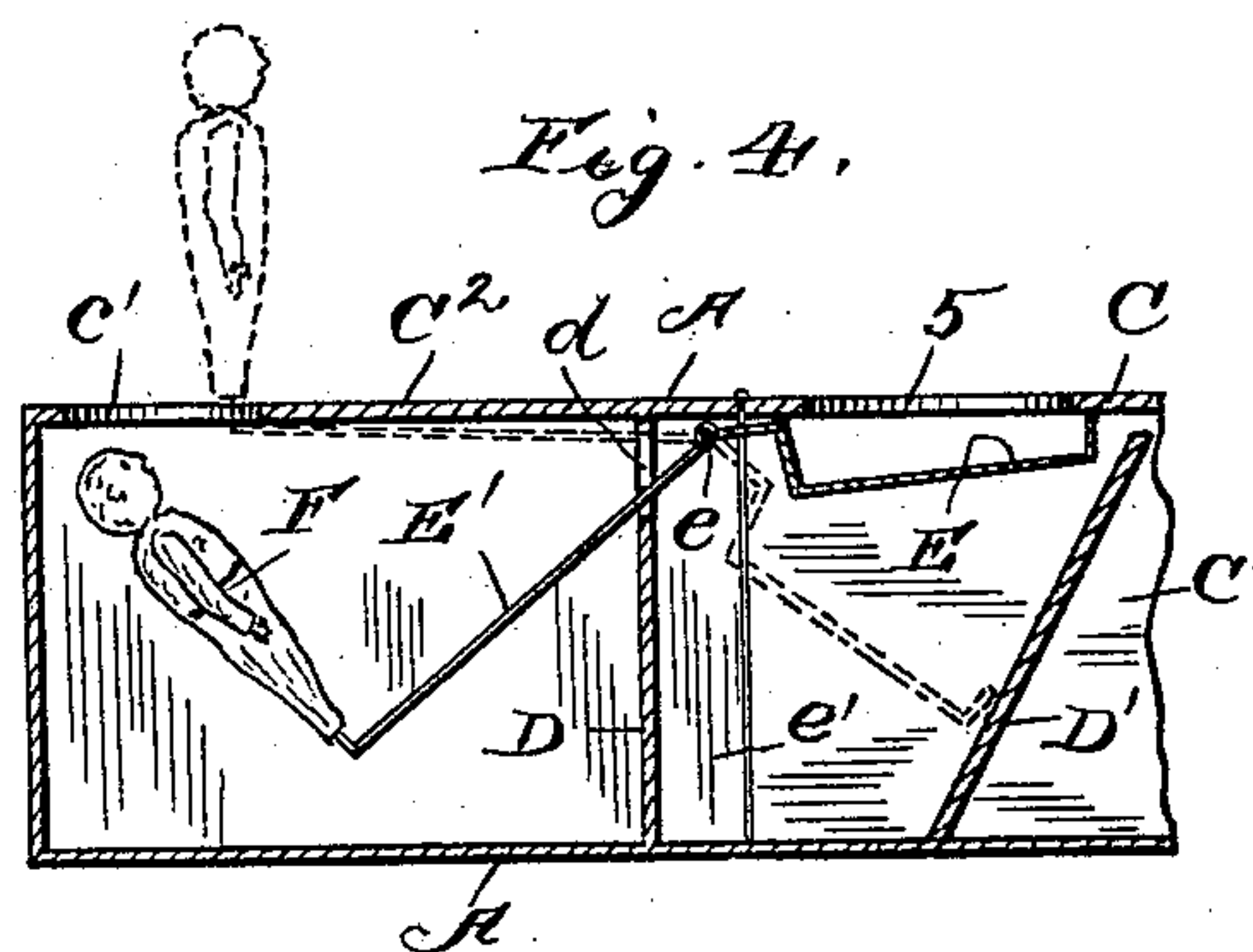
