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COMBINED BALL GAME, GUM DISPENSER AND DIE

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2 Sheets-Sheet 1

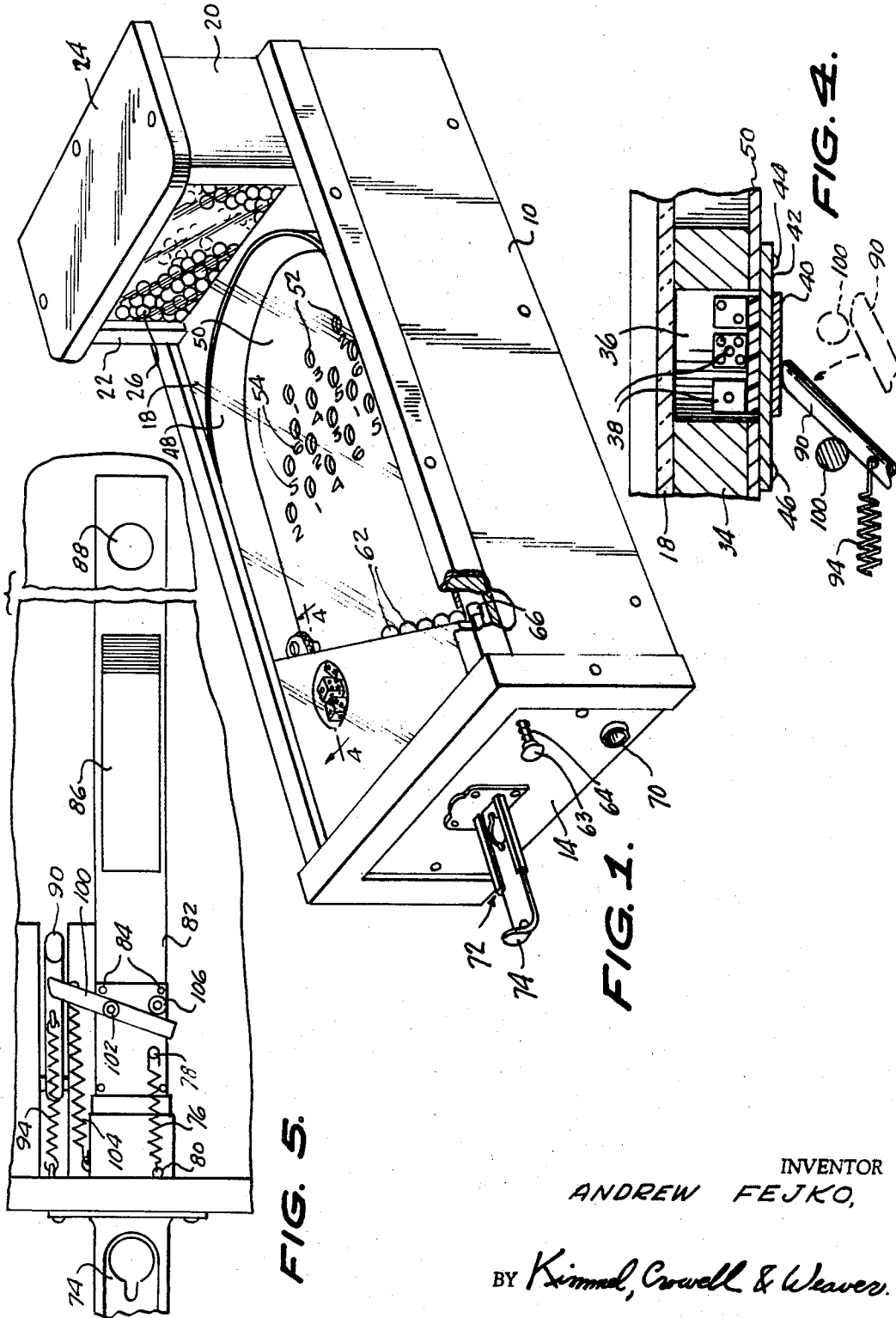


FIG. 5.

FIG. 1.

FIG. 4.

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COMBINED BALL GAME, GUM DISPENSER AND DIE

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4 Claims

ABSTRACT OF THE DISCLOSURE

A combination gum dispensing machine and game of skill which includes a container for gum, a game board having a plurality of holes for receiving marbles, a spring biased shaft for propelling the marbles from one point toward the holes, an ejector for knocking the marbles out of the holes to permit them to return by gravity to the propelling shaft, a receptacle with a removable bottom for dice, a striker for the dice, and a gum dispenser for removing a gum ball from the container and delivering it exteriorly of the machine.

