openings in the receptacle, said indicators each being capable of separate illumination, and trip relays interposed between,
25 and operatively connected to, each contact device and its corresponding indicator, so that the passage of a ball through any opening will cause a momentary contact between the
30 finger and its contact, the momentary contact operating the trip relay whereby the circuit through the indicator is maintained closed until the trip relay is manually reset and whereby the appropriate indicator is
35 illuminated until the relay is reset.

11. A sales stimulator, game, amusement device or the like, comprising in combination, a receptacle having its bottom provided
35 with a plurality of numbered openings adapted to receive a thrown ball, resilient metallic fingers partially obstructing the openings a metallic contact plate immediately beneath
40 the receptacle, said plate being far enough below the openings to permit continuous movement of the ball after passing through any opening, a common return runway for
45 the balls beneath the plate, a plurality of numbered indicators corresponding to the openings in the receptacle, each indicator being capable of separate illumination, and trip
50 relays interposed between, and operatively connected to, each contact device and corresponding indicator, so that the passage of a ball through any opening will cause a momentary contact between the contact finger
55 and plate, this momentary contact operating the trip relay to illuminate the appropriate indicator.

55 In testimony whereof, I affix my signature.
ROBERT E. MORGAN.