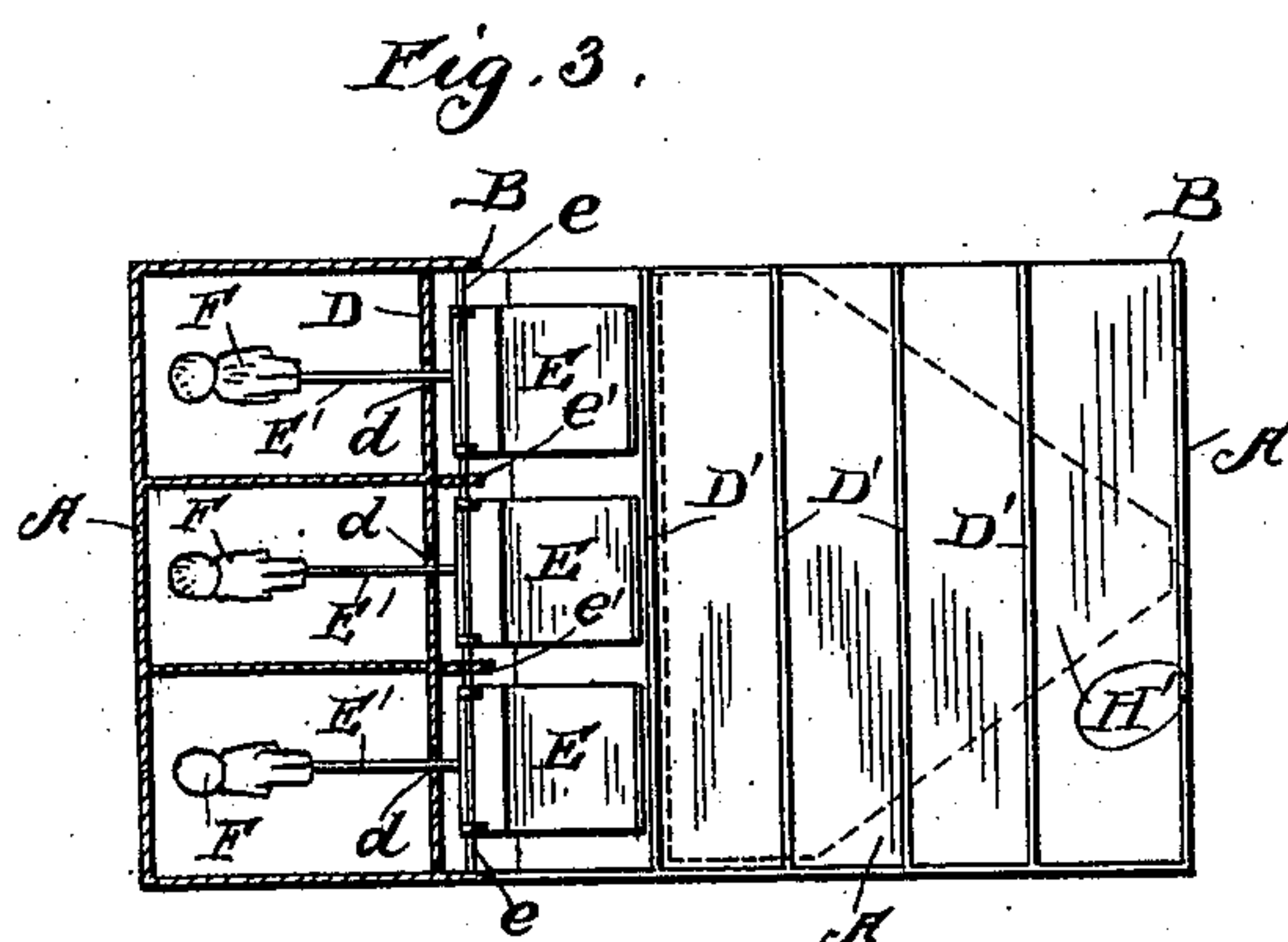
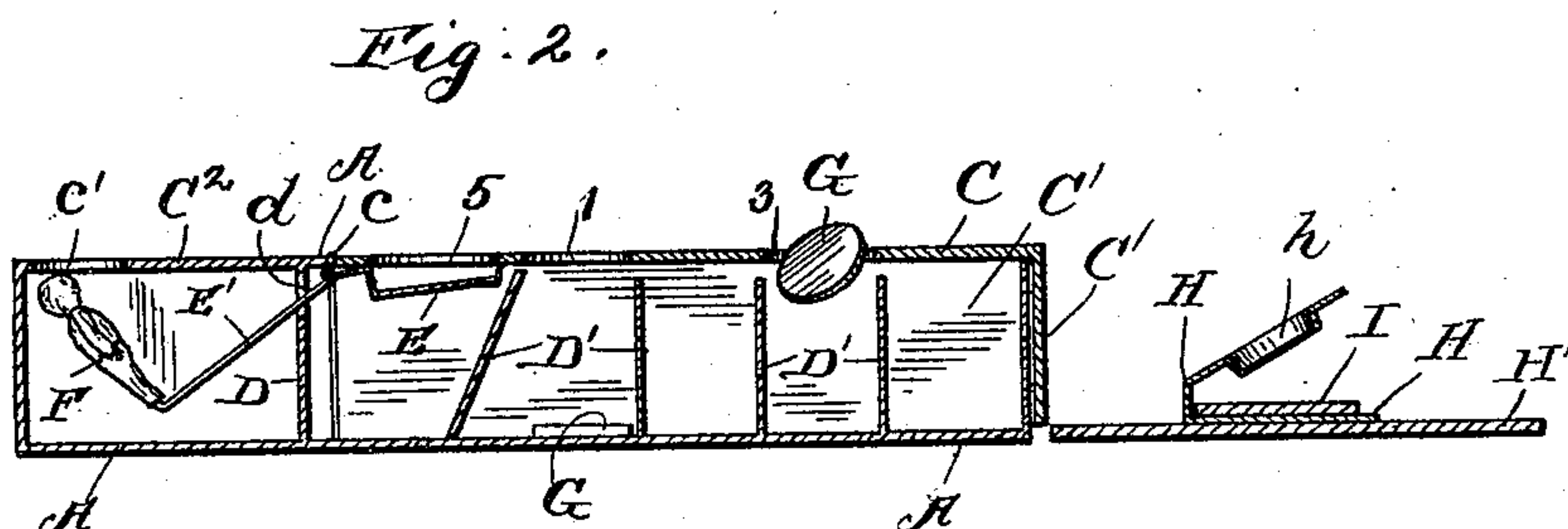
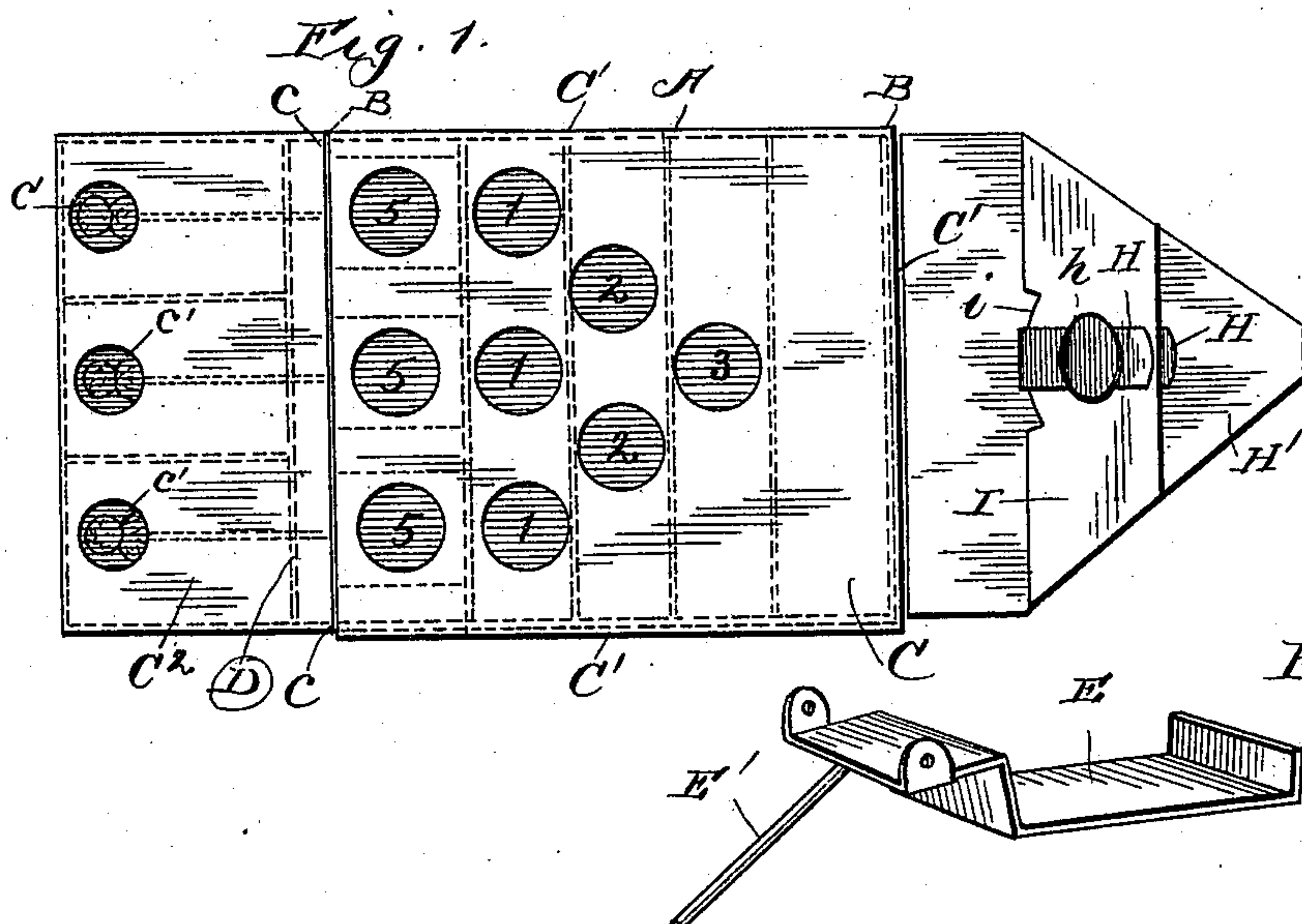


(No Model.)

A. B. HEAP & H. H. VAN KURAN.  
GAME APPARATUS.

No. 574,150.

Patented Dec. 29, 1896.



Witnesses:  
W. J. Jackson,  
Ellis Perry.

By

*Inventors*

Annie B. Steap  
Helen H. Van Kuren  
Geo. H. Whipple.

Atty.



# UNITED STATES PATENT OFFICE.

ANNIE B. HEAP AND HELEN H. VAN KURAN, OF CHICAGO, ILLINOIS.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 574,150, dated December 29, 1896.

Application filed March 27, 1896. Serial No. 585,056. (No model.)

*To all whom it may concern:*

Be it known that we, ANNIE B. HEAP and HELEN H. VAN KURAN, of Chicago, in the State of Illinois, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

The invention relates to apparatus for a children's game in the playing of which chips or ivory disks are thrown into holes through the cover of a box by means of a spring adapted to be worked with the finger of the player; and one of the objects of our improvements is to provide means in conjunction with certain of the holes through the cover whereby figures in another part of the box will be elevated by the chips to give variety to the game or increase the interest of the players therein.

Another of the objects is to so construct the box and its cover as to facilitate the removal of the chips from the box between innings while playing the game.

We attain these objects by the means illustrated in the accompanying drawings, in which—

Figure 1 is a plan view of a game apparatus of the class mentioned containing our invention. Fig. 2 is a longitudinal section of the same. Fig. 3 is a horizontal section just below the cover of the box, showing a top view of the uncovered box and its partitions and internal mechanism. Fig. 4 shows an enlarged fragmentary sectional view having the action and elevated position of the figure indicated by dotted lines. Fig. 5 is a detail showing a detached part in perspective.

In the drawings, A designates a low box having one side open a portion of the way at B B and provided with a cover C, hinged at c and having around three sides downwardly-projecting pieces C'. The other portion of the box has a fixed or permanently-attached cover C<sup>2</sup>. The hinged cover is provided with circular openings 3 2 1 5, and the permanent cover has smaller openings c'. The part under the hinged cover is separated from the other part by a partition D and is divided by partitions D' into several compartments or pockets falling under the openings in the hinged cover. These several compartments have open ends at B B when the hinged cover is raised, but these are closed by the side

piece C' at that side when the hinged cover is lowered.

Cups or pans E are pivoted to a wire e, extended across the box and supported by intermediate partitions e' or other suitable supports, so that one of said pans will fall under each of the openings 5 of the hinged cover. Each of said pans has an arm E', to which a figure F is attached, the figure slightly overbalancing the pan, so as to raise it up against the under side of the hinged cover while the figure goes down in the box beneath the openings c' through the permanently-attached portion C<sup>2</sup> of the box-cover, there being a slot d in the partition D for the arm E' to work in.

In playing the game a number of chips or counters G are employed. These are thrown by means of a spring H, attached to a board H' or other suitable support and having a recess or cup h to hold the chip while the spring is being manipulated, the object being to bear down upon the spring and then suddenly let it go, so as to give just enough force to throw the chip into the holes through the hinged cover. When the chip is thrown into any of the holes 5, it will be caught by the pan E, and the added weight of the chip will cause the pan to overbalance the figure and go down, while the figure will come up through the opening c' and remain up until the chip is displaced.

The cross-piece I, under which the spring is received, is provided with a cut, giving a curve i along a portion of its edge, so that the spring may be set at different angles for aiming at the different holes.

After each inning the cover C is raised and the count made according to the values assigned to the different pockets into which the chips fall, and the raising of the cover opens the pockets at the side B B, so that by tilting the box the chips will slide out at that side. The pans should have very little or no upturned edge toward the open side of the box, so that the chips falling upon them will also slide out when the box is tilted.

The board H' is adapted to lie under the hinged cover when the spring is detached, and the chips and spring may be stored in the pockets of the box when the apparatus is not in use.

What we claim is—

1. A game apparatus comprising a box having movable figures supported by pivoted arms beneath openings through a rigid part of the cover, pans connected with the pivoted arms and supported beneath openings through a hinged part of the cover and a spring-pan for throwing counters into the pockets as specified.

2. A game apparatus comprising a box having movable figures supported by pivoted arms, beneath openings through one part of the cover, pans connected with the pivoted arms and supported in a pocket beneath openings through a removable cover, a series of other pockets beneath other openings through

the cover and a spring-pan for throwing counters into the several pockets as specified.

3. In a game apparatus of the class mentioned the combination with the box having the pockets the cover with holes over the pockets, of the spring-holder provided with the curved edge *i* for adjusting the spring at different angles to the box for the purpose specified.

ANNIE B. HEAP.

HELEN H. VAN KURAN.

Witnesses:

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