BACKGROUND OF THE INVENTION

Field of the invention

This invention relates to a dispensing game machine wherein an article is dispensed and a game of skill is provided for the user.

Description of the prior art

Games of skill wherein a marble or other object is shot or propelled from the front of the machine along the game board for scoring are well known. For example, the ordinary pin ball machine is a game generally of this type. Dispensing machines wherein a coin is inserted in an operating mechanism and an article, such as gum, candy, a novelty toy or the like, is dispensed are also known. It is an object of this invention to provide an improved combination of a game of skill and a dispensing machine wherein the user always receives fair return for his money in terms of merchandise dispensed and, in addition, is given an opportunity to develop his skill and is given enjoyment from playing the game.

SUMMARY

Without intending to limit the scope of the invention, there is herein described a dispensing machine which has a generally rectangular housing with front and rear walls and a container extending upwardly from the rear end of the housing. The top of the housing is covered with a transparent glass or plastic and below this there is provided a game board which includes a plurality of holes. A rebound member is provided at one end of the game board and a spacing block is provided at the other to define a compartment. In the compartment there are a plurality of marbles and extending from the compartment there is an externally operatable marble propelling device of ordinary construction. In addition, in the spacing block there is provided an opening and a plurality of die supported in the opening by a movable plate. Means are provided for shaking the dice. A coin actuatable operating device is built into the housing such that when the actuating device is operated the dice are shaken, the marbles are knocked from the holes and returned to the propelling device and a gum ball is dispensed. The user is then given an opportunity to test his skill in placing marbles in holes corresponding to the numbers shown on the dice. Thus, both enjoyment and value are received for the user's investment when he places a coin in the operating mechanism.

It is, accordingly a principal object of this inven-

tion to provide a combined game and gum dispensing machine.

A further and more particular object of the invention is to provide a game wherein a plurality of dice are shaken and the user is given an opportunity to match marbles in appropriately marked holes with the numbers on the dice and, at the same time, a gum ball is dispensed.

A more specific object of the invention is the provision of a novel dice shaking mechanism in the combination described.

An additional more specific object of the invention is to provide a novel marble return mechanism in the combination described.

The specific combination described constitutes a specific object of the invention and other objects of the invention will become apparent from the specification which follows and from the drawings to which reference is made.

BRIEF DESCRIPTION OF THE DRAWING

FIGURE 1 is a perspective view of the overall game and dispenser of this invention.

FIGURE 2 is a side elevational view in partial cross section taken approximately along the longitudinal centerline of FIGURE 1.

FIGURE 3 is an end cross-sectional view taken substantially along lines 3—3 in the direction of the arrows as shown in FIGURE 2.

FIGURE 4 is a partial cross-sectional view showing the dice compartment and a portion of the shaking mechanism taken substantially along lines 4—4 in the direction of the arrows as shown in FIGURE 1.

FIGURE 5 is a top view of the dice shaking mechanism and the operating mechanism for the machine looking downward with the game board removed.

DESCRIPTION OF THE PREFERRED EMBODIMENT

In its preferred form, the present invention comprises a housing which has sidewalls 10 and 12, a front wall 14 and a rear wall 16. A top cover 18 is provided, the cover being of a transparent material such as glass, Lucite or other transparent plastic. A container is provided for gum balls adjacent the rear end of the machine and comprises end walls 20 and 22, a top wall 24 and a transparent front wall 26, along with the rear wall 16.

As shown in FIGURE 2, a plurality of gum balls 28 are received in the container and rest upon a bottom 30 which is provided with a recess 32, the function of which will be described hereinafter.

Beneath the top cover 18 there is provided adjacent the front end a spacing block 34 which has an opening 36 therein. As best shown in FIGURES 2 and 4, the opening 36 includes therein a plurality of dice 38 which are held on a movable supporting member 40 which is, in turn, held in place by a retaining ring 42 secured by screws or nails 44 and 46 below the spacing block 34. As will be described hereinafter, the supporting block 40 is adapted to be moved when struck for shaking the dice 38.

Proximate the rear end of the housing and below the transparent top cover there is provided a rebound backing member 48. Secured below the spacing block 34 and the rebound member 48 there is provided a game board 50, supported by vertical supports 51 and 51' as shown in FIGURE 3. The game board 50 is provided with a plurality of apertures 52 each of which is marked with a selected indicia from one to six as shown at 54.

A panel 56, which is provided with a plurality of pegs 58, is secured by a hinge 60 on the bottom side of the game board 50. As is best shown in FIGURE 2, the panel 56 is adapted to be moved toward the bottom of the

game board 50 and the pegs 58 are adapted to extend through the apertures 52 for knocking marbles out of the apertures. The marbles 62 are received in the compartment defined by the game board, the spacing block, the rebound member, and the top cover. The panel is so disposed that when the marbles are knocked out of the holes 52 they are returned to a point adjacent the spacing block. As is best shown in FIGURE 1, the spacing block is beveled such that the marbles return to a lower corner. In the lower corner there is provided a propelling means which includes an elongate shaft 63 which may have a handle on the exterior end thereof which is inwardly biased as by spring 64 and includes a striking tip 66 thereon. This propelling means is of the type commonly used for marble games and pin ball machines, and the like. Thus, it will be seen that when the marbles are returned from the holes 52 they will normally roll such that they may be propelled by the shaft 63 toward the rebound member and the holes.

A chute 68, the configuration of which is best indicated in FIGURE 2, opens exteriorly of the housing as at 70 and extends to a point underneath and adjacent the container for the gum balls.

The actuating mechanism is shown generally at 72 and includes a slidable operator 74 which has a coin receiving opening therein. This type of coin actuator is of the type commonly used with pin ball machines and other games, and consequently, no detailed description is deemed necessary or given.

The operating slide 74 is biased toward the front end of the housing, outwardly, by a spring 76 which is secured by a pin 78 to the slide and by an eye 80 to the front wall. A rod 82 is secured, as by pins 84, to the slide 74 and moves reciprocally in the housing as the slide is moved reciprocally exteriorly from the housing. The bar 82 carries thereon an engaging block 86 which, as best shown in FIGURE 2, engages the bottom of the panel member 56 moving it upward for ejecting the marbles from the holes 52.

Further, as the bar 82 moves reciprocally from the front wall toward the rear, the hole 88 therein moves into the gum container and receives a gum ball therein. The hole 88 is adapted to permit a gum ball to pass there-through. As the bar is moved to the rear, the gum ball is dropped into the chute 68 and is delivered at point 70 exteriorly of the housing.

As best shown in FIGURES 2, 4, and 5, the means for shaking the dice includes, not only the movable supporting member 40, but, a vertically movable pivoted striker 90 which is pivoted, as shown in FIGURE 1, at a point 92, and is biased by a spring 94 toward the front wall, the spring 94 being secured between eyes 96 of the striker 90 and 98 on the front wall. Thus, the striker is biased toward a position wherein it is in contact with the movable supporting member 40. However, the striker 90 is normally held out of contact with the supporting member 40 by means of an operating arm 100 which is pivotally secured at 102 to the slide operator 74. The operating lever 100 is biased toward the front wall by a spring 104 and its movement in the rearward pivotal direction is limited by a stop 106.

OPERATION

When a user inserts the desired coin, which may be a penny, nickel, dime, or quarter, but is usually a penny, in the slot in the slide 74 and moves the slide reciprocally toward the rear wall, the rod 82 carries the block 86 which moves the panel upwardly striking the marbles in the holes 52 and returning them to a position wherein they may again be propelled. At the same time, the hole 88 is moved into the gum container and picks up a ball of gum. Simultaneously, the lever 100 pivots so as to release the striker 90 which hits the bottom of the supporting member 40 and shakes the dice. When the user releases the slide 74, the gum ball in the hole 88 is carried outwardly and is dropped through the hole into the

trough 68 and delivered to the user. At this same time, the panel 56 moves down again freeing the holes for receiving the marbles. The user then is free to shoot the marbles until such time as they are all received in the openings 52. Each time the dice are shaken, a different set of numbers appear and the user's skill in matching the marbles in holes of appropriate indicia with the numbers on the dice is challenged.

Thus, a triple action game is provided. That is, the dice are shaken, the gum is dispensed, and the marbles are positioned for being shot toward the holes.

It will be apparent that departures from the specific embodiment disclosed may be made without departing from the spirit and scope of the invention as defined in the following claims.

I claim:

1. A combination gum dispensing machine and game of skill which comprises:

a housing having sidewalls, front and rear walls, a transparent top cover and including a gum container raised above the level of the top cover adjacent the rear wall;

a spacing block secured adjacent the top cover proximate the front wall, said block including an opening therein which is visible through the top cover;

a rebound backing member secured adjacent the top cover proximate the rear wall and the gum container;

a generally planar game board secured in spaced approximately parallel relation from the top cover, said game board having a plurality of apertures therethrough proximate the rebound backing member and cooperating with the top cover, the spacing block and the rebound backing member to define a game receptacle;

at least one marble in the game receptacle, said marble being of a size to be retained in said apertures of the game board;

means controllable from the front exterior of the housing for propelling said marble from adjacent the spacing block toward the backing member;

coin actuatable operating means;

means actuated by the operating means for knocking marbles out of the apertures of the game board, said game board being so disposed that said marbles roll toward the propelling means;

at least one die in the opening in the spacing block; means actuatable by the operating means for shaking said die;

means actuatable by the operating means for delivering a gum ball from the gum container to the exterior of the housing;

whereby upon insertion of a proper coin and actuation of the operating means the die is shaken, a gum ball is dispensed and the marbles are returned to the propelling means to permit a player to try to propel the marble into a selected aperture, said coin actuatable operating means comprising:

a reciprocally moving actuating mechanism; and the means for knocking the marble out of the apertures comprising:

an elongate operating bar secured for reciprocable movement from front to rear by the actuating mechanism;

a panel which includes a plurality of pegs extending upward therefrom movably secured below the game board;

an engaging operator on the bar for moving the panel toward the game board, said pegs being secured and said panel being so disposed and constructed such that upon movement toward the game board the pegs extend into the respective apertures in the game board for knocking marbles therefrom;

said means for shaking the die comprising:

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a movable supporting member secured under the opening in the spacing block for supporting the die;
 a movably mounted striker below the supporting member;
 means biasing the striker toward the supporting member; and
 release means operably connected to the coin actuatable operating means for normally retaining the striker out of contact with the supporting member and for permitting the striker to move toward the supporting member to shake the die when the operating means is actuated.

2. The combination of claim 1 wherein the means for delivering a gum ball comprises:

an opening in a wall;
 a chute leading from a point below the container to the opening in the wall;
 a hole in the operating bar of sufficient size to permit a gum ball to pass therethrough, said bar being so constructed and disposed that upon movement from front to rear the hole is moved into the lower part of the gum container for receiving a gum ball and when the bar is moved to the front the ball is carried out of the container and permitted to fall into the chute, said chute being so disposed as to carry the gum ball to the opening in the wall.

3. A combination gum dispensing machine and game of skill which comprises:

a housing having sidewalls, front and rear walls, a transparent top cover and including a gum container raised above the level of the top cover adjacent the rear wall;
 a spacing block secured adjacent the top cover proximate the front wall, said block including an opening therein which is visible through the top cover;
 a rebound backing member secured adjacent the top cover proximate the rear wall and the gum container;
 a generally planar game board secured in spaced approximately parallel relation from the top cover, said game board having a plurality of apertures therethrough proximate the rebound backing member and cooperating with the top cover, the spacing block and the rebound backing member to define a game receptacle;
 at least one marble in the game receptacle, said marble being of a size to be retained in said apertures of the game board;

means controllable from the front exterior of the housing for propelling said marble from adjacent the spacing block toward the backing member;
 coin actuatable operating means;
 means actuated by the operating means for knocking marbles out of the apertures of the game board, said

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game board being so disposed that said marbles roll toward the propelling means;
 at least one die in the opening in the spacing block;
 means actuatable by the operating means for shaking said die;
 means actuatable by the operating means for delivering a gum ball from the gum container to the exterior of the housing;
 whereby upon insertion of a proper coin and actuation of the operating means the die is shaken, a gum ball is dispensed and the marbles are returned to the propelling means to permit a player to try to propel the marble into a selected aperture;
 and the means for shaking the die comprising:

a movable supporting member secured under the opening in the spacing block for supporting the die;
 a generally vertically swingable striker arm pivotally mounted below the supporting member;
 means biasing the striker toward the supporting member; and
 a release lever pivotally mounted to the actuating mechanism for normally holding the striker out of contact with the supporting member and for releasing the striker for contact with the supporting member to shake the die when the actuating mechanism is operated.

4. The combination of claim 3 wherein the means for delivering a gum ball comprises:

an opening in a wall;
 a chute leading from a point below the container to the opening in the wall;
 a hole in the operating bar of sufficient size to permit a gum ball to pass therethrough, said bar being so constructed and disposed that upon movement from front to rear the hole is moved into the lower part of the gum container for receiving a gum ball and when the bar is moved to the front the ball is carried out of the container and permitted to fall into the chute, said chute being so disposed as to carry the gum ball to the opening in the wall.